

# OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY



## Rogues Gallery I



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## CLASSIC FANTASY

### Rogues Gallery I v1.0



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**NECROTIC  
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# ABOUT THIS BOOK

## What's in this Book?

This book contains a set of 21 pre-generated 1st level characters. 21 may seem like a rather odd number to choose; why not 20? The reason for there being precisely 21 characters is that there is one of each alignment (i.e. lawful, neutral, chaotic) and each character class in *Classic Fantasy: Genre Rules* (i.e. cleric, dwarf, elf, fighter, halfling, magic-user, thief). Three times seven.

## Pre-Generated Characters for Players

When selecting a character from the set presented in this book, a common instinct is to pay primary attention to the characters' ability scores. A high score in one ability or another may look extremely appealing, on the surface.

It is worth remembering, however, that ability scores have relatively little impact in *Old-School Essentials*. Instead, players are encouraged to pick a character whose illustration, background, and equipment they find appealing, rather than focusing on the characters' numerical stats.

Experience shows that player skill and pure luck have a much greater influence on the survival rate of a 1st level PC than do high or low ability scores.

## Pre-Generated Characters for Referees

A set of pre-generated characters is also a highly valuable resource for referees. The two most obvious uses are as follows.

### Potential Retainers

When player characters look for retainers to join them on an adventure, the referee may wish to present the player with a selection of one or more of the characters in this book as applicants. It is recommended that each character request a flat fee of 1d4gp per day of service, plus a half share of treasure. (See *Retainers* in *Core Rules* for full details on hiring and paying retainers.)

### Rival Adventurers

A referee who needs a quickly generated and yet fully detailed party of NPC adventurers can simply select a few of the characters in this book. The absolutely quickest method of selecting characters for an adventuring party is by alignment: a party consisting of seven lawful, neutral, or chaotic NPCs, one of each character class.

## How These Characters Were Created

### Certified 3d6-in-Order

The ability scores of the characters in this book were generated strictly using the standard character creation rules presented in *Old-School Essentials Core Rules*. Ability scores were generated by rolling 3d6 for each stat, in order, then points were reassigned to increase the prime requisite, as applicable.

This procedure results in a wide spread of ability scores, with some characters naturally fitter than others.

### Hit Points

Hit points were rolled using the standard Hit Die of the appropriate class, modified by CON as usual. The optional rule of re-rolling 1s and 2s was used, ensuring that all characters have at least a moderate chance of surviving damage.

### Equipment Selection

Conversely, the characters' equipment was *not* selected by the standard procedure (i.e. rolling 3d6 × 10 for gold and buying equipment from the lists in *Classic Fantasy: Genre Rules*). Instead, equipment was assigned to the characters purely on the basis of what seemed fitting and flavourful.

### Minor Magical Trinkets

In addition to standard armour, weapons, and adventuring gear, each character possesses an odd item of some minor magical potency. These range from highly useful one-shot items (e.g. holy water) to minor charms (e.g. granting a small bonus to a saving throw) to objects of miscellaneous and strange power. Players are encouraged to find creative uses for objects of the latter sort.



# BONESMITH

Lawful 1st level Cleric



## ABILITY SCORES

STR	9	DEX	13
INT	9	CON	15
WIS	18	CHA	5

Ability check:  
Roll under or equal on 1d20

## COMBAT

HP	6	Hit points
AC	1 [18]	Armour Class
Me	+0	STR modifier to melee att./damage
Mis	+1	DEX modifier to missile attacks

## SAVING THROWS

D	11	Death, poison
W	12	Magic wands
P	14	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	+3	WIS modifier to saves vs magic

Saving throw:  
Roll over or equal on 1d20

## ENCOUNTERS

Init	+1	DEX modifier to initiative (optional)
±	-1	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

You are an indentured servant of The Black Alderman—grimacing god of skulls, dentistry, and organ dirges. Born to a family of phaunt-herders in the temple districts of Micmar, you were sold into religious service by your penny-pinching father. Despite these reluctant beginnings, you have taken to the life of wandering monastic, bone-setter, and general spiritual know-it-all. Bonesmith is a religious title; your true name is a closely guarded secret. You adventure to enhance your collection of pristine monster skulls and dream of founding a shrine in which to display them for the edification of the public (and to sell your home-made, low-sugar licorice). You recently received a letter from your father pleading with you to return home for a mysterious matter of great urgency.

## ABILITIES

Use armour: All plus shields	Listen at door: 1-in-6
Use weapons: Blunt	Open stuck door: 2-in-6
Turning the undead: 1HD: 7, 2HD: 9, 2*HD: 11	Find secret door: 1-in-6
Use scrolls: Of cleric spells	Find room trap: 1-in-6
Use divine magic items	Languages: Common, Lawful
	Literacy: Read and write

## EQUIPMENT

Plate mail: Dented	Cowl: Black wool, trimmed with white wolf fur
Shield: Rim of human teeth	Bone mask: Teeth filed into points
Mace: Skull-shaped	Chirurgeon's tools: Bone saw, pliers, silver hammer
Battle axe: Just for show	Green bottle: Strong booze
Backpack: Black leather	Paper bag: Licorice
Holy symbol: Silver skull	Bone flute: Human thigh-bone
Iron rations: 5 days	Belt pouch: 25gp
Torches: 6	Holy water: Three vials
Tinder box	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

# GROG

Lawful 1st level Dwarf

## ABILITY SCORES

<b>STR</b>	<b>6</b>	<b>DEX</b>	<b>7</b>
<b>INT</b>	<b>14</b>	<b>CON</b>	<b>10</b>
<b>WIS</b>	<b>10</b>	<b>CHA</b>	<b>9</b>

*Ability check:*  
Roll under or equal on 1d20

## COMBAT

<b>HP</b>	<b>4</b>	<i>Hit points</i>
<b>AC</b>	<b>4 [15]</b>	<i>Armour Class</i>
<b>Mel</b>	<b>-1</b>	<i>STR modifier to melee att./damage</i>
<b>Mis</b>	<b>-1</b>	<i>DEX modifier to missile attacks</i>



*Do lady dwarves have beards? You decide!*

## SAVING THROWS

<b>D</b>	<b>8</b>	<i>Death, poison</i>
<b>W</b>	<b>9</b>	<i>Magic wands</i>
<b>P</b>	<b>10</b>	<i>Paralysis, petrification</i>
<b>B</b>	<b>13</b>	<i>Breath attacks</i>
<b>S</b>	<b>12</b>	<i>Spells, magic rods, magic staves</i>
<b>±</b>	<b>+0</b>	<i>WIS modifier to saves vs magic</i>

*Saving throw:*  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b>	<b>-1</b>	<i>DEX modifier to initiative (optional)</i>
<b>±</b>	<b>+0</b>	<i>CHA modifier to reaction rolls</i>
<b>Mv</b>	<b>20'</b>	<i>Movement rate per round</i>

You hail from the fortress-city of Minitol, a member of the sheep-herder clan that proudly wards the hills and downs around the citadel. You are renowned as a dreamer and a layabout, spending your days examining herbs and flowers, rather than helping out with shearing and milking. It is your love of things botanical (and your relative indifference to the life of a shepherd) that spurred you to adventure, travelling far from your home in search of herbal lore.

You dream of opening your own brewery producing beers infused with all manner of weird and wondrous herbs. Your beers will be renowned both for their exotic and unique flavours and for their potent healing capacities!

