Character 1

NAME: _____ Human Level 4

PLAYER: _____ Cleric XP: 6,050

STRENGTH: 10

DEXTERITY: 10

CONSTITUTION: 9

INTELLIGENCE: 13

WISDOM: 16

CHARISMA: 10

ATTRIBUTE BONUSES

Bonus to Hit (STR): +0
Open Doors (STR): 1-2
Damage Bonus (STR): +0
Carry Modifier (STR): +5
Bonus to Missiles (DEX): +0
Armor Bonus (DEX): None
Hit Point Bonus (CON): +0
Raise Dead Survival (CON): 75%
Additional Languages: 3
Max # of Special Hirelings: 4

HIT POINTS: [ ] ARMOR CLASS: 4 Chainmail Shield

MAX HP: 16 SAVING THROW: 12 +2 vs paralysis or poison

AC:	0	1	2	3	4	5	6	7	8	9
To Hit:	18	17	16	15	14	13	12	11	10	9

SPECIAL ABILITIES

✤ Banishing Undead
✤ Divine Spell Casting

WEAPON

Mace +1 (1d6 + 1 damage)

MEMORIZED SPELLS

_____
_____
_____
_____
_____

OTHER EQUIPMENT

✤ Silver holy symbol
✤ Backpack
✤ Belt pouch
✤ Waterskin
✤ Flint & steel
✤ Torches (5)
✤ Oil flasks (5)
✤ Holy water (2)
✤ Hemp rope (50')
✤ Grappling hook

Character 2

NAME: _____ Dwarf Level 3

PLAYER: _____ Fighter XP: 6,050

STRENGTH: 17

DEXTERITY: 9

CONSTITUTION: 10

INTELLIGENCE: 12

WISDOM: 6

CHARISMA: 14

ATTRIBUTE BONUSES

Bonus to Hit (STR): +2
Open Doors (STR): 1-4
Damage Bonus (STR): +2
Carry Modifier (STR): +30
Bonus to Missiles (DEX): +0
Armor Bonus (DEX): None
Hit Point Bonus (CON): +0
Raise Dead Survival (CON): 75%
Additional Languages: 3
Max # of Special Hirelings: 5

HIT POINTS: [ ] ARMOR CLASS: 3 Plate Armor

MAX HP: 18 SAVING THROW: 12 +4 vs Magic

AC:	0	1	2	3	4	5	6	7	8	9
To Hit:	18	17	16	15	14	13	12	11	10	9

SPECIAL ABILITIES

✤ 3 attacks per round against enemies with 1HD or less
✤ Notices features of stonework
✤ Darkvision (60')

WEAPONS

Battle Axe (1d8 damage, +1 when using both hands)

Spear +1 (1d6 + 1 damage, can be thrown 20')

OTHER EQUIPMENT

✤ Backpack
✤ Belt pouch
✤ Waterskin
✤ Chalk
✤ Crowbar
✤ Hammer
✤ Shovel
✤ Iron spikes (10)
✤ Small steel mirror
✤ Large sack
✤ Potion of healing (heals 1d8+1 HP)

Character 1

NAME: _____   Halfling   Level 4

PLAYER: _____   Thief   XP: 5,775

STRENGTH: 9

DEXTERITY: 15

CONSTITUTION: 13

INTELLIGENCE: 10

WISDOM: 11

CHARISMA: 11

ATTRIBUTE BONUSES

Bonus to Hit (STR): +0
Open Doors (STR): 1-2
Damage Bonus (STR): +0
Carry Modifier (STR): +5
Bonus to Missiles (DEX): +1
Armor Bonus (DEX): -1
Hit Point Bonus (CON): +1
Raise Dead Survival (CON): 100%
Additional Languages: 2
Max # of Special Hirelings: 4

HIT POINTS: ____   ARMOR CLASS: 6   Leather armor

MAX HP: 12   SAVING THROW: 12   +2 vs devices
+4 vs magic

AC:	0	1	2	3	4	5	6	7	8	9
To Hit:	18	17	16	15	14	13	12	11	10	9

SPECIAL ABILITIES

✤ Backstab (+4 to hit, 2x damage)
✤ Read normal languages (80%)
✤ +1 to hit with missile weapons

THIEF SKILLS

Climb Walls: 88%
Delicate Tasks & Traps: 35%
Hear Sounds: 4 in 6
Hide in Shadows: 35%
Move Silently: 45%
Open Locks: 35%

WEAPONS

Short sword (1d6 damage)
Sling (1d4 damage, 40' range, 20 stones)

OTHER EQUIPMENT

✤ Backpack
✤ Belt Pouch
✤ Thieves Tools
✤ Waterskin
✤ Flint & Steel
✤ Torches (5)
✤ Oil Flasks (5)
✤ Signal Whistle
✤ Chalk
✤ Bag of Holding

Character 2

NAME: _____   Human   Level 4

PLAYER: _____   Cleric   XP: 6,325

STRENGTH: 9

DEXTERITY: 6

CONSTITUTION: 13

INTELLIGENCE: 11

WISDOM: 15

CHARISMA: 13

ATTRIBUTE BONUSES

Bonus to Hit (STR): +0
Open Doors (STR): 1-2
Damage Bonus (STR): +0
Carry Modifier (STR): +5
Bonus to Missiles (DEX): -1
Armor Bonus (DEX): +1
Hit Point Bonus (CON): +1
Raise Dead Survival (CON): 100%
Additional Languages: 2
Max # of Special Hirelings: 5

HIT POINTS: ____   ARMOR CLASS: 4   Chainmail
Shield & Cloak

MAX HP: 17   SAVING THROW: 11   +2 vs paralysis or
poison

AC:	0	1	2	3	4	5	6	7	8	9
To Hit:	18	17	16	15	14	13	12	11	10	9

SPECIAL ABILITIES

✤ Banishing Undead
✤ Divine Spell Casting

MEMORIZED SPELLS

_____

_____

_____

_____

_____

_____

WEAPON

Warhammer (1d4 + 1 damage)

OTHER EQUIPMENT

✤ Silver holy symbol
✤ Backpack
✤ Belt pouch
✤ Waterskin
✤ Flint & steel
✤ Torches (5)
✤ Holy water (3)
✤ Wooden pole (10')
✤ Potion of invisibility
✤ Cloak of protection +1
(-1 to AC, +1 to saving throws)

Character 1

NAME: _____ Human Level 3

PLAYER: _____ Fighter XP: 6,050

STRENGTH: 16

DEXTERITY: 10

CONSTITUTION: 13

INTELLIGENCE: 9

WISDOM: 7

CHARISMA: 14

ATTRIBUTE BONUSES

Bonus to Hit (STR): +1