



THE GAUNTLET

Designer's Notes: This adventure was designed as an instructional tutorial to introduce players unfamiliar with HackMaster to the game. We frequently use this scenario at gaming conventions (in conjunction with a 1:60 scale model of the dungeon) to teach people to play the game.

This scenario should be able to be completed in a 4 hour block of time using the pregenerated characters provided. It works best with 4 or more players (a smaller group may be hard pressed to defeat all the monsters) but we've found that everyone who's played this adventure has enjoyed the experience.

For those of you interested in using this scenario for your home campaign, it has been integrated into the larger Frandor's Keep setting. We recommend that PCs heading out to the Gauntlet be at least 3rd level and number 4 or more. A map depicting the adventure's location with regard to Frandor's Keep appears at the end of the adventure.

"Easy to find my hindquarters!" you silently curse to yourself as you continue your seemingly futile search for the mountain pass the hermit spoke of. Now that you think about it over and over as you crest another hill, he did seem a little shady. Sure, he only asked for some bread and water but what was his real agenda? Is that him you hear cackling off in the distance as he guffaws over the joke he played on your small band or is it merely another rook?

Your apprehension is understandable given the fact that days ago you passed from the Earldom of Reyifor into the truly wild country of the Sanakir Hills. For nearly a week you've been most fortunate not having encountered a band of goblins or worse in this land.

Trekking up this unnamed river valley north of the Tanara you are approaching the location of the pass you've been searching for. And there off in the distance you think you spot a splash of color against the dun rockface. Is that the passageway marking ornamentation the hermit related? There's only one way to tell...

GM's Background:

The players are seeking to verify rumors of a subterranean passageway that provides quicker transit across the Sanakir Hills than the lengthy route down the Tanara River followed by days of marching north and back west. Any number of people in Frandor's Keep are desirous of this information – Greytar (for purely academic reasons), Dolm Minel (seeking a quicker route to the beaver and mink thought to inhabit the valley in great numbers) or even Lord Reyifor himself (with an eye to future expansion).

If using this scenario in campaign play, you'll have to decide upon the means of roping the players into undertaking this assignment. Much of this depends on contacts they have made with the NPCs of Frandor's Keep. Any of the aforementioned personalities (Greytar, Dolm Minel or Lord Reyifor) has an interest in the pass and may commission the expedition.

This region is depleted of goblins for many that lived here have been recruited by the "Goblin King" and now inhabit territory nearer Frandor's Keep some 40 miles south.

This tunnel is known to the humanoids dwelling in the region and an orcish chieftain has detached a group of his minions to keep it secure.

Encounters:

1) Unwelcoming Committee

Encounter: 5 orcs (173 EP) arriving from Area 2

The arched mouth of the cave is easy to spot, festooned as it is with green hanging mosses and bulbous white mushrooms.

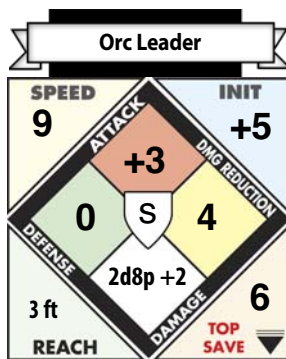
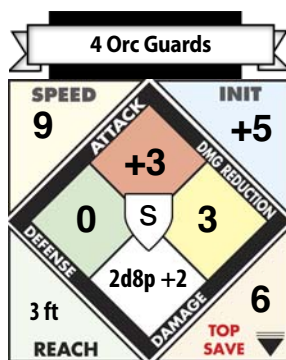
Read the following once the characters have entered the cave.

The light from the cave mouth dimly illuminates a large vacant cave perhaps thirty feet in breadth and width. You can just distinguish three passageways that exit the cave at the far end – one leading right, another left and the third straight ahead.

A troop of five orcs serves as guards and escorts (the latter exclusively for allied orcs with a good reason for traversing the pass). The orc guards are currently in Area #2 (the mess hall) decidedly not enjoying a meal. If they hear anyone in the entry cave, they will douse the candle on their table and investigate. They approach from the cover of darkness preferring not to silhouette themselves to their potential foes.

If the intruders (PCs) make no effort to disguise their presence (via a Sneaking skill check), the orcs automatically detect their entry into the cave. Roll a d12+5 to determine which second the orcs can begin reacting on. After this many seconds have passed, the orcs move to confront intruders. Two will approach through the western passageway followed two seconds later by the other three (with the leader) approaching from the north.

▶ If a PC attempts to employ his Sneaking skill, roll a contested check (PC's skill mastery+d100 vs. 76+d100 for the orcs). If the PC wins, he can sneak around to his heart's content exploring the entry cave and possibly surprising the orc guards. If the orcs win, they react as above.



Note: As a group, the orcs' aggregate Listening mastery is 76. That's just how the math works.

The orcs will attempt to surround intruders maximizing the number of blades they can present to their enemies. Any elves will be preferentially targeted.

▶ Should a full blooded elf PC become incapacitated such as by a failed Trauma check, any orc within reach will continue to strike at him as their count allows until they're sure he's dead. *Incapacitated PCs are permitted only a d8p Defense die.*

The guards will retreat using the Fighting Withdrawal fighting style if they suffer 3 casualties. Note that dwarves and size S characters are too slow to remain engaged with the orcs should they withdraw...

Orcs permitted to escape will alert the goblins (Area #5), the Ogre (Area #7) and then attempt to unchain the Orkin Wardawg (Area #9).

Orcs (4) (34 EP each): 28 HP each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def 0; DR 3; ToP 12/ 6, Size M; Move 10 ft./sec

Orc Leader (37 EP): 31 HP; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def 0; DR 4; ToP 13/ 6, Size M; Move 10 ft./sec

Notable Skills: Listening 25, Observation 25

Equipment: Each orc has orkin body armor, a scimitar and a small shield.