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> Small or normal sized	<b>Open stuck door:</b> 1-in-6
<b>Detect construction tricks:</b> 2-in-6	<b>Find secret door:</b> 1-in-6
<b>Infravision:</b> 60'	<b>Find room trap:</b> 2-in-6
	<b>Languages:</b> Common, Lawful, Dwarvish, Gnome, Goblin, Kobold, Bugbear
	<b>Literacy:</b> Read and write

## EQUIPMENT

<b>Plate mail:</b> Lovingly oiled, ram-horn shoulder plates	<b>Coat:</b> Fluffy sheepskin
<b>Battle axe:</b> Meticulously honed	<b>Woolly hat:</b> Red, long tail
<b>2 hand axes:</b> On belt hooks	<b>Books:</b> Collection of beautifully illustrated botanical guides
<b>Crossbow:</b> 20 quarrels	<b>Magnifying glass:</b> Blue crystal
<b>Backpack:</b> Brown suede	<b>Belt pouch:</b> 17gp
<b>Tinder box</b>	<b>Magic dwarf lantern:</b> Lights or extinguishes on your command (up to 10' away)
<b>Oil flasks:</b> 4	
<b>Crowbar</b>	
<b>Iron rations:</b> 4 days (dried mutton)	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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*Attack roll:* Look up attack roll in matrix to determine hit Armour Class

# WISPO

Lawful 1st level Elf

## ABILITY SCORES

<b>STR</b> 11	<b>DEX</b> 11
<b>INT</b> 15	<b>CON</b> 11
<b>WIS</b> 8	<b>CHA</b> 8

**Ability check:**  
Roll under or equal on 1d20

## COMBAT

<b>HP</b> 4	Hit points
<b>AC</b> 4 [15]	Armour Class
<b>Me</b> +0	STR modifier to melee att./damage
<b>Mis</b> +0	DEX modifier to missile attacks



## SAVING THROWS

<b>D</b> 12	Death, poison
<b>W</b> 13	Magic wands
<b>P</b> 13	Paralysis, petrification
<b>B</b> 15	Breath attacks
<b>S</b> 15	Spells, magic rods, magic staves
<b>±</b> -1	WIS modifier to saves vs magic

**Saving throw:**  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b> +0	DEX modifier to initiative (optional)
<b>±</b> -1	CHA modifier to reaction rolls
<b>Mv</b> 20'	Movement rate per round

You are a member of the famed order of night-hunters, servants of the elf-queen who rules over the Forest of Gong. Among your order, your special role is the capture and tending of the rare and noble birds that are abroad at night. Your people are reclusive, secretive, and highly suspicious of other races, but a vision in the smoke-crystals of an augur set you upon a path that has led you beyond the dark borders of your ancestral home and into the wide world. You seek rumour of the lost city of Toril, said to be submerged beneath the waves of some far sea. You believe that your destiny lies there and that you will become the ruler of an outpost of your people, restoring the sunken city to splendour. In the meantime, you aim to collect jewels, fine cosmetics, and exquisite perfumes to prepare for your regal destiny.

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> All	<b>Open stuck door:</b> 2-in-6
<b>Infravision:</b> 60'	<b>Find secret door:</b> 2-in-6
<b>Immune to ghoulish paralysis</b>	<b>Find room trap:</b> 1-in-6
<b>Use scrolls:</b> Of magic-user spells	<b>Languages:</b> Common, Lawful, Elvish, Gnoll, Hobgoblin, Orcish
<b>Use arcane magic items</b>	<b>Literacy:</b> Read and write
<b>Spell:</b> <i>Protection from evil</i>	

## EQUIPMENT

<b>Chain mail:</b> Slight iridescence	<b>Hooded cloak:</b> Green wool, trimmed with owl feathers
<b>Shield:</b> Leaf-shaped	<b>Snuff box:</b> Silver, studded with fake pearls
<b>Sword:</b> Elvish moon script—your full poem-name	<b>Jar of unguent:</b> Elf-quality skin moisturiser
<b>4 daggers:</b> On belt across chest	<b>Embroidered wallet:</b> 19gp
<b>Longbow:</b> 20 arrows	<b>Wooden bird whistle:</b> Calls a normal bird within 60' to land on your shoulder
<b>Backpack:</b> Woven leaves	
<b>Tinder box</b>	
<b>Lantern:</b> Pink glass	
<b>Oil flasks:</b> 3	
<b>50' rope:</b> Silvery elf-hair	
<b>Iron rations:</b> 6 days	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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**Attack roll:** Look up attack roll in matrix to determine hit Armour Class



# SARGE

Lawful 1st level Fighter



## ABILITY SCORES

**STR** 10

**DEX** 6

**INT** 9

**CON** 6

**WIS** 14

**CHA** 12

*Ability check:*

Roll under or equal on 1d20

## COMBAT

<i>Hit points</i>	
<b>HP</b>	7

<i>Armour Class</i>	
<b>AC</b>	4 [15]

<b>Mel</b>	+0	<i>STR modifier to melee att./damage</i>
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<b>Mis</b>	-1	<i>DEX modifier to missile attacks</i>
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## SAVING THROWS

**D** 12 *Death, poison*

**W** 13 *Magic wands*

**P** 14 *Paralysis,  
petrification*

**B** 15 *Breath attacks*

**S** 16 *Spells, magic rods,  
magic staves*

**±** +1 *WIS modifier to  
saves vs magic*

*Saving throw:*

Roll over or equal on 1d20

## ENCOUNTERS

**Init** -1 *DEX modifier to  
initiative (optional)*

**±** +0 *CHA modifier to  
reaction rolls*

**Mv** 20' *Movement rate per  
round*

You are a professional soldier, a proud member of the Imperial 17th Infantry, renowned for your stoicism and tactical savvy. You may have kept a personal name at some point in the past; now you are just Sarge.

You are the sole survivor of a recent battle with an army of rabid porcines. It is your belief that your regiment was knowingly sacrificed as a tactical pawn in a larger play. This troubles you and you now question your loyalties. You wander from town to town seeking inspiration. Return to Sracka and report to your superiors or live as a mercenary?

You dream of one day being reunited with your true love and having sufficient wealth and stature to sway the family.

## ABILITIES

**Use armour:** All plus shields

**Use weapons:** All

**Listen at door:** 1-in-6

**Open stuck door:** 2-in-6

**Find secret door:** 1-in-6

**Find room trap:** 1-in-6

**Languages:** Common, Lawful

**Literacy:** Read and write

## EQUIPMENT

**Plate mail:** Rusty and battered

**Two-handed sword:** Blood-stained (you never wash it)

**Dagger:** Hidden in boot

**Crossbow:** 20 quarrels

**Backpack:** Military issue

**Tinder box**

**Lantern:** Watertight

**Oil flasks:** 5

**50' rope:** With grappling hook

**Iron rations:** 4 days

**Helmet:** Topped with a stag and snake insignia

**Woollen cloak:** Ragged

**Quill and ink:** Blood red

**Battle diary:** Names of enemies slain and companions lost

**Hidden locket:** Portrait of your true love, now far away

**Grimy leather pouch:** 21gp

**Seashell box:** Speak a word into it; the next time it's opened, the word escapes

## ATTACK VALUE MATRIX

9 10 8 11 7 12 6 13 5 14 4 15 3 16 2 17 1 18 0 19

*Attack roll:* Look up attack roll in matrix to determine hit Armour Class

**OLD-SCHOOL  
ESSENTIALS**  
RETRO ADVENTURE GAME

# CHERRY

Lawful 1st level Halfling

## ABILITY SCORES

<b>STR</b>	<b>10</b>	<b>DEX</b>	<b>9</b>
<b>INT</b>	<b>7</b>	<b>CON</b>	<b>11</b>
<b>WIS</b>	<b>7</b>	<b>CHA</b>	<b>14</b>

*Ability check:*  
Roll under or equal on 1d20

## COMBAT

		<i>Hit points</i>
<b>HP</b>	<b>5</b>	
		<i>Armour Class</i>
<b>AC</b>	<b>5 [14]</b>	
<b>Mel</b>	<b>+0</b>	<i>STR modifier to melee att./damage</i>
<b>Mis</b>	<b>+1</b>	<i>DEX modifier to missile attacks</i>



## SAVING THROWS

<b>D</b>	<b>8</b>	<i>Death, poison</i>
<b>W</b>	<b>9</b>	<i>Magic wands</i>
<b>P</b>	<b>10</b>	<i>Paralysis, petrification</i>
<b>B</b>	<b>13</b>	<i>Breath attacks</i>
<b>S</b>	<b>12</b>	<i>Spells, magic rods, magic staves</i>
<b>±</b>	<b>-1</b>	<i>WIS modifier to saves vs magic</i>

*Saving throw:*  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b>	<b>+1</b>	<i>DEX modifier to initiative (optional)</i>
<b>±</b>	<b>+1</b>	<i>CHA modifier to reaction rolls</i>
<b>Mv</b>	<b>20'</b>	<i>Movement rate per round</i>

You are a professional wanderer, explorer, and recounter of tall tales. Your memory is vague at best and you have difficulty distinguishing between fact and fiction. You've forgotten where you came from, but assume it was a long way away.

Your most recent misadventure saw you imprisoned by wicked pirates. On the up-side, you've now seen much of the world through a porthole and have made friends with an odd, blue-haired giantess who slew your captors and released you. It's not entirely clear what her parting words of "I shall expect my recompense in the form of souls" implied.

