

PRE-GENERATED FIRST LEVEL CHARACTERS

Before playing simply mark the characters(s) you are using & pick a name and alignment for each.

Fighter Level 1							AL:
HP	Str	Int	Wis	Con	Dex	Chr	XP
5	15	10	8	13	14	12	
Bonuses		+1 to hit (melee or missile), +10% XP					
Armor		Plate & Shield (AC 2)					
Weapons		Sword, spear					
Equipment		Pack, 50' rope, 12 torches & tinderbox,					
Coins		3 large sacks (300 coin capacity), rations (7 days), water skin					
15 gp							

Score to Hit Armor Class for Levels 1-3 (d20)									
9	8	7	6	5	4	3	2	1	0
10	11	12	13	14	15	16	17	18	19

Save vs					
	Poison	Wand	Stone	Breath	Spell
Fi/Th	12	13	14	15	16
MU	13	14	13	16	15
Cl	11	12	14	16	15

Cleric Level 1							AL:
HP	Str	Int	Wis	Con	Dex	Chr	XP
4	12	8	15	13	10	14	
Bonuses		+10% XP					
Armor		Chain & Shield (AC 4)					
Weapons		Mace					
Equipment		Wooden holy symbol, pack, 1 vial holy water, wolfsbane, 6 torches & tinderbox,					
Coins		rations (7 days), water skin					
13 gp							
Turn Undead (2d6)		Skelet. 7	Zombie 9	Ghoul 10			

Dwarf Fighter Level 1							AL:
HP	Str	Int	Wis	Con	Dex	Chr	XP
6	14	12	13	15	10	8	
Bonuses		+1 to hit (melee), +1 HP/level, +5% XP					
Armor		Plate (AC 3)					
Weapons		Battle-Axe (2-handed), hand axe					
Equipment		Pack, 12 iron spikes, 3 large sacks (300 coin capacity), iron rations (7 days), water skin					
Coins		22 gp					
Dwarf Abilities		Infravision, Detect Dungeon Traps 1-2 in 6 +2 to saves					

Magic-User Level 1							AL:
HP	Str	Int	Wis	Con	Dex	Chr	XP
3	8	15	13	12	14	10	
Bonuses		+1 to hit (missile)					
Armor		None (AC 9), +10% XP					
Weapons		Dagger					
Equipment		Small sack (50 coin capacity), rations (7 days), water skin					
Coins		0 gp					
Spells/Day		1 first level					
Spell Book		Detect Magic, Enlargement, Magic Missile, Read Magic, Shield, Sleep					
Scroll(s)		Detect Magic					

Elf Fighter/MU Level 1/1							AL:
HP	Str	Int	Wis	Con	Dex	Chr	XP
4	12	14	10	8	13	15	
Bonuses		+1 to hit (missile)					
Armor		Chain & Shield (AC 4)					
Weapons		Sword, long bow & 20 arrows					
Equipment		Pack, rations (7 days), water skin					
Coins		4 gp					
Spells/Day		1 first level					
Spell Book		Charm Person, Dancing Lights, Light, Protection from Evil, Read Magic					
Elf Abilities		Infravision, Detect Secret Doors 1-2 in 6					

Thief Level 1							AL:
HP	Str	Int	Wis	Con	Dex	Chr	XP
3	12	10	8	13	15	14	
Bonuses		+1 to hit (missile), +10% XP					
Armor		Leather (AC 7)					
Weapons		Sword, dagger, Sh. Bow, 20 arrows, 3 silver					
Equipment		10' pole, pack, thief's tools, 50' rope, 12 iron spikes, lantern, 4 oil flasks, steel mirror,					
Coins		rations (7 days), water skin					
5 gp							
Thief Skills (d%)		Remove Traps/Hide in Shadows: 10% Open Locks: 15%, Climb Surfaces: 87% Pick Pockets/Move Silently: 20% Hear Noise 1-2 in 6, Backstab +4/×2 dam.					

Hobbit Thief Level 1							AL:
HP	Str	Int	Wis	Con	Dex	Chr	XP
4	8	13	12	15	14	10	
Bonuses		+2 to hit (missile), +5% XP, +1 HP/level					
Armor		Halfling-sized leather (AC 7)					
Weapons		Dagger (used as sword), sling & 30 stones					
Equipment		Pack, thief's tools, silver mirror, 6 torches & tinderbox, iron rations (7 days), water skin					
Coins		22 gp					
		+2 to saves, can hide easily outdoors					
Thief Skills (d%)		Remove Traps: 15%, Hide in Shadows: 20% Open Locks: 25%, Climb Surfaces: 87% Pick Pockets: 25%, Move Silently: 30% Hear Noise 1-3 in 6, Backstab +4/×2 dam.					