2) Mess(y) Hall

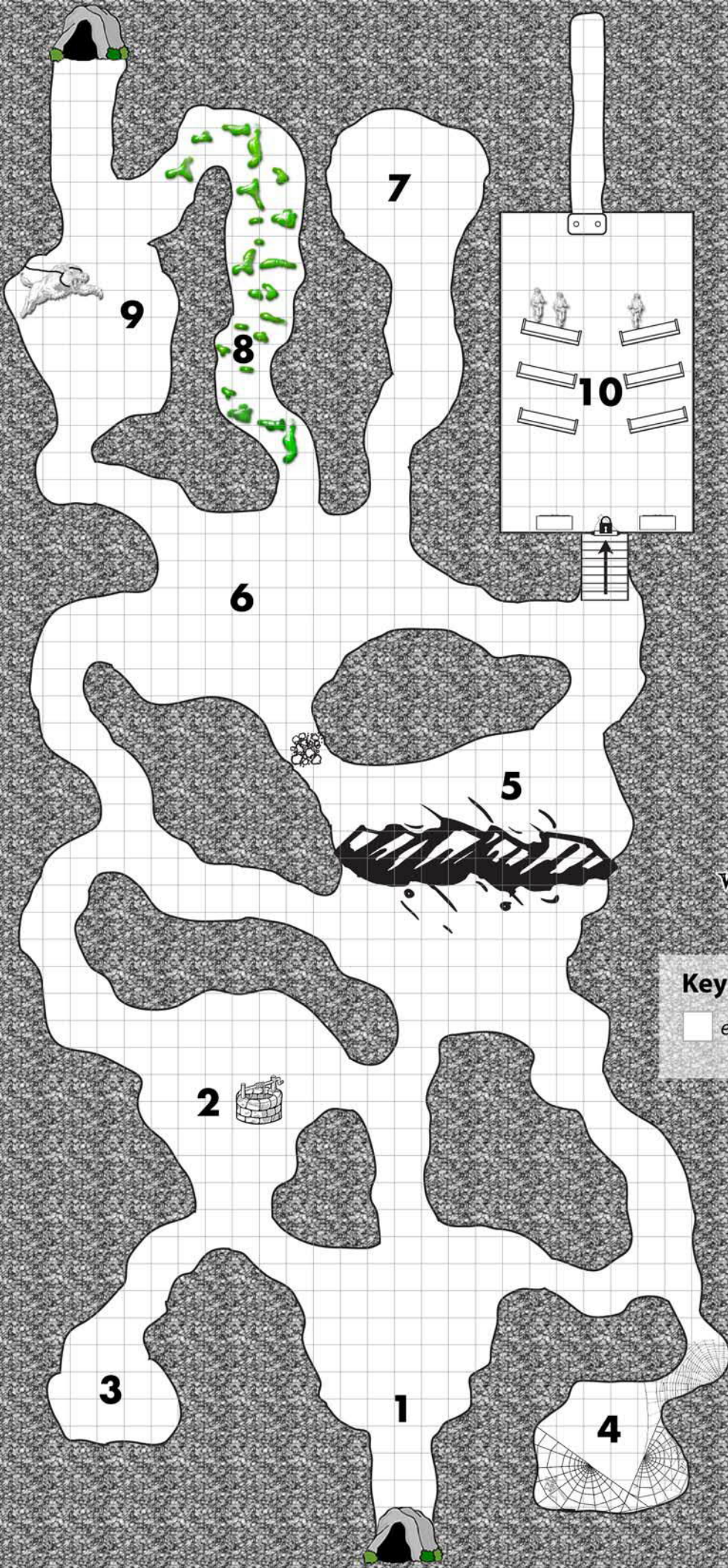
Potential Yield: 52 silver pieces

Three rudely made tables and a well are located in this cave. Two of the tables are quite small and low to the ground, while another would suffice for creatures of human stature. All of the tables are slick with congealed grease and unidentifiable foodstuffs. The larger table has a thick candle affixed to the surface by a blob of its own wax.

Hanging over the crumbling well is a bucket stopped up with an old rag. A rank odor wafts up from below.

This is a communal dining room for the humanoid that guard the gauntlet. The crude tables are smeared with unpalatable food. The smaller ones are used by the goblins while the orcs sit at the larger one.

▶ An easy scrutiny check reveals that the candle was extinguished only moments ago.



Key

□ ea. square = 5 feet

7

9

8

10

6

5

2

3

1

4

The well serves as a water source. The well water is not potable for humans and their ilk.

- ▶ If running this adventure as a demo, rather than bogging down play with checking for disease, merely have it taste horrible due to high iron content. If using this adventure in your home campaign, you may alternatively choose to have the water contaminated with Brain Fever. In the latter case, roll a communicability check for anyone that drinks it (though not if they merely come into contact with it).

The well is 15 feet deep – the last 5’ being filled with water.

- ▶ Characters falling into the well will sustain no damage due to the cushioning effect of the water.

The orc leader (and paymaster) keeps his money in a leather bag that lies at the bottom of the well. It contains 52 silver coins.

- ▶ An easy Scrutiny check by someone actually immersed in the well water will discover the wet leather sack.

3) 40 Stinks

Potential Yield: Potion of Orcish Steadfastness

Heaps of straw and rags are piled up irregularly in this cramped, stinking orc den. Your nose fills with the scent of old sweat and mildew. What a pile.

This is a sleeping chamber for the orc guards. Straw and blankets are piled into beds and the whole place reeks of orcish body odor.

A through search of the bedding will uncover a metal flask containing a draught (i.e. potion) of **Orcish Steadfastness**.

4) Not so itsy-bitsy Spider

Encounter: Very Large Spider (100 EP)

The hairs on your neck stand on end as you realize that the walls and floor of this tunnel are covered in a fine layer of webbing.

The passageway leading to the chamber has webbing along the ceiling and walls though not so dense as to impede progress. A very large spider nests in this chamber though it can get outside through cracks to hunt. It will be alerted by sensing motion in the webs (roll its Initiative [d12-4] as soon as this occurs).

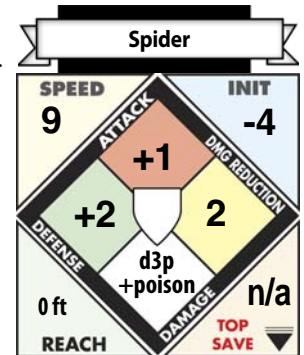
The spider will lay in ambush on the ceiling of its lair in anticipation of an arriving meal.

If the PCs proceed into the spider’s cave, read:

After proceeding another thirty feet or so, the passage opens into a cave roughly twenty-five feet in diameter. The walls are draped in thick webbing. Three figures hang cocooned from the ceiling, totally motionless.

Go ahead and have the PCs roll for initiative. On second one, the spider lowers itself from the ceiling via a silken strand onto a randomly determined character and attacks on second two.

The three cocoons contain a boar piglet, an elk fawn, and an owl. All of them are desiccated husks.



Very Large Spider (100 EP): 16 HP; Init -4; Spd 10; Rch short; Atk +1; Dmg 1d3p + VF 7 poison (-2 Attack, Defense & Damage for 2d12p hours, nat 20 = dead); Def +2; DR 2; ToP n/a, Size S; Move 10 ft./sec

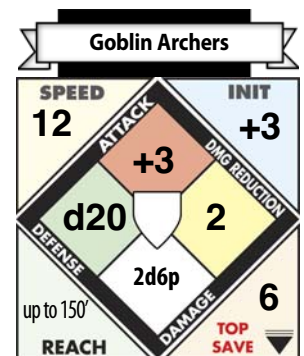
5) Archery Practice

Encounter: 8 goblin archers (176 EP)

A group of smallish humanoids yell as you come into sight. Immediately thereafter you are greeted with a fusillade of arrows.

You note the presence of a wide crevice of indeterminate depth whose presence between you and the creatures has seemingly done wonders for the little humanoids’ morale.

8 goblin archers temporarily attached to the base dwell here. They believe that they are safe behind the 12’ wide gorge (25’ deep) and will engage with bows rather than moving to melee. If the goblins hear the Party approaching, they will douse their lights and wait in ambush, attacking in a fusillade.



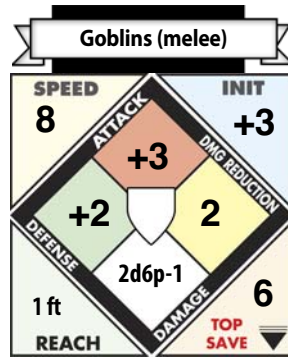
Half the goblins will fire their bows as the initial salvo at the first rank of intruders they see. The remaining four will hold their fire gauging the results while their buddies reload. Anyone approaching the edge of the crevice (perhaps with a mind to gauge its depth) will certainly receive salvo #2!