Apart from an insatiable wanderlust, you adventure to find the ultimate pie. Could it be that you would marry the cook of such a culinary wonder or build your home beside the establishment that sold it?

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> Appropriate to size	<b>Open stuck door:</b> 2-in-6
	<b>Find secret door:</b> 1-in-6
	<b>Find room trap:</b> 1-in-6
<b>Defensive bonus:</b> +2 AC bonus vs larger than human foes	<b>Languages:</b> Common, Lawful, Halfling
<b>Hiding:</b> In woods or undergrowth: 90%; in dungeons: 2-in-6 (must remain static)	<b>Literacy:</b> Basic

## EQUIPMENT

<b>Chain mail:</b> Tarnished with salt	<b>Tricorn hat:</b> Human sized
<b>Cutlass (short sword):</b> Pommel in the shape of an apple	<b>Black cape:</b> Skull and crossbones insignia
<b>Sling:</b> 12 stones	<b>Gourd pipe:</b> Highly polished
<b>2 daggers:</b> In the belt	<b>Pouch of pipe weed:</b> Stringy and pungent
<b>Backpack:</b> Bulging at the seams	<b>Lucky monkey paw:</b> Soft and fluffy; hung from ear
<b>Tinder box</b>	<b>Leather wallet:</b> 31gp
<b>Waterskin:</b> Full of wine	
<b>Hammer and iron spikes:</b> 12	<b>Pirate's hook:</b> Rubbing the hook makes everyone (including yourself) within 10' shiver
<b>Standard rations:</b> 7 days (pies, apples, tomatoes, and bacon)	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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*Attack roll:* Look up attack roll in matrix to determine hit Armour Class

# SPRIG

Lawful 1st level Magic-User

## ABILITY SCORES

STR	9	DEX	11
INT	13	CON	10
WIS	10	CHA	9

Ability check:  
Roll under or equal on 1d20

## COMBAT

HP	4	Hit points
AC	9 [10]	Armour Class
Mel	+0	STR modifier to melee att./damage
Mis	+0	DEX modifier to missile attacks



## SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	+0	WIS modifier to saves vs magic

Saving throw:  
Roll over or equal on 1d20

## ENCOUNTERS

Init	+0	DEX modifier to initiative (optional)
±	+0	CHA modifier to reaction rolls
Mv	40'	Movement rate per round

You are an astrologer and moongazer (one who reads oracles by interpreting the face of the moon). A native of the town of Ling, famed for its seven singing shrines, you grew up amid a hubbub of prophets, seers, and haruspexes. It was inevitable that your natural distaste for the earthly and inclination toward the cosmic would be nurtured.

You served as tower-dwelling apprentice to the revered Master Hogwhale. That is until the master caught you playing with a deck of cards and cast you out into the night. This has been a rather rude awakening, as you know little of the world. A run of successful gambling (aided by your consultation of the planets) has given you means to support yourself for a time.

You dream of travelling to the moon, a feat which is rumoured to be within the power of the Emperor's great magic.

## ABILITIES

Use armour: None	Listen at door: 1-in-6
Use weapons: Dagger only	Open stuck door: 2-in-6
Use scrolls: Of magic-user spells	Find secret door: 1-in-6
Use arcane magic items	Find room trap: 1-in-6
Spell: Ventriloquism	Languages: Common, Lawful, Elvish
	Literacy: Read and write

## EQUIPMENT

Bronze dagger: Sun face hilt	Woollen cloak: Soft brown, lined with lambswool
Silver dagger: Moon face hilt	Silk robes: Black with gold trim
Backpack: Pristine brown leather	Pointy hat: Black, squashed
Tinder box	Astrological almanac: Bound in purple fish-skin
Lantern: Rainbow panes	Deck of cards: Exotic design
Oil flasks: 4	6 candles: Black and red
Waterskin: Sparkling water	Blue silk pouch: 7gp
	Smoky quartz disk: In darkness, shows the face of the moon, illuminating a 5' radius

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

# ABILITY SCORES

<b>STR</b>	4	<b>DEX</b>	9
<b>INT</b>	8	<b>CON</b>	8
<b>WIS</b>	8	<b>CHA</b>	8

**Ability check:**  
Roll under or equal on 1d20

# COMBAT

		Hit points
<b>HP</b>	3	
		Armour Class
<b>AC</b>	7 [12]	
<b>Mel</b>	-2	STR modifier to melee att./damage
<b>Mis</b>	+0	DEX modifier to missile attacks

# LUCKY

Lawful 1st level Thief



# SAVING THROWS

<b>D</b>	13	Death, poison
<b>W</b>	14	Magic wands
<b>P</b>	13	Paralysis, petrification
<b>B</b>	16	Breath attacks
<b>S</b>	15	Spells, magic rods, magic staves
<b>±</b>	-1	WIS modifier to saves vs magic

**Saving throw:**  
Roll over or equal on 1d20

# ENCOUNTERS

<b>Init</b>	+0	DEX modifier to initiative (optional)
<b>±</b>	-1	CHA modifier to reaction rolls
<b>Mv</b>	30'	Movement rate per round

You are a professional beggar, lurking in the criminal underworld and betraying their secrets to the authorities. You were born to a family of sewer-dredgers in the slums of Meechem, in the undercity of Sracka, living a life of wretched hardship as the youngest, smallest, and feeblest of seventeen siblings. Despite these hard beginnings, you grew to an unnatural height and earned your nickname "Lucky", as you seemingly have the ability to survive all adversity. Your aim in life is to transcend your wretched origins and set up an orchard, bringing the shockingly undervalued delights of the Sracka Sewer Sweet apple (your childhood favourite) and other subterranean fruits to the masses. You also seek to uncover the identity of the necromancer who stole your sister's soul, leaving her a drooling husk of a girl.

# ABILITIES

<b>Use armour:</b> Leather	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> All	<b>Open stuck door:</b> 1-in-6
<b>Back-stab:</b> +4 to hit and double damage attacking unaware foe	<b>Find secret door:</b> 1-in-6
<b>Climb sheer surfaces:</b> 87%	<b>Find room trap:</b> 1-in-6
<b>Find/remove treasure traps:</b> 10%	<b>Languages:</b> Common, Lawful
<b>Hear noise:</b> 2-in-6	<b>Literacy:</b> Basic
<b>Hide in shadows:</b> 10%	
<b>Move silently:</b> 20%	
<b>Open locks:</b> 15%	
<b>Pick pockets:</b> 20%	

# EQUIPMENT

<b>Leather armour:</b> Battered but well cared for	<b>Peasant's tunic:</b> Stinking
<b>Shortbow:</b> 20 arrows	<b>Striped pantaloons:</b> Massive flares
<b>Shortsword:</b> Antique	<b>Straw hat:</b> Way too big
<b>Club:</b> Gnarled and well-oiled	<b>Wig:</b> Long, grey, curly
<b>Backpack:</b> Patched up	<b>Hidden pocket:</b> 23gp
<b>Thieves' tools:</b> In pockets	<b>Glass eye necklace:</b> +2 bonus to saves versus spells
<b>Crowbar</b>	
<b>50' rope:</b> Knotted every 5'	
<b>Tinder box</b>	
<b>Lantern:</b> Blacks out when shut	
<b>Oil flasks:</b> 2	

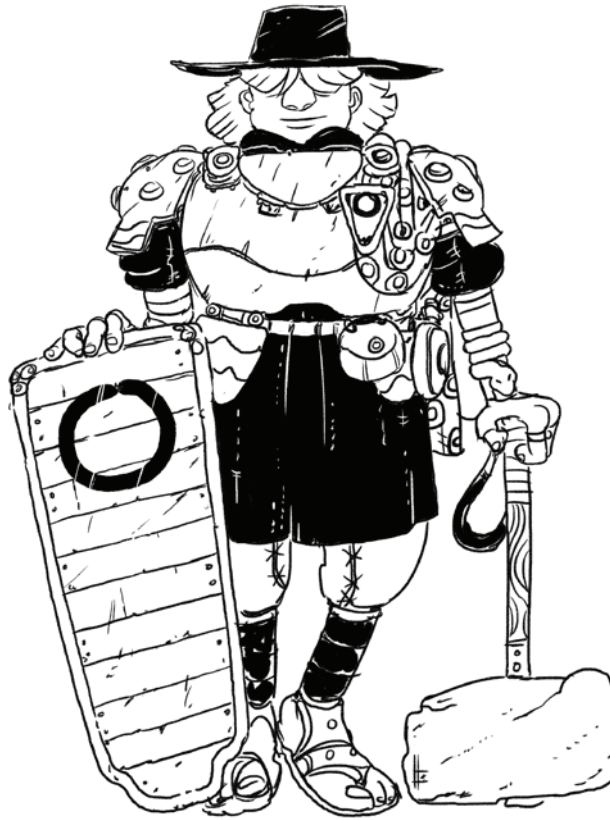
# ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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**Attack roll:** Look up attack roll in matrix to determine hit Armour Class

# BLAINE

Neutral 1st level Cleric



## ABILITY SCORES

**STR** 14

**DEX** 12

**INT** 11

**CON** 10

**WIS** 14

**CHA** 15

**Ability check:**

Roll under or equal on 1d20

## COMBAT

<i>Hit points</i>	
<b>HP</b>	4

<i>Armour Class</i>	
<b>AC</b>	2 [17]

**Mel** +1 *STR modifier to melee att./damage*

**Mis** +0 *DEX modifier to missile attacks*

## SAVING THROWS

**D** 11 *Death, poison*

**W** 12 *Magic wands*

**P** 14 *Paralysis, petrification*

**B** 16 *Breath attacks*

**S** 15 *Spells, magic rods, magic staves*

**±** +1 *WIS modifier to saves vs magic*

**Saving throw:**

Roll over or equal on 1d20

## ENCOUNTERS

**Init** +0 *DEX modifier to initiative (optional)*

**±** +1 *CHA modifier to reaction rolls*

**Mv** 20' *Movement rate per round*

You are an elite ordained adventurer, a follower of Klath-Karnath, goddess of insane danger. You are religiously obliged to seek out the most heinous dungeons and to strip them of their treasures.

Born in the city of Sracka, your parents were cultists of Yespheria, goddess of serenity and perfect spheres. Your childhood was virtuous and tedious in the extreme, spurring a fascination for adventure and danger in your young mind.

Since hearing of its existence in the notes you pried from the clutches of a dead wizard, you have become obsessed with finding the fabled Egg of Mantumbi and claiming it for yourself. Klath-Karnath need not know of all treasures you find.

It is your belief that you have a long-lost twin, whom you briefly laid eyes upon across a crowded bazaar.

## ABILITIES

**Use armour:** All plus shields  
**Use weapons:** Blunt

**Turning the undead:**

1HD: 7, 2HD: 9, 2\*HD: 11

**Use scrolls:** Of cleric spells

**Use divine magic items**

**Listen at door:** 1-in-6

**Open stuck door:** 3-in-6

**Find secret door:** 1-in-6

**Find room trap:** 1-in-6

**Languages:** Common, Neutral

**Literacy:** Read and write

## EQUIPMENT

**Plate mail:** Badly scratched

**Shield:** Oblong, battered wood

**Warhammer:** Massive irregular stone head

**Sling:** 20 stones

**Backpack:** Soft brown suede

**Holy symbol:** Bronze fist

**50' rope:** Ragged

**10' pole:** Iron-capped

**Crowbar**

**Torches:** 6

**Tinder box**

**Battered hat:** Brown felt

**Scrappy notebooks:** Historical research into lost treasures

**Brass hip flask:** Strong booze

**Leather wallet:** 12gp

**Leather snake bracelet:** If anyone approaches you while you sleep, there is a 2-in-6 chance that the snake will awake you with its warning hiss.

## ATTACK VALUE MATRIX

9 10 8 11 7 12 6 13 5 14 4 15 3 16 2 17 1 18 0 19

**Attack roll:** Look up attack roll in matrix to determine hit Armour Class

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# GREEDO

Neutral 1st level Dwarf

## ABILITY SCORES

<b>STR</b>	16	<b>DEX</b>	13
<b>INT</b>	7	<b>CON</b>	9
<b>WIS</b>	7	<b>CHA</b>	13

*Ability check:*  
Roll under or equal on 1d20

## COMBAT

		<i>Hit points</i>
<b>HP</b>	6	
		<i>Armour Class</i>
<b>AC</b>	3 [16]	
<b>Mel</b>	+2	<i>STR modifier to melee att./damage</i>
<b>Mis</b>	+1	<i>DEX modifier to missile attacks</i>



*Do lady dwarves have beards? You decide!*

## SAVING THROWS

<b>D</b>	8	<i>Death, poison</i>
<b>W</b>	9	<i>Magic wands</i>
<b>P</b>	10	<i>Paralysis, petrification</i>
<b>B</b>	13	<i>Breath attacks</i>
<b>S</b>	12	<i>Spells, magic rods, magic staves</i>
<b>±</b>	-1	<i>WIS modifier to saves vs magic</i>

*Saving throw:*  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b>	+1	<i>DEX modifier to initiative (optional)</i>
<b>±</b>	+1	<i>CHA modifier to reaction rolls</i>
<b>Mv</b>	20'	<i>Movement rate per round</i>

Initiated into the order of sculptors in Feremhaal, City of Statues, you were one of six dwarves responsible for the fifteen year long task of carving a gargantuan statue of the goddess Kaast out of the virgin mountainside. After fourteen years of diligent work, your will cracked and you absconded with a stash of gems meant to decorate the statue's left toe.

The money you got from pawning the gems was quickly spent, but you acquired a lasting proclivity for jewel theft.

Despite your expertise as a sculptor, your true passion lies with maps. You have yet to master the ability to draw a straight line, but you do not let that daunt you. You dream of drawing the plans for a great manse and paying for its construction.

Even now, some years later, you still keep a low profile, fearing the retribution of the cult of Kaast.

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> Small or normal sized	<b>Open stuck door:</b> 4-in-6
	<b>Find secret door:</b> 1-in-6
	<b>Find room trap:</b> 2-in-6
<b>Detect construction tricks:</b> 2-in-6	<b>Languages:</b> Common, Neutral, Dwarfish, Gnome, Goblin, Kobold
<b>Infravision:</b> 60'	<b>Literacy:</b> Basic

## EQUIPMENT

<b>Chainmail:</b> A little too large	<b>Canvas cowl:</b> Painted grey
<b>Shield:</b> Round, wooden	<b>Set of chisels:</b> Stone sculpting
<b>Warhammer:</b> Double-headed	<b>Chunky tome:</b> Pages filled with scrawled maps and blueprints
<b>Sling:</b> 20 stones (fragments of statuary)	<b>Quill and ink:</b> Blue
	<b>Plush pocketbook:</b> "Gems and their Values". (You mostly just look at the pictures.)
<b>Backpack:</b> Big and floppy	<b>Canvas wallet:</b> 16gp
<b>Torches:</b> 6	
<b>Tinder box</b>	
<b>Hammer and iron spikes:</b> 12	
<b>50' rope:</b> With grappling hook	<b>A 1' brass owl:</b> Never loses its balance. (You typically place it on top of your head.)
<b>Crowbar</b>	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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*Attack roll:* Look up attack roll in matrix to determine hit Armour Class

# SWAN

Neutral 1st level Elf



## ABILITY SCORES

<b>STR</b>	15	<b>DEX</b>	12
<b>INT</b>	15	<b>CON</b>	11
<b>WIS</b>	3	<b>CHA</b>	11

Ability check:  
Roll under or equal on 1d20

## COMBAT

		Hit points
<b>HP</b>	3	
		Armour Class
<b>AC</b>	7 [12]	
<b>Me</b>	+1	STR modifier to melee att./damage
<b>Mis</b>	+0	DEX modifier to missile attacks

## SAVING THROWS

<b>D</b>	12	Death, poison
<b>W</b>	13	Magic wands
<b>P</b>	13	Paralysis, petrification
<b>B</b>	15	Breath attacks
<b>S</b>	15	Spells, magic rods, magic staves
<b>±</b>	-3	WIS modifier to saves vs magic

Saving throw:  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b>	+0	DEX modifier to initiative (optional)
<b>±</b>	+0	CHA modifier to reaction rolls
<b>Mv</b>	30'	Movement rate per round

You are a rare non-human assassin cultist of Thangorin, god of mortality, fate, and timely death. Your order has no strictures, save that you must end the life of whomever the high oracle decrees, no questions asked.

In the downtime between holy assignments, you wander in the company of adventurers, seeking to secretly amass riches and ancient knowledge, which is forbidden to members of your cult. For as dedicated to carrying out the will of Thangorin as you are, you privately harbour desires for renown and opulent luxury. Marrying into nobility would also be ideal.