▶ Anyone proficient in the goblin language regardless of mastery will know that they are jeering and mocking the characters!

▶ A human or elf in light armor can easily jump over the gorge with a running start. Dwarves, Gnomes and Halflings (or goblins) will fall in taking 2d6p damage and requiring an easy climbing check to get out unassisted. The goblins foolishly neglected to account for the fact that their little obstacle is just that – an obstacle for little people.

Should the goblins become engaged in melee combat, they draw short swords and battle it out. Five casualties will compel them to retreat – most likely to seek the ogre (Area #7).

All of their belongings are tightly packed up in small sacks and backpacks, as the goblins were expecting to leave the tunnels the next day. If searched, the goblin packs will be revealed to each contain 10 hexagonal copper pieces of unknown minting, spoiled meats, and ragged blankets. The last one checked has a special goodie - a metal spoon that has been carved into a shiv.



8 Goblin archers (22 EP each): HP 20 each; Init +3; Spd 12; Atk +3; Dmg 2d6p; Def +2; DR 2; ToP 8/ 6; Size S; Move 5 ft./sec.; *if engaged in melee they pull out short swords (Speed 8, Dmg 2d6p-1)*

Note: The northwest passageway leading from this chamber is blocked by a 4 foot high makeshift wall built of unmortared stone. Size M characters (excepting dwarves) can scramble over it in 2 seconds while wee folk (or dwarves) require 5 seconds. This noise will alert the goblins that will come to investigate – likely shooting a salvo of arrows when they discover who’s attempting to flank them.

▶ Noiselessly climbing over the wall necessitates an (average difficulty) Sneaking skill check and 20 seconds of time.

6) Empty Cavern

This cavern appears to be totally empty except for bits of rock that speak to the instability of the roof.

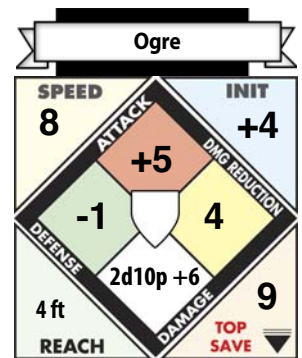
This cavern served as a storeroom for wooden barrels full of provisions. However, orcs are notoriously poor logisticians and all of the supplies have run out. The empty barrels were all burned as kindling for cooking fires. Replenishments are expected any day now...

Depending on how the battles in this scenario play out, this cavern may become a vital battleground, as it’s likely to host the final pitched battle between the survivors of the forward defense posts along with the ogre versus the invading player characters.

7) Do Not Disturb

Encounter: Ogre (242 EP)

An ogre lives in this cavern serving as muscle should the orcs need it. He’s far too lazy and stupid to be the leader. The Ogre spends almost all of his time in this grotto, kept placated by the other humanoids with a steady supply of food. He will, however, rush to aid any of the other denizens of the cave if he is alerted to the sounds of combat.



Read the following aloud if the Party has not yet encountered the ogre:

Peering into the grotto before you, the flickering of a candle reveals the towering nine foot frame of a savage hominid brandishing a tree branch for a club. A sloping brow almost completely obscures a pair of deepset eyes. His gaze meet yours and his lips curl into an impossibly wide, cruel grin. The smile is cut short as he lets loose a terrible bellow and charges forward!

Ogre (242 EP): HP 50; Init 4; Spd 8; Atk +5; Dmg 2d10p+6; Def -1; DR 4; ToP 20/9; Size H; Move 15 ft./sec.; EPV 242

Read the following aloud if the Party has already encountered the ogre:

Striding into this grotto, the first thing you notice is its comparatively high ceiling. In fact, everything in this grotto seems to be scaled up. An wide bed of animal skins and a ponderously large earthen pot sit by the back wall, while nearer to the entrance are stacks of dishes, bowls, and jugs.

If examined, the earthenware is uniformly encrusted with hardened victuals. Inside the earthen pot are nothing but thousands of ogre toenail clippings.

A quick search also discovers an 18' pole with a metal hook at one end. The orc leader leaves the tool with the ogre for safekeeping and employs it solely to retrieve his coin purse from the bottom of the well (Area #2). It is an effective a hiding place as any in that being soaking wet will reveal any orc or goblin scampering down into the well to steal from this stash. None of the minions is brave enough to attempt to sneak in here to steal the pole.

8) Slime Filled Corridor

Encounter: Flesh Eating Slime (200 EP)

The walls, floor, and especially ceiling of this narrow passageway are totally coated in a thick greenish slime. The slime seems to clump together in larger nodules at irregular intervals, swaying almost imperceptibly.

This corridor is filled with flesh-eating slime.

Should anyone disturb a growth (by entering the corridor), a globule equal to 2d6p Hit Points falls on him. A failed attack (*made at d20p+3*) against the victim indicates the PC is only splashed with d4p HP of slime; otherwise he is coated. Using a shield to defend guarantees a dousing, but reduces the amount of slime touching the PC by the shield's DR (if the shield is immediately discarded).

Once in contact with organic material, the slime quickly begins to break it down. This process is excruciatingly painful and results in damage every 10 seconds equivalent to the quantity of slime in contact with the person. Leather, padded, studded leather and ring-mail armors absorb the first 2 points of this damage before being destroyed while thick robes absorb 1 point.

Slime cannot be damaged by weapons but may be destroyed by fire. A torch burns up 1d4 HP worth of slime every 10 seconds while fire spells automatically inflict damage (the slime is not permitted a saving throw). In both of these instances, the character having the slime burned off his hide suffers equivalent damage.

The victim (and his allies) may also attempt to scrape the slime off. Assuming they have a blade handy, 1d3 HP can be scraped off every 10 seconds by each person attempting to do so (though the victim suffers 1 point of damage as he is inevitably nicked by the presumably sharp blades). These ad hoc scraping tools must themselves be burned to remove the slime before being able to be used for their primary function.

A total of 50 hp worth of [dropped] slime must be burnt away to rid this corridor of the danger of slime dropping on people traversing it.

Flesh Eating Slime (200 EP): HP 50; Init n/a; Spd 0; Atk +3; Dmg special; Def n/a; DR 0; ToP n/a; Size H; Move 0

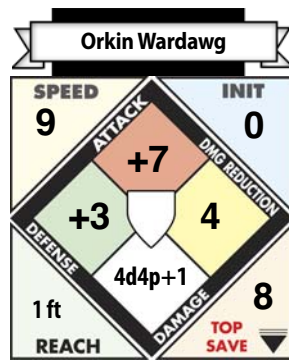
9) Unfriendly Pooch

Encounter: Orkin Wardawg (122 EP)

In the distance, you can see the glint of sunlight on the grass-- there must be an exit at the end of this tunnel! Your excitement subsides, however, as you listen to the deep, regular breaths resounding throughout this chamber. A short, rusty chain kennels a particularly malnourished and mangy creature to the north wall of the tunnel. The beast looks like some profane mating of wild dog and boar, with a thick, muscled neck and porcine snout. The hybrid lifts its head, sniffs the air, and begins to growl lowly.