You also have a passion for animals, feeling sympathy more keenly with dumb beasts than you do with other sentients. You plan to build a menagerie of creatures trained in the arts of stealth and subterfuge.

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> All	<b>Open stuck door:</b> 3-in-6
<hr/>	<b>Find secret door:</b> 2-in-6
<b>Infravision:</b> 60'	<b>Find room trap:</b> 1-in-6
<b>Immune to ghoulish paralysis</b>	<b>Languages:</b> Common, Neutral, Elvish, Gnoll, Hobgoblin, Orcish, Dwarvish
<b>Use scrolls:</b> Of magic-user spells	<b>Literacy:</b> Read and write
<b>Use arcane magic items</b>	
<b>Spell:</b> Sleep	

## EQUIPMENT

<b>Leather armour:</b> Sleek black	<b>Silk cloak:</b> Reversible: black outside, crimson inside
<b>Sword:</b> Slender, curved blade	<b>Silk pantaloons:</b> Purple
<b>2 daggers:</b> Wickedly barbed	<b>Soft slippers:</b> Pointy toes
<hr/>	<b>Black &amp; white mask:</b> Expressionless and creepy
<b>Backpack:</b> Under the cloak	<b>Deck of oracle cards:</b> You like to read macabre fates in them
<b>Tinder box</b>	<b>Black silk wallet:</b> 9gp
<b>Lantern:</b> Small and easily concealed	<hr/>
<b>Oil flasks:</b> 4	<b>Black box (4"):</b> Anyone who looks inside sees an illusion of an item they greatly desire
<b>50' rope:</b> Slender and strong, plus a grappling hook	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

# KARGOR "VIPERHAND"

Neutral 1st level Fighter

## ABILITY SCORES

<b>STR</b> 15	<b>DEX</b> 10
<b>INT</b> 9	<b>CON</b> 5
<b>WIS</b> 5	<b>CHA</b> 6

**Ability check:**  
Roll under or equal on 1d20

## COMBAT

<b>HP</b> 4	Hit points
<b>AC</b> 4 [15]	Armour Class
<b>Mel</b> +1	STR modifier to melee att./damage
<b>Mis</b> +0	DEX modifier to missile attacks



## SAVING THROWS

<b>D</b> 12	Death, poison
<b>W</b> 13	Magic wands
<b>P</b> 14	Paralysis, petrification
<b>B</b> 15	Breath attacks
<b>S</b> 16	Spells, magic rods, magic staves
<b>±</b> -2	WIS modifier to saves vs magic

**Saving throw:**  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b> +0	DEX modifier to initiative (optional)
<b>±</b> -1	CHA modifier to reaction rolls
<b>Mv</b> 20'	Movement rate per round

Once a duellist of some renown, you were forced out of retirement when your homestead was destroyed by pillaging porcupines. You now live as an itinerant sell-sword, joining any mercenary company that will accept a person of your age.

While you rue the loss of your farm and your peace, you now have your sights set on higher things: you wish to rebuild your reputation as a feared duellist and win back the heart of your long lost love, now married into tedious nobility. You have sent missives to your old swashbuckling crew (even the treacherous Greasy Pytter), requesting their aid in your quest.

The one thing holding you back from renewed greatness is your rediscovered taste for expensive wines, feasting, and orgies. Such luxuries consume all the cash you can get your hands on and more time than you would care to count.

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 1-in-6
<b>Use weapons:</b> All	<b>Open stuck door:</b> 3-in-6
	<b>Find secret door:</b> 1-in-6
	<b>Find room trap:</b> 1-in-6
	<b>Languages:</b> Common, Neutral
	<b>Literacy:</b> Read and write

## EQUIPMENT

<b>Chainmail:</b> Antique	<b>Silver cloak:</b> The height of fashion three decades ago
<b>Sword:</b> Slender and dashing	<b>Bottle of "Rampant Duchess":</b> Good vintage, worth 30gp
<b>Shield:</b> Unusually tall	<b>Drinking horn:</b> Polished
<b>Longbow:</b> 20 arrows	<b>Sheaf of papers:</b> Letters from your lost love
<b>Backpack:</b> Patched up over years of hard use	<b>Leather pouch:</b> 8gp
<b>Hammer and iron spikes:</b> 12	<b>Bag of acorns:</b> Shaking the bag produces the sound of a howling wolf or a roaring lion (random)
<b>Waterskin:</b> Cowhide	
<b>Iron rations:</b> Jerky and nuts	
<b>Lantern:</b> Cow engravings	
<b>Oil flasks:</b> 3	
<b>Tinderbox</b>	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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**Attack roll:** Look up attack roll in matrix to determine hit Armour Class



# SCAMP

Neutral 1st level Halfling

## ABILITY SCORES

<b>STR</b>	<b>9</b>	<b>DEX</b>	<b>13</b>
<b>INT</b>	<b>9</b>	<b>CON</b>	<b>11</b>
<b>WIS</b>	<b>10</b>	<b>CHA</b>	<b>10</b>

**Ability check:**  
Roll under or equal on 1d20

## COMBAT

<b>HP</b>	<b>6</b>	<i>Hit points</i>
<b>AC</b>	<b>2 [17]</b>	<i>Armour Class</i>
<b>Mel</b>	<b>+0</b>	<i>STR modifier to melee att./damage</i>
<b>Mis</b>	<b>+2</b>	<i>DEX modifier to missile attacks</i>



## SAVING THROWS

<b>D</b>	<b>8</b>	<i>Death, poison</i>
<b>W</b>	<b>9</b>	<i>Magic wands</i>
<b>P</b>	<b>10</b>	<i>Paralysis, petrification</i>
<b>B</b>	<b>13</b>	<i>Breath attacks</i>
<b>S</b>	<b>12</b>	<i>Spells, magic rods, magic staves</i>
<b>±</b>	<b>+0</b>	<i>WIS modifier to saves vs magic</i>

**Saving throw:**  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b>	<b>+2</b>	<i>DEX modifier to initiative (optional)</i>
<b>±</b>	<b>+0</b>	<i>CHA modifier to reaction rolls</i>
<b>Mv</b>	<b>20'</b>	<i>Movement rate per round</i>

Wayward younger sibling to the heir of your family's considerable wealth and estates, you have lived a life of ease and luxury. Until recently, that is. You are now in exile after your incessant games with fire resulted in the destruction of the manor. You have no profession to speak of and now live as a wanderer, discreetly looking up old drinking companions and trying to keep a low profile. The money that you managed to grab as you fled from your family's ire is now ebbing and it is unclear what awaits you. Nonetheless, you do not regret your deeds—the shake-up will do your family good!

You feel sure that you will return to a position of wealth and luxury, but this time having earned it for yourself through your significant guile and charm. Finally getting one over on your snitch of an older brother would also be a fine thing.

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> Appropriate to size	<b>Open stuck door:</b> 2-in-6
<b>Defensive bonus:</b> +2 AC bonus vs larger than human foes	<b>Find secret door:</b> 1-in-6
<b>Hiding:</b> In woods or undergrowth: 90%; in dungeons: 2-in-6 (must remain static)	<b>Find room trap:</b> 1-in-6
	<b>Languages:</b> Common, Neutral, Halfling
	<b>Literacy:</b> Read and write

## EQUIPMENT

<b>Plate mail:</b> Antique, ornate	<b>Top hat:</b> The height of fashion
<b>Shortsword:</b> Bent but sharp	<b>Walking cane:</b> Topped with a silver fist (worth 15gp)
<b>Dagger:</b> More of a steak knife	<b>Woollen cloak:</b> Fine tweed
<b>Crossbow:</b> 20 bolts	<b>Pipe:</b> Polished cherry wood
<b>Backpack:</b> Oiled canvas	<b>Pouch of pipe weed:</b> High class
<b>Tinder box</b>	<b>Leather wallet:</b> 19gp
<b>Backup tinder box:</b> Hidden in rim of hat	<b>Silver spoon:</b> Carved with an albatross. Rapping the spoon on a wooden table causes all food laid out to be heated piping hot.
<b>Torches:</b> 8	
<b>Lantern:</b> Shiny brass	
<b>Oil flasks:</b> 8	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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**Attack roll:** Look up attack roll in matrix to determine hit Armour Class

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# RHIAN

Neutral 1st level Magic-User

## ABILITY SCORES

<b>STR</b>	<b>8</b>	<b>DEX</b>	<b>10</b>
<b>INT</b>	<b>14</b>	<b>CON</b>	<b>13</b>
<b>WIS</b>	<b>11</b>	<b>CHA</b>	<b>10</b>

*Ability check:*  
Roll under or equal on 1d20

## COMBAT

		<i>Hit points</i>
<b>HP</b>	<b>5</b>	
		<i>Armour Class</i>
<b>AC</b>	<b>9 [10]</b>	
<b>Mel</b>	<b>-1</b>	<i>STR modifier to melee att./damage</i>
<b>Mis</b>	<b>+0</b>	<i>DEX modifier to missile attacks</i>



## SAVING THROWS

<b>D</b>	<b>13</b>	<i>Death, poison</i>
<b>W</b>	<b>14</b>	<i>Magic wands</i>
<b>P</b>	<b>13</b>	<i>Paralysis, petrification</i>
<b>B</b>	<b>16</b>	<i>Breath attacks</i>
<b>S</b>	<b>15</b>	<i>Spells, magic rods, magic staves</i>
<b>±</b>	<b>+0</b>	<i>WIS modifier to saves vs magic</i>

*Saving throw:*  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b>	<b>+0</b>	<i>DEX modifier to initiative (optional)</i>
<b>±</b>	<b>+0</b>	<i>CHA modifier to reaction rolls</i>
<b>Mv</b>	<b>40'</b>	<i>Movement rate per round</i>

Born in Elyeth on the River Nenning, your father was apprentice truthsayer to the Confederate Yagk, ruler of the region. At age ten, you ventured under the treacherous eaves of the magical forest and were promptly kidnapped by fey goblins, who raised you as their own. You spent the remainder of your childhood under the tutelage of a goblin shadow sorcerer, whose knowledge of the dark arts complemented the white magic your father had begun to teach you.

Upon coming of age, your mentor cast you out of the spooky caverns you had come to call home, commanding you to make your own way in the world. It is thus you wander, aimless and befuddled, back in the mystifying world of mortals. It is your wish, above all, to behold the shadow world of which your erstwhile master spoke and to make your home there.

## ABILITIES

<b>Use armour:</b> None	<b>Listen at door:</b> 1-in-6
<b>Use weapons:</b> Dagger only	<b>Open stuck door:</b> 1-in-6
	<b>Find secret door:</b> 1-in-6
<b>Use scrolls:</b> Of magic-user spells	<b>Find room trap:</b> 1-in-6
<b>Use arcane magic items</b>	<b>Languages:</b> Common, Neutral, Goblin
<b>Spell:</b> <i>Hold portal</i>	<b>Literacy:</b> Read and write

## EQUIPMENT

<b>Dagger:</b> Barbed goblin steel	<b>Silk robes:</b> Grey with swirling black patterns
<b>Backpack:</b> Fancy burnished leather	<b>Black woollen hat:</b> With a prodigious liripipe
<b>50' rope:</b> Woven from shadows	<b>Walking staff:</b> 6' tall, dead straight, stained red
<b>Lantern:</b> Flickering light	<b>Array of belt pouches:</b> Small quantities of salt, sand, ash, and powdered chalk
<b>Oil flasks:</b> 4	<b>Hourglass:</b> Pink sand
<b>Tinder box</b>	
<b>Waterskin:</b> Forest spring water	<b>Silk glove:</b> Touched flesh or objects are stained sooty black
<b>Standard rations:</b> Mealy wafers, figs, night tomatoes	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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*Attack roll:* Look up attack roll in matrix to determine hit Armour Class

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# DREG

Neutral 1st level Thief



## ABILITY SCORES

STR	8	DEX	13
INT	10	CON	13
WIS	9	CHA	11

Ability check:  
Roll under or equal on 1d20

## COMBAT

HP	4	Hit points
AC	6 [13]	Armour Class
Mel	-1	STR modifier to melee att./damage
Mis	+1	DEX modifier to missile attacks

## SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	+0	WIS modifier to saves vs magic

Saving throw:  
Roll over or equal on 1d20

## ENCOUNTERS

Init	+1	DEX modifier to initiative (optional)
±	+0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

You are a wandering seller of potions, balms, and mystical talismans. All 100% legitimate, of course.

You were born to a family of taxidermists in the city of Micmar, but were cast out for disrespecting the sanctity of your father's embalming urns and were subsequently raised by your errant uncle (a minstrel of some note).

The life of a mountebank is all very well for the time being, but your true passion lies in exotic animals. You dream of founding a menagerie of rare beasts and an accompanying circus to exhibit the marvellous creatures to the public.

You also desire to clear your uncle's good name, which was sullied in an unfortunate incident with a vengeful noblewoman, leaving him destitute and disgraced.

## ABILITIES

Use armour: Leather	Listen at door: 2-in-6
Use weapons: All	Open stuck door: 1-in-6
Back-stab: +4 to hit and double damage attacking unaware foe	Find secret door: 1-in-6
Climb sheer surfaces: 87%	Find room trap: 1-in-6
Find/remove treasure traps: 10%	Languages: Common, Neutral
Hear noise: 2-in-6	Literacy: Read and write
Hide in shadows: 10%	
Move silently: 20%	
Open locks: 15%	
Pick pockets: 20%	

## EQUIPMENT

Leather armour: Black	Purple cloak: Golden moons. Looks highly mystical
Silver dagger: Curved	12 glass vials: Mysterious blue liquids (dyed water)
7 daggers: Hidden in cloak	Small sack: Collection of dried animal parts
Backpack: Tall and thin	Waterskin: Fermenting frog eyes in alcohol
Thieves' tools: In belt pouch	Pet monkey: Fancy waistcoat
Lantern: Glass painted with occult runes	Belt pouch: 5gp
Oil flasks: 3	Black glass eye: Allows you to see faintly in darkness (10')
Tinder box	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

# HOLLOW ONE

Chaotic 1st level Cleric

## ABILITY SCORES

<b>STR</b>	<b>9</b>	<b>DEX</b>	<b>8</b>
<b>INT</b>	<b>6</b>	<b>CON</b>	<b>14</b>
<b>WIS</b>	<b>15</b>	<b>CHA</b>	<b>15</b>

**Ability check:**  
Roll under or equal on 1d20

## COMBAT

		Hit points
<b>HP</b>	<b>7</b>	
		Armour Class
<b>AC</b>	<b>4 [15]</b>	
<b>Mel</b>	<b>+0</b>	STR modifier to melee att./damage
<b>Mis</b>	<b>-1</b>	DEX modifier to missile attacks



## SAVING THROWS

<b>D</b>	<b>11</b>	Death, poison
<b>W</b>	<b>12</b>	Magic wands
<b>P</b>	<b>14</b>	Paralysis, petrification
<b>B</b>	<b>16</b>	Breath attacks
<b>S</b>	<b>15</b>	Spells, magic rods, magic staves
<b>±</b>	<b>+1</b>	WIS modifier to saves vs magic

**Saving throw:**  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b>	<b>-1</b>	DEX modifier to initiative (optional)
<b>±</b>	<b>+1</b>	CHA modifier to reaction rolls
<b>Mv</b>	<b>20'</b>	Movement rate per round

You are a void-eyed disciple of Yag-Mannon, god of howling nothingness and psychedelic transcendence. Your role within the cult is that of treasure-finder—you provide the funds required to bring your god's apocalyptic schemes to fruition.

Born into a wealthy merchant family in the trade-town of Micmar, you shunned your familial duties and inheritance after being seduced by a serpent priestess and fed hallucinogenic brews. Her plans backfired as the elixirs revealed not the scaled visage of her deity, but the formless blackness of Yag-Mannon. You were an accidental convert.

While you strive daily to bring about the destruction of the multiverse, you practice the arts of grooming and vanity in your spare time, spending countless hours adorning yourself and maintaining your long, lustrous hair in peak condition.