A mangy lesser orkin wardawg is chained to the west wall. Its 20' leash is not long enough to permit it to attack anyone hugging the east wall. Its barking will alert everyone to the presence of intruders though.

Note that the beast may only be safely approached by the orcs. Even the ogre won't go near the thing for fear of being bitten! Any orc escapee from earlier encounters can, given 10 seconds, free the wardawg from its chain and encourage the nasty beast to attack.



Mangy [lesser] Orkin Wardawg (122 EP): HP 35; Init 0; Spd 9; Atk +7; Dmg 4d4p+1; Def +3; DR 4; ToP 14/8; Size M; Move 20 ft./sec. (subject to leash length)

10) Forgotten Temple

Encounter: 3 zombies (300 EP)

Potential Yield: Clerical Scroll (*Directed Strike, Divine Steward*), Silver Candlesticks (180 sp)

Five stone steps meander unevenly up to a stout, but warped wooden door. Its bronze hardware is green with age. The door is inlaid with a bizarre, geometrically impossible shape over a crooked stick. Unlike the rest of the tunnels, these steps are completely unsullied by refuse.

At one time this complex served as a temple to the Creator of Strife and worshippers from the lowlands on either side of the tunnel would gather here for evil ceremonies. That was long ago. The orcs sense that some 'really evil stuff' is behind this locked door and are amazingly wise enough to have left it alone.

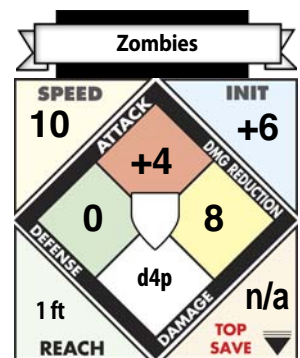
- ▶ Picking the rusty lock requires a difficult Lock Picking skill check. Even if successful, it does not permit entry as the door has severely warped with age. However, any Feat of Strength checks made upon the unlocked door are far easier (check vs. d20+4).
- ▶ The heavy locked door, despite its age, is nonetheless a formidable barrier. Opening it requires a successful Feat of Strength (vs. d20+10). Note that subsequent attempts to open this door after a failed check are assessed a cumulative -1 penalty.
- ▶ Alternatively, a *Feat of Strength* (apprentice level) or *Bash Door* (first level) spell may be employed to force the door open.
- ▶ The door may be crudely chopped open with axes or hammers. Note however that using carefully tempered

and balanced instruments such as a battle-axe in the place of a woodsman's axe is a bad idea. Invariably the blade will strike a nail or some other hardware and nick the blade. The door may be bypassed after 5 minutes of chopping but any weapons used to perform this task are damaged (assess a permanent -1 damage thereafter).

The uneven door creaks open to reveal the dilapidated remains of what once was a chapel of some sort. Two parallel rows of pews fill the chamber's center while a pair of book-laden hutches flanks the southern door. The tapestries that line the walls are almost totally faded away, their subjects now only faintly visible, but no less grim. Storms rage and sorrowful faces look out from these somber hangings.

Gradually, you become aware of the low moans growing louder and louder in the chapel. From behind the weathered pews rise three corpses in tattered priestly vestments. They begin to shamble towards you, with outstretched arms and cold, groping hands.

Three zombies (the last evil priests) still dwell here. They lurch forward mindlessly to the nearest living creature concentrating their attacks on that individual. Should some daring character interpose himself before they reach their target, they will shift their focus to that person instead.



Zombies (100 EP ea): HP 36 each; Init +6; Spd 10; Atk +4; Dmg 0 (grab) then 1d4p (*automatic rending once 2 hits are made by any combo of zombies*); Def 0; DR 8; Will 3; ToP n/a; Size M; Move 5 ft./sec.

After the zombie threat has been dispatched, the characters are free to examine the temple.

At the head of the chamber, a stone altar bearing three blackened candlesticks with but the barest nubs of candles set into them is the focal point of the room. Behind it is painted a garish fresco of roiling chaos that once may have been shockingly vivid but its faded colors and cracked visage decidedly mute its visual impact.

The eastern and western walls are draped in tapestries whose sinister depictions have lost their dramatic impact after the once bright and garish colors have faded into dinginess.

- ▶ The three candlesticks on the altar are actually cast silver and merely disguised by a thick layer of oxidation. If polished up, each is worth 60 sp.
- ▶ The wall behind the altar conceals a secret door. Once masterfully disguised by the fresco, subsidence has created a number of cracks around the frame permitting it to be located with a successful (average difficulty) Scrutiny check. Opening it reveals a 3' wide passageway that exits into the daylight after traveling about 40 feet.

After so long in the darkness of the tunnels, your eyes ache as they adjust to the bright sunlight. It's clear that you have made it through this spur of the Sanakir Hills as a vast valley and meandering river lay before you.

All of the room's furniture is compromised by dry rot and very brittle. All of the pews will collapse if seated in. The hutches contain a number of brittle leather bound religious tracts. Their bindings will tear apart if opened revealing pages so saturated by mold as to be completely illegible. A through search of the hutches will, however, reveal a (creepy) bone scroll case whose ends are stoppered with wax. Inside is a clerical scroll upon which is inscribed the spells *Directed Strike* and *Divine Steward*.

Conclusion

If the characters secure the tunnel through the hills by either killing or driving off the occupants, this success nets them a 300 EP story award. However, the true measure of success is confirming the presence of the passage and relating its location and details to the individual who hired them. This action garners a supplemental 700 EP story award.

It is left to the GM whether or not this tunnelway is subsequently reoccupied.