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 1-in-6
<b>Use weapons:</b> Blunt	<b>Open stuck door:</b> 2-in-6
	<b>Find secret door:</b> 1-in-6
<b>Turning the undead:</b>	<b>Find room trap:</b> 1-in-6
1HD: 7, 2HD: 9, 2*HD: 11	<b>Languages:</b> Common, Chaotic
<b>Use scrolls:</b> Of cleric spells	<b>Literacy:</b> Basic
<b>Use divine magic items</b>	

## EQUIPMENT

<b>Plate mail:</b> Spiral engraving	<b>Helmet:</b> Eye of Yag-Mannon
<b>Shield:</b> Howling imp face	<b>Quilted jacket:</b> Padded shoulders, many pockets
<b>Mace:</b> Spiked chaos-star	<b>Suede knapsack:</b> Stuffed with psychedelic herbs (holy sacrament)
	<b>Mirror:</b> Lovingly polished
<b>Backpack:</b> Oiled black leather	<b>Ivory comb:</b> Worth 25gp
<b>Holy symbol:</b> Obsidian triangle with a glaring red eye	<b>Velvet pouch:</b> 10gp
<b>Iron rations:</b> 7 days	
<b>Torches:</b> 4	<b>Void sack:</b> Placed over a person's head, magically negates all external stimuli
<b>Tinder box</b>	
<b>50' rope:</b> Ragged but strong	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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**Attack roll:** Look up attack roll in matrix to determine hit Armour Class

# MIN

Chaotic 1st level Dwarf

## ABILITY SCORES

<b>STR</b>	5	<b>DEX</b>	8
<b>INT</b>	9	<b>CON</b>	14
<b>WIS</b>	9	<b>CHA</b>	6

Ability check:  
Roll under or equal on 1d20

## COMBAT

		Hit points
<b>HP</b>	5	
		Armour Class
<b>AC</b>	3 [16]	
<b>Mel</b>	-2	STR modifier to melee att./damage
<b>Mis</b>	-1	DEX modifier to missile attacks



Do lady dwarves have beards? You decide!

## SAVING THROWS

<b>D</b>	8	Death, poison
<b>W</b>	9	Magic wands
<b>P</b>	10	Paralysis, petrification
<b>B</b>	13	Breath attacks
<b>S</b>	12	Spells, magic rods, magic staves
<b>±</b>	+0	WIS modifier to saves vs magic

Saving throw:  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b>	-1	DEX modifier to initiative (optional)
<b>±</b>	-1	CHA modifier to reaction rolls
<b>Mv</b>	20'	Movement rate per round

You are a slaver from the dwarf fortress of Minitol, tasked with capturing criminals and bringing them work in the mines and forges beneath the citadel. Your pleasure in this work leads you to gleefully enslave even those you know are innocent. In addition to slavery, you have two main passions in life: music and the deeps of the earth. Musically, your tastes are highly experimental—you perceive beauty in the grinding and shrieking of mine engines and the cacophony of the smithy. You belong to that strata of dwarf society that rues your ancestors' coming to the surface and seeks to return to the deeps. You aim to amass wealth by any means, found a network of slaver caravans, and retire to a subterranean fastness riddled with traps and treasure vaults.

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> Small or normal sized	<b>Open stuck door:</b> 1-in-6
	<b>Find secret door:</b> 1-in-6
	<b>Find room trap:</b> 2-in-6
<b>Detect construction tricks:</b> 2-in-6	<b>Languages:</b> Common, Chaotic, Dwarvish, Gnome, Goblin, Kobold
<b>Infravision:</b> 60'	<b>Literacy:</b> Read and write

## EQUIPMENT

<b>Plate mail:</b> Soot black	<b>Cowl:</b> Red-streaked hessian
<b>Helmet:</b> With one horn	<b>Manacles:</b> Currently empty
<b>Shield:</b> Wooden, iron-bands	<b>Rusty chain:</b> 10' length
<b>Warhammer:</b> Two spheres	<b>Seal of Minitol:</b> Grants you legal permission to enslave criminals
<b>2 daggers:</b> Sheathed at belt	<b>Bagpipes:</b> Subtly detuned (for maddening effect)
<b>Backpack:</b> Dozens of straps	<b>Belt pouch:</b> 17gp
<b>Iron rations:</b> 7 days (smoked mutton and liver)	
<b>50' rope:</b> With grappling hook	<b>Violet quill feather:</b> Can engrave in metal
<b>Hammer and iron spikes:</b> 12	
<b>Crowbar</b>	
<b>Tinder box</b>	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

# SNIPE

Chaotic 1st level Elf



## ABILITY SCORES

<b>STR</b> 14	<b>DEX</b> 12
<b>INT</b> 13	<b>CON</b> 4
<b>WIS</b> 12	<b>CHA</b> 6

**Ability check:**  
Roll under or equal on 1d20

## COMBAT

<b>HP</b> 3	Hit points
<b>AC</b> 3 [16]	Armour Class
<b>Mel</b> +1	STR modifier to melee att./damage
<b>Mis</b> +0	DEX modifier to missile attacks

## SAVING THROWS

<b>D</b> 12	Death, poison
<b>W</b> 13	Magic wands
<b>P</b> 13	Paralysis, petrification
<b>B</b> 15	Breath attacks
<b>S</b> 15	Spells, magic rods, magic staves
<b>±</b> +0	WIS modifier to saves vs magic

**Saving throw:**  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b> +0	DEX modifier to initiative (optional)
<b>±</b> -1	CHA modifier to reaction rolls
<b>Mv</b> 20'	Movement rate per round

You are a wandering epicurean, trickster, and opportunist, recently escaped from centuries of imprisonment in the kitchen-dungeons of the Ja (mysterious fey entities of mist and shadow). Incarcerated for such an extended period, you have no memory of your origins or the reason for your enslavement. You are however enjoying your new-found freedom to the full! Since escaping captivity and fleeing the forest realm of the Ja, you've warmed to the wilful, urgent nature of humans and enjoy causing the merry havoc on which they seem to thrive. Companies of adventurers are especially fun to be around. You crave material wealth just as much as the next bon vivant, but above all you love magic. You dream of one day building your own enchanted kitchen/laboratory and delving into the long-neglected arts of magical baking.

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> All	<b>Open stuck door:</b> 3-in-6
<b>Infravision:</b> 60'	<b>Find secret door:</b> 2-in-6
<b>Immune to ghoulish paralysis</b>	<b>Find room trap:</b> 1-in-6
<b>Use scrolls:</b> Of magic-user spells	<b>Languages:</b> Common, Chaotic, Elvish, Gnoll, Hobgoblin, Orcish, Dragon
<b>Use arcane magic items</b>	<b>Literacy:</b> Read and write
<b>Spell:</b> <i>Floating disc</i>	

## EQUIPMENT

<b>Plate mail:</b> Hammered out of pots and pans	<b>Chef's apron:</b> Spattered with fish blood
<b>Shield:</b> Orc clan sigil (stolen)	<b>Leather satchel:</b> Cooking pots and baking implements
<b>Sword:</b> Slender fey weapon	<b>Bag of flour:</b> Leaks everywhere
<b>3 daggers:</b> Shards of ice	<b>Fairy chess:</b> Fiendishly complex—you are no master!
<b>Backpack:</b> Woven of gossamer	<b>Muslin bag:</b> 12gp
<b>50' rope:</b> Soaked in cooking oil	<b>Fairy cookbook:</b> Contains the perfect recipe for every occasion
<b>Crowbar</b>	
<b>Lantern:</b> Chunky cast iron	
<b>Oil flasks:</b> 4	
<b>Tinderbox</b>	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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**Attack roll:** Look up attack roll in matrix to determine hit Armour Class

# BRAN "THE WOLF"

Chaotic 1st level Fighter



## ABILITY SCORES

STR	16	DEX	11
INT	10	CON	16
WIS	4	CHA	9

Ability check:  
Roll under or equal on 1d20

## COMBAT

HP	9	Hit points
AC	5 [14]	Armour Class
Mel	+2	STR modifier to melee att./damage
Mis	+0	DEX modifier to missile attacks

## SAVING THROWS

D	12	Death, poison
W	13	Magic wands
P	14	Paralysis, petrification
B	15	Breath attacks
S	16	Spells, magic rods, magic staves
±	-2	WIS modifier to saves vs magic

Saving throw:  
Roll over or equal on 1d20

## ENCOUNTERS

Init	+0	DEX modifier to initiative (optional)
±	+0	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

As a native of austere Grame, which stands within sight of the fabled Cliffs of Madness, a sense of the impending apocalypse was instilled in you from a young age. Your father trained you to hunt with the dogs and you earned your nickname by slaying a white wolf, whose pelt you still wear.

When your family was slain by imperial guards for harbouring a renegade prismist (your uncle), your mind was shattered and the spirit of the wolf took hold. You now roam the borderlands as a sell-sword, plotting the Emperor's doom.

In your wanderings, you have come to value three things above all else: the company of skilled warriors, excellent ales in massive, massive quantities, and relaxing herbal soaks.