CREDITS

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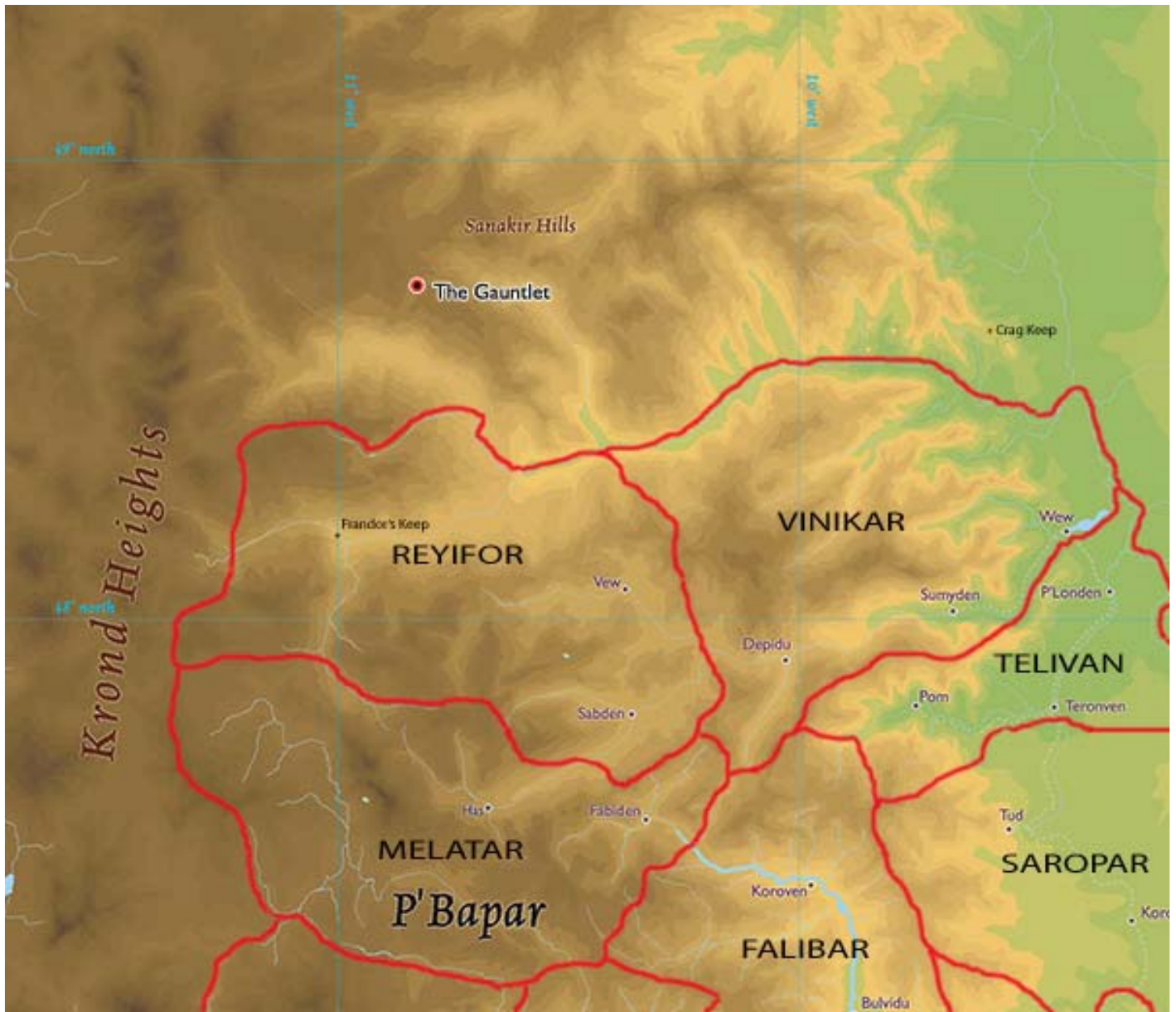


Demo Play

If you've acquired this adventure to teach others to play HackMaster, Bravo, well done! We've run this particular scenario many times and it is a very good introduction to the game.

Most players approaching HackMaster do so with experience from another RPGs. Since most other games do not fully embrace the concept of starting out as a fledgling adventurer, we designed this scenario to give players a bigger challenge coupled with some more resources than would be expected from an entry level HackMaster adventure. The pregenerated characters (see page 10) are all fourth level. This was consciously done both to match the intro level gameplay of other systems as well as to provide a better chance of success in the adventure. Although the PCs may be slightly stronger than necessary, triumphing in your first adventure is a surer way of eliciting return than maliciously crushing the unprepared players. Go easy on your demo players, be patient with their questions and most importantly make sure they have fun!





This scenario is located beyond the dominion of the Archduchy of P'Bapar in the “no man’s land” north of the Earldom of Reyifor. These wild lands are utterly lawless and the refuge for both humanoid warbands and predacious monsters. Anyone venturing into these regions does so at their own peril.

Character: _____ Class: **Fighter** Level: **4** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **55** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

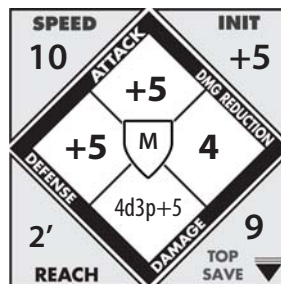
HackMaster

Character Record

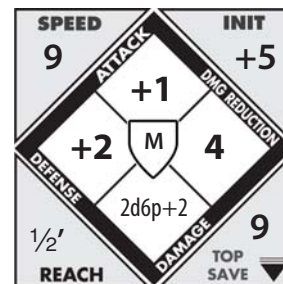
ABILITIES	14 / 35% STR	DMG. MOD. +2	FEAT OF STR. +5	LIFT (LBS) 235 lb	CARRY (LBS) 77 lb	DRAG (LBS) 588 lb
	8 / 57% INT	ATTACK MOD. -1				
	10 / 03% WIS	INIT MOD. +2	DEFENSE MOD.			
	10 / 10% DEX	INIT MOD. +2	ATTACK MOD.	DEFENSE MOD.		
	18 / 18% CON					
	7 / 50% LKS					
	9 / 06% CHA					
45	TURNING MOD.		HON WINDOW Average HON PENALTY WINDOW ≤11			
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session					

EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 10
Listening Check: 05
Feat of Strength: d20p+5
Turn/Cmd Undead:



combat profile for weapon #1



combat profile for weapon #2

Armor Worn
Body: ringmail (damage reduction = 4)
Shield: medium (+ 6 defense, absorbs 6 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe +1									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	-1	+2	+1				+1	Attack Bonus	+5
		-2	-1	+1				Speed	-2
	+4			+1				Initiative	+5
	0	+2	+1	-4	+6			Defense	+5
	+2	+2	+1				+1	Damage	+5
Base Weapon Speed: 12		Base Weapon Damage: 4d3p		Reach: 3'					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

HIT POINTS: 45	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 7

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: warhammer									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	-1							Attack Bonus	+1
				+1				Speed	+1
	+4			+1				Initiative	+5
	0			-4	+6			Defense	+2
	+2							Damage	+2
Base Weapon Speed: 8		Base Weapon Damage: 2d6p		Reach: 1 1/2'					
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
TENS	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
SINGLES	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	39		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, Hiking/Roadmarching,
Laborer, Phalanx Fighting

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Defense Bonus (battle axe)	
Parry Bonus (battle axe)	
Swiftblade (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	9
Kalamaran	19	

Mundane Item	Location	Mundane Item	Location
ringmail		standard rations (1 week)	
medium shield		mess kit	
warhammer		6 iron spikes	
whetstone		wool blanket	
50' hemp rope		light crossbow	
leather boots		quarrel case (hunting)	
woolen trousers & tunic		20 light bolts	
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
wineskin (2 quart cap.)			
trail rations (3 days)			

Magic Items or Spell Component(s)	Effects/Notes
Minor Healing Potion	
Battle Axe +1	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	10	%	Listening (Wis)	5 (10) %
	Animal Mimicry (Wis)	10	%	Observation (Wis)	10 %
	Boating (Wis)	10	%	Oration (Cha)	9 %
	Cartography* (Int)	8	%	Persuasion (Cha)	9 %
	Climbing/Rappelling (Str, Dex)	-15 (10)	%	Pick Pocket (Dex)	-50 (10) %
	Current Affairs (Wis)	10	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	9	%	Recruiting (Cha)	9 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	10 %
	Distraction (Cha)	9	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	9 %
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	-25 (10) %
	Intimidation (Str, Cha)	15	%	Survival (Wis, Con)	10 %
	Jumping (Str)	14	%	Torture (Int)	8 %
			Tracking (Wis)	10 %	

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %
cooking/baking	12 %
	%
	%
<i>Armor may negatively affect skill mastery.</i>	%
<i>Bracketed scores represent mastery without hinderances of body armor.</i>	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **4** Alignment: **Lawful Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

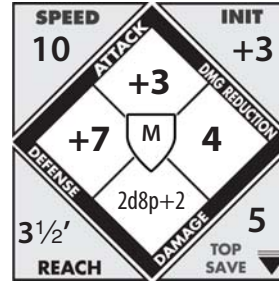
Patron God(s): **The True** (Anointed? Y N) Handedness: **Righty**

EXPERIENCE 2200	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
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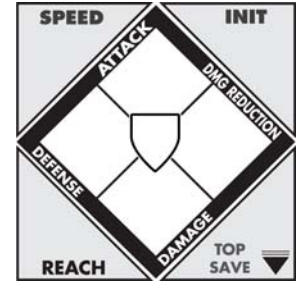
Quick References
Observation Check: 27
Listening Check: 29
Feat of Strength: d20p
Turn Undead: d20p+9

ABILITIES	10 / 68% STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	200 lb	CARRY (LBS)	45 lb	DRAG (LBS)	500 lb	
	14 / 27% INT	ATTACK MOD.	+1							
	18 / 27% WIS	INIT MOD.	-1	DEFENSE MOD.	+3	MENTAL SAVING THROW BONUS	+3			
	10 / 10% DEX	INIT MOD.	+2	ATTACK MOD.	0	DEFENSE MOD.	0	DODGE SAVING THROW BONUS	FEAT OF AGILITY	
	10 / 13% CON	PHYSICAL SAVING THROW BONUS								
	13 / 04% LKS									
	15 / 52% CHA	TURNING MOD.	+5	MORALE MOD.	+3					
	54	HON WINDOW	Great	HON PENALTY WINDOW	≤11					
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>									
Fame	CATEGORY OF FAME:									

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL 6	Luck Points 	Threshold of Pain 11	Accumulated Building Points 5
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Armor Worn
Body: ringmail (damage reduction = 4)
Shield: medium (+6 defense, absorbs 6 hp)
DAMAGE TRACKER -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Fatigue Factor -1

COMBAT PROFILE WITH MELEE WEAPON: <u>longsword</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	+1	+1						Attack Bonus	+3
		-1			+1			Speed	
+1	+1				+1			Initiative	+3
	+3	+1	+1		-4	+6		Defense	+7
	0	+2						Damage	+2
Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3.5'									
Specialization +1 +2 +3 +4 +5									
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON: _____									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
								Attack Bonus	
								Speed	
								Initiative	
								Damage	
Base Weapon RoF: _____ Base Weapon Damage: _____									
Specialization +1 +2 +3 +4 +5									
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 -	d20p
		d20p-4
		d20p-6
		d20p-8

HIT POINTS: 31	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○	_____					
JOURNEYMAN	○	_____					
1	○	Cure Trifling Wound					
2	○	Cure Trivial Wound, Bless					
3	○	Faith Weapon					
4	○	Kismet, Reveal Pits & Snares					
5	○	_____					
6	○	_____					
7	○	_____					
8	○	_____					
9	○	_____					
10	○	_____					
TOTAL SPELL POINTS _____							
SPELL POINT TRACKER							
HUNDREDS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
TENS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
SINGLES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Character: _____ Class: **Cleric** Level: **4** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **22** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **Caregiver** (Anointed? N Q) Handedness: **Righty**

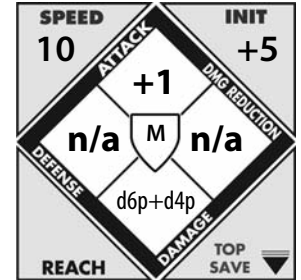
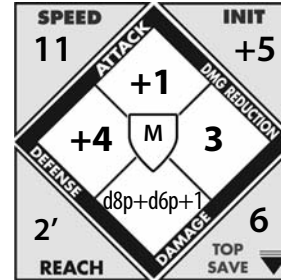
ABILITIES	12 / 20% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	10 / 11% INT	ATTACK MOD.
	13 / 54% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 04% DEX	INIT MOD. +2 ATTACK MOD. 0 DEFENSE MOD. 0 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY 0
	13 / 35% CON	PHYSICAL SAVING THROW BONUS +1
	7 / 67% LKS	
	14 / 77% CHA	TURNING MOD. +4 MORALE MOD. +2
50	HON WINDOW Average HON PENALTY WINDOW ≤11	
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

Observation Check: -20
Listening Check: 11
Feat of Strength: d20p+1
Turn Undead: d20p+8



PREVIOUS HIT POINT ROLL
8

Luck Points

Threshold of Pain
13

Accumulated Building Points
3

Armor Worn
 Body: studded leather (damage reduction = 3)
 Shield: medium (+ 6 defense, absorbs 6 hp)
 DAMAGE TRACKER: -1
 -2 -3

Fatigue Factor
0

COMBAT PROFILE WITH MELEE WEAPON: mace

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	-1							Attack Bonus 0
								Speed
+1	+3			+1				Initiative +5
					-3	+6		Defense +4
								Damage +1

Base Weapon Speed: 11 Base Weapon Damage: d8p+d6p Reach: 2'

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

HIT POINTS: 37

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: sling

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	-1							Attack Bonus 0
								Speed
+1	+3			+1				Initiative +5
								Damage

Base Weapon RoF: 10 Base Weapon Damage: d6p+d4p

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
 61': -2 Attack
 81': -3 Attack
 101': -4 Attack
 121': -5 Attack
 141': -6 Attack

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trivial Wound						
2	<input type="radio"/> Cure Minor Wound, Bless						
3	<input type="radio"/> Safe Haven						
4	<input type="radio"/> Cure Light Wound						
5	<input type="radio"/>						
6	<input type="radio"/>						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						

TOTAL SPELL POINTS _____
 SPELL POINT TRACKER

HUNDREDS
 TENS
 SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

Character: _____ Class: **Cleric** Level: **4** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

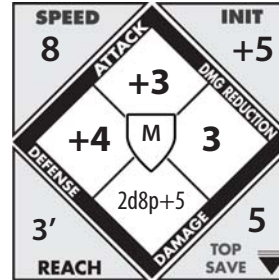
Patron God(s): **The Guardian** (Anointed? Y N) Handedness: **Righty**

EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

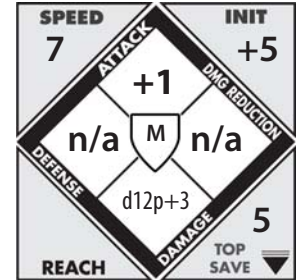
Quick References	
Observation Check:	13
Listening Check:	13
Feat of Strength:	d20p+8
Turn Undead:	no