## ABILITIES

Use armour: All plus shields	Listen at door: 1-in-6
Use weapons: All	Open stuck door: 4-in-6
	Find secret door: 1-in-6
	Find room trap: 1-in-6
	Languages: Common, Chaotic
	Literacy: Read and write

## EQUIPMENT

Chainmail: Ragged	White fur cloak: Wolf pelt
Two-handed sword: Jagged	Quill and ink: Scratchy
2 hand axes: At the belt	Scrappy notebook: Where you record your schemes to slay the Emperor
Backpack: Oily	Vial: Herbal bath essence
Tinderbox	Hip flask: Strong liquor
Torches: 8	Fur pouch: 5gp
50' rope: Rough and tarry	
Iron rations: 7 days	Rainbow crystal: Once per day, when rubbed, projects rainbow light in a 10' radius for 1 turn

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

# HIGGLEY

Chaotic 1st level Halfling

## ABILITY SCORES

<b>STR</b>	6	<b>DEX</b>	9
<b>INT</b>	9	<b>CON</b>	11
<b>WIS</b>	8	<b>CHA</b>	11

**Ability check:**  
Roll under or equal on 1d20

## COMBAT

<b>HP</b>	3	Hit points
<b>AC</b>	2 [17]	Armour Class
<b>Mel</b>	-1	STR modifier to melee att./damage
<b>Mis</b>	+1	DEX modifier to missile attacks



## SAVING THROWS

<b>D</b>	8	Death, poison
<b>W</b>	9	Magic wands
<b>P</b>	10	Paralysis, petrification
<b>B</b>	13	Breath attacks
<b>S</b>	12	Spells, magic rods, magic staves
<b>±</b>	-1	WIS modifier to saves vs magic

**Saving throw:**  
Roll over or equal on 1d20

## ENCOUNTERS

<b>Init</b>	+1	DEX modifier to initiative (optional)
<b>±</b>	+0	CHA modifier to reaction rolls
<b>Mv</b>	20'	Movement rate per round

You are a butcher, gourmand, and ruthless cannibal, a devotee of the cult of Yagagphoros, goddess of flaying and anthropophagy. Raised in a burrow in the desolate wilds of the Crawback Hills, you ran away to the big city of Sracka as a child and never found your way back home. You sometimes dream of returning and of how you would cook your childhood enemies.

It is partly your lust for tasting new, delectable humanoid meats and partly your love of swordplay that drive you to adventure. The promise of riches is a secondary (but welcome!) benefit. The leader of your local cult branch has promised you that donations of sufficient magnitude will ensure your place in the eternal slaughterhouse of your goddess.

## ABILITIES

<b>Use armour:</b> All plus shields	<b>Listen at door:</b> 2-in-6
<b>Use weapons:</b> Appropriate to size	<b>Open stuck door:</b> 1-in-6
	<b>Find secret door:</b> 1-in-6
	<b>Find room trap:</b> 1-in-6
<b>Defensive bonus:</b> +2 AC bonus vs larger than human foes	<b>Languages:</b> Common, Chaotic, Halfling
<b>Hiding:</b> In woods or undergrowth: 90%; in dungeons: 2-in-6 (must remain static)	<b>Literacy:</b> Read and write

## EQUIPMENT

<b>Plate mail:</b> Blood daubed	<b>Pointy wizard hat:</b> Stolen
<b>Shield:</b> Emblazoned with a mermaid	<b>Bag of dried ears:</b> From all sorts of different humanoids
<b>Short sword:</b> Meat cleaver	<b>Battered tome:</b> "Fine Meats of Old Aalia"
<b>Dagger:</b> Boning knife	<b>Bag of marbles:</b> Many colours
	<b>Silk wallet:</b> 12gp
<b>Backpack:</b> Burnished leather	
<b>Tinder box</b>	
<b>Lantern:</b> Casts a creepy, wavering light	<b>Pâté of wizard liver:</b> Cures 1d4 hit points of damage if eaten on bread. 2 doses
<b>Oil flasks:</b> 2	
<b>Iron rations:</b> 6 days (strips of questionable dried meat)	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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**Attack roll:** Look up attack roll in matrix to determine hit Armour Class



# GORDO

Chaotic 1st level Magic-User



## ABILITY SCORES

STR	7	DEX	9
INT	15	CON	5
WIS	5	CHA	12

Ability check:  
Roll under or equal on 1d20

## COMBAT

HP	1	Hit points
AC	9 [10]	Armour Class
Mel	-1	STR modifier to melee att./damage
Mis	+0	DEX modifier to missile attacks

## SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	-2	WIS modifier to saves vs magic

Saving throw:  
Roll over or equal on 1d20

## ENCOUNTERS

Init	+0	DEX modifier to initiative (optional)
±	+0	CHA modifier to reaction rolls
Mv	40'	Movement rate per round

You are an itinerant collector of occult lore and unwitting servant of the frog demon Habzarg the Relentless. You came under your infernal master's sway after somewhat over-eagerly practicing the summoning magicks in a stolen, frog-skin grimoire that came into your possession. Still, the demon's demands mesh well with your own wicked inclinations.

Your skin and eyes have begun to betray your affiliation to the amphibious, causing you to hide away from other humans (except for those obsequious and obliging friends you have beguiled with your magic).

You scheme to establish a lair in an isolated bog where you can continue your research in peace, away from the prying eyes of civilisation. You'll first just need to amass a certain level of wealth and a suitably impressive occult library...

## ABILITIES

Use armour: None	Listen at door: 1-in-6
Use weapons: Dagger only	Open stuck door: 1-in-6
Use scrolls: Of magic-user spells	Find secret door: 1-in-6
Use arcane magic items	Find room trap: 1-in-6
Spell: Charm person	Languages: Common, Chaotic, Ogre
	Literacy: Read and write

## EQUIPMENT

Sacrificial dagger: Wavy edges	Hessian robe: Beggarly
Backpack: Sheathed in mail	Conical hat: Eye motifs
Tinderbox	Walking staff: Tipped with silver bands
Torches: 6	Fishing net: Slimy
Waterskin: Delicious fermented swamp water	Brass goblet: Bloodstained, embossed with imps
	Greasy pouch: 19gp
	Frog-eye ring: Binds you to your master, grants infravision to 20'

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

# NEEM

Chaotic 1st level Thief



## ABILITY SCORES

STR	6	DEX	13
INT	10	CON	7
WIS	8	CHA	14

Ability check:  
Roll under or equal on 1d20

## COMBAT

HP	3	Hit points
AC	6 [13]	Armour Class
Mel	-1	STR modifier to melee att./damage
Mis	+1	DEX modifier to missile attacks

## SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	-1	WIS modifier to saves vs magic

Saving throw:  
Roll over or equal on 1d20

## ENCOUNTERS

Init	+1	DEX modifier to initiative (optional)
±	+1	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

You are an assassin and infiltrator-for-hire, working in the maze-like mercantile quarters of Sracka's middle city. Your favoured modus operandi is to draw people into your confidence with your charm and good looks before stabbing them in the back. While you prefer urban commissions, you are not averse to venturing underground when the pay is good.

With the spoils of your trade, you live to the highest standard possible, relishing luxury, debauchery, and finery of all kinds. Years of hard drinking have gifted you with a remarkably cool head, even after copious indulgence. You seldom think of the future, being content to spend what wealth you have and revel in the moment.

Despite your hedonistic lifestyle, against your better instincts you dream of true love and of raising children.

## ABILITIES

Use armour: Leather	Listen at door: 2-in-6
Use weapons: All	Open stuck door: 1-in-6
Back-stab: +4 to hit and double damage attacking unaware foe	Find secret door: 1-in-6
Climb sheer surfaces: 87%	Find room trap: 1-in-6
Find/remove treasure traps: 10%	Languages: Common, Chaotic
Hear noise: 2-in-6	Literacy: Read and write
Hide in shadows: 10%	
Move silently: 20%	
Open locks: 15%	
Pick pockets: 20%	

## EQUIPMENT

Leather: Immaculate	Silk cape: Black, eminently fashionable
Shortsword: Slender and quick	Jewelled rings: Look very valu- able, actually just glass
3 daggers: One hidden in boot	Cigarette holder: Long and elegant
Crossbow: 20 quarrels	Clay flask: Heady wine
Backpack: Lightweight silk	Appointments book: Written in a private code
Thieves' tools: Hidden in boot	Pouch of silver dust: Cast into the air, renders you invisible for 3 rounds
50' rope: With grappling hook	
Lantern: Engraved with scenes of carnal pleasure	
Oil flasks: 3	
Tinderbox	

## ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

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