ABILITIES	15 / 57% STR	DMG. MOD. +3 FEAT OF STR. +8 LIFT (LBS) 267 lb CARRY (LBS) 99 lb DRAG (LBS) 668 lb
	10 / 07% INT	ATTACK MOD.
	13 / 24% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 07% DEX	INIT MOD. +2 ATTACK MOD. DEFENSE MOD. DODGE SAVING THROW BONUS FEAT OF AGILITY
	10 / 11% CON	PHYSICAL SAVING THROW BONUS
	11 / 39% LKS	
	12 / 38% CHA	TURNING MOD. n/a MORALE MOD. +1
	50	HON WINDOW Average HON PENALTY WINDOW ≤11
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly



combat profile for scimitar



combat profile for javelin

PREVIOUS HIT POINT ROLL
7



Threshold of Pain
12

Accumulated Building Points
4

Armor Worn					
Body: studded leather (damage reduction = 3)					
Shield: medium (+ 6 defense, absorbs 6 hp)					
DAMAGE TRACKER	<table border="0"> <tr> <td>□□□□ □□□□ -1</td> <td>□□□□ □□□□</td> </tr> <tr> <td>-2</td> <td>□□□□ □□□□ -3</td> </tr> </table>	□□□□ □□□□ -1	□□□□ □□□□	-2	□□□□ □□□□ -3
□□□□ □□□□ -1	□□□□ □□□□				
-2	□□□□ □□□□ -3				

Fatigue Factor
1

COMBAT PROFILE WITH MELEE WEAPON: <u>scimitar</u> +1									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	0	+1					+1	Attack Bonus	+3
		-1						Speed	-1
+1	+3			+1				Initiative	+5
	+1			-3	+6			Defense	+4
	+3	+1				+1		Damage	+5
Base Weapon Speed: 9		Base Weapon Damage: 2d8p		Reach: 3'					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON: <u>javelin</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	0							Attack Bonus	+1
								Speed	-1
+1	+3			+1				Initiative	+5
	+3							Damage	+3
Base Weapon RoF: 7		Base Weapon Damage: d12p							
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

<i>Missile Weapon Ranges</i>	Distance (ft)	Attack Die
	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

HIT POINTS: 33			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trifling Wound						
2	○ Cure Trivial Wound, Innocuousness						
3	○ Springing						
4	○ Wall Walk						
5	○						
6	○						
7	○						
8	○						
9	○						
10	○						
TOTAL SPELL POINTS _____							
SPELL POINT TRACKER							
HUNDREDS □□□□ □□□□ □							
TENS ○○○○ ○○○○ ○○○○ ○○○○ ○○○○							
SINGLES □□□□ □□□□							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Character: _____ Class: **Mage** Level: **4** Alignment: _____

Race: **Human** Gender: _____ Age: **31** Height: _____ Weight: _____ Hair: _____ Eyes: _____

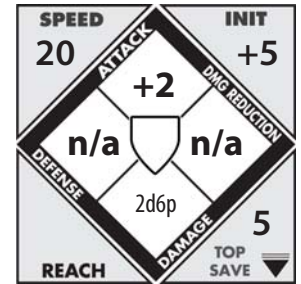
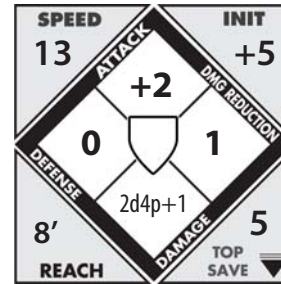
Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

ABILITIES	7 / 16% STR	DMG. MOD. -2	FEAT OF STR. -5	LIFT (LBS) 149 lb	CARRY (LBS) 36 lb	DRAG (LBS) 373 lb
	13 / 48% INT	ATTACK MOD. +1				
	10 / 16% WIS	INIT MOD. +2	DEFENSE MOD.			
	12 / 02% DEX	INIT MOD. +1	ATTACK MOD. +1	DEFENSE MOD. +1		
	11 / 53% CON					
	11 / 13% LKS					
	13 / 67% CHA					
	50 Honor	TURNING MOD.		HON WINDOW Average		HON PENALTY WINDOW ≤11

HONOR BONUSES OR PENALTIES: *add +1 to any single die roll per session*

EXPERIENCE 2200	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400
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Quick References Observation Check: 20 Listening Check: 22 Feat of Strength: d20p-5 Turn/Cmd Undead:



combat profile for staff

combat profile for lt. crossbow

roll d20p defense die vs. 1 attack; d20p-4 thereafter

Armor Worn Body: thick robes (damage reduction = <u>1</u>) Shield: none (+ ___ defense, absorbs ___ hp)

Accumulated Building Points 9
--

COMBAT PROFILE WITH WEAPON #1: staff									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+2							Attack Bonus	+2
								Speed	
+2	+3							Initiative	+5
	+1				-1			Defense	0
	-2							Damage	-2
Base Weapon Speed: <u>13</u> Base Weapon Damage: <u>2d4p+3</u> Reach: <u>8'</u>									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

HIT POINTS: 28	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 3

SPELLS AVAILABLE	
LEVEL	
Appr.	Amp. III, Feat of Str, Fire Finger
Jrnym.	Candlelight, Y's Whistle Hell's Gate
1	Bash Door, Doze, Scorch
2	Frighten, Ill Lthr Armor, Magic Proj
3	Unlock, Withstand Fire
4	Enfeeble, Memory Wipe (lesser)
5	_____



COMBAT PROFILE WITH WEAPON #2: light crossbow									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+2							Attack Bonus	+2
								Speed	
+2	+3							Initiative	+5
	+1							Defense	0
	-2							Damage	-2
Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<i>Fire Finger</i>						
JOURNEYMAN	<i>Candlelight</i>						
1	<i>Scorch</i>						
2	<i>Magic Projectile</i>						
3	<i>Unlock</i>						
4	<i>Enfeeble</i>						
5							
TOTAL SPELL POINTS	340						
SPELL POINT TRACKER							
TENS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SINGLES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription, staff, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

TALENTS & RACIAL ABILITIES	BENEFITS:
+2 Save Bonus vs. Spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

Mundane Item	Location	Mundane Item	Location
thick robes		woolen trousers & tunic	
dagger		linen undershirt	
staff		woolen cloak	
light crossbow		leather belt	
quarrel case (hunting)		2 small belt pouches	
20 bolts		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel		standard rations (1 week)	
10 pages vellum		signal whistle	
2 metal scroll cases		wool blanket	
4 quills		chalk	
6 oz. black ink			
brass signal mirror			
leather boots			

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	

SKILLS	Universal Skills	Mastery [†]	Law (Int)	13 %
	Acting (Lks, Cha)	11 %	Listening (Wis)	22 %
	Animal Husbandry (Wis)	21 %	Observation (Wis)	20 %
	Animal Mimicry (Wis)	10 %	Oration (Cha)	13 %
	Boating (Wis)	10 %	Persuasion (Cha)	13 %
	Cartography* (Int)	13 %	Pick Pocket (Dex)	11 %
	Climbing/Rappelling (Str, Dex)	7 %	Reading Lips (Int)	13 %
	Current Affairs (Wis)	10 %	Recruiting (Cha)	13 %
	Diplomacy (Cha)	13 %	Resist Persuasion (Wis)	14 %
	Disguise (Int, Cha)	13 %	Rope Use (Dex)	11 %
	Distraction (Cha)	13 %	Salesmanship (Int, Wis, Cha)	19 %
	Escape Artist (Int, Dex)	11 %	Scrutiny (Wis)	19 %
	Fire-Building (Wis)	17 %	Seduction, Art of (Cha, Lks)	11 %
	Glean Info. (Int, Wis, Cha)	19 %	Skilled Liar (Cha)	13 %
	Hiding (Int, Dex)	11 %	Sneaking (Dex)	11 %
	Interrogation (Wis, Cha)	9 %	Survival (Wis, Con)	10 %
	Intimidation (Str, Cha)	7 %	Torture (Int)	13 %
	Jumping (Str)	7 %	Tracking (Wis)	10 %

Other Skills	Mastery
arcane lore	42 %
cooking/baking	19 %
reading lips	20 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	
Hard of Hearing	

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	
Elves gain +50 Hiding bonus in natural terrain	
Parry Bonus (short sword)	
Crack Shot (short bow)	
+2 save bonus vs. spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	

Mundane Item	Location	Mundane Item	Location
thick robes		woolen cloak	
2 short swords		leather belt	
dagger		2 small belt pouches	
short bow		backpack	
quiver, hunting		wineskin (2 quart cap.)	
12 arrows		trail rations (3 days)	
miner's lantern		wool blanket	
1 pint lamp oil		spell book	
flint & steel		<i>spell components</i>	
4 pages vellum			
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	
Scroll: Scorch	

SKILLS	Universal Skills	Mastery [†]				
	Acting (Lks, Cha)	9	%	Law (Int)	16	%
	Animal Husbandry (Wis)	15	%	Listening (Wis)	15	%
	Animal Mimicry (Wis)	15	%	Observation (Wis)	20	%
	Boating (Wis)	15	%	Oration (Cha)	9	%
	Cartography* (Int)	24	%	Persuasion (Cha)	9	%
	Climbing/Rappelling (Str, Dex)	8	%	Pick Pocket (Dex)	11	%
	Current Affairs (Wis)	15	%	Reading Lips (Int)	16	%
	Diplomacy (Cha)	9	%	Recruiting (Cha)	9	%
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	22	%
	Distraction (Cha)	9	%	Rope Use (Dex)	11	%
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	27	%
	Fire-Building (Wis)	24	%	Scrutiny (Wis)	20	%
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	9	%
	Hiding (Int, Dex)	19	%	Skilled Liar (Cha)	9	%
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	16	%
	Intimidation (Str, Cha)	8	%	Survival (Wis, Con)	8	%
	Jumping (Str)	8	%	Torture (Int)	16	%
			Tracking (Wis)	15	%	

Other Skills	Mastery	
arcane lore	52	%
history, ancient	37	%
		%
		%
		%
		%
		%
		%
		%
		%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25	3	

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Greedy
Colorblind

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	
Initiative Bonus (roll 1 die type lower)	
Rearward Strike (bypass 2 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	

Magic Items or Spell Component(s)	Effects/Notes
Potion of Sleep	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
longsword			knapsack		
dagger			wineskin (2 quart cap.)		
knife			trail rations (3 days)		
thieves' tools			sheet of vellum		
50' silk rope			quill		
6 torches			1 oz. ink		
flint & steel			light crossbow		
2 large canvas sacks			hunting quarrel case		
leather boots			20 bolts		
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	10 %
	Animal Mimicry (Wis)	10 %
	Boating (Wis)	10 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	32 %
	Current Affairs (Wis)	10 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	10 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	49 %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	24 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	45 %
Survival (Wis, Con)	10 %
Torture (Int)	15 %
Tracking (Wis)	10 %

Other Skills	Mastery
identify trap	21 %
disarm trap	29 %
gambling	21 %
lock picking	50 %
appraisal (gems & jewelry)	28 %
appraisal (artwork)	24 %
appraisal (textiles)	27 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **4** Alignment: _____

Race: **Halfling** Sex: _____ Age: **33** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

EXPERIENCE 2200	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: 29
Listening Check: 35
Feat of Strength: d20p-3
Turn Undead:

ABILITIES	8 / 16% STR	DMG. MOD. -1 FEAT OF STR. -3 LIFT (LBS) 166 lb CARRY (LBS) 20 lb DRAG (LBS) 415 lb
	12 / 40% INT	ATTACK MOD. +1
	12 / 71% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS
	14 / 52% DEX	INIT MOD. -1 ATTACK MOD. +2 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +6
	13 / 75% CON	PHYSICAL SAVING THROW BONUS +1
	10 / 89% LKS	
	10 / 58% CHA	TURNING MOD. n/a MORALE MOD. 0
	49	HON WINDOW Average HON PENALTY WINDOW ≤11
	Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session
	Fame	CATEGORY OF FAME:

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

SPEED 6	INIT -1
ATTACK +6	DMG REDUCTION 2
DEFENSE +9	DAMAGE 6
REACH 0'	TOP SAVE 6

dagger+dagger

SPEED 6	INIT -1
ATTACK +6	DMG REDUCTION 2
DEFENSE +12	DAMAGE 6
REACH 0'	TOP SAVE 6

dagger (with shield)

SPEED 7	INIT -1
ATTACK +5	DMG REDUCTION n/a
DEFENSE n/a	DAMAGE d6p
REACH 0'	TOP SAVE 6

throwing knife

SPEED	INIT
ATTACK	DMG REDUCTION
DEFENSE	DAMAGE
REACH	TOP SAVE

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+1	Attack Bonus +6
		-1						Speed -1
-1	0							Initiative -1
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense +9
	-1	+2	+1				+1	Damage +3

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization: ● (+1) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: 2 weapon style, secondary defense

COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+1	Attack Bonus +6
		-1						Speed -1
-1	0							Initiative -1
	+3	+1	+1	+4	-2	+5		Defense +12
	-1	+2	+1				+1	Damage +3

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization: ● (+1) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: using shield

Missile
Weapon
Ranges

Distance (ft)	Attack Die
5 - 20	d20p
21-30	d20p-4
31-40	d20p-6
41-50	d20p-8

PREVIOUS HIT POINT ROLL 5	Luck Points 24	Threshold of Pain 10	Accumulated Building Points 1
Armor Worn Body: leather (damage reduction = 2) Shield: small +1 (+5 defense, absorbs 5 hp)			Fatigue Factor -2
DAMAGE TRACKER -2			

HIT POINTS: 28

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1						Attack Bonus +5
								Rate of Fire 0
-1	0							Initiative -1
	-1	+1						Damage

Base Weapon RoF: 7 Base Weapon Damage: d6p

Specialization: ● (+1) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing), short sword, shields

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered
Pocking

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus (dagger)	
Initiative Bonus (roll 1 die type lower <i>unless using shield</i>)	
Rearward Strike (bypass 2 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Halflings gain +50 Hiding bonus in natural terrain	

Magic Items or Spell Component(s)	Effects/Notes
small shield +1	
dagger +1	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
2 daggers			knapsack		
3 throwing knives			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
30' hemp rope					
6 candles					
flint & steel					
2 pieces of chalk					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	32 %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	24 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	41 (01) %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	8 %	
Jumping (Str)	8 %	

Law (Int)	12 %
Listening (Wis)	35 %
Observation (Wis)	29 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 (-18) %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	12 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	57 (17) %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
identify trap	28 %
disarm trap	39 %
lock picking	41 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
appraisal (sundries)	18 %
	%
	%
(with shield)	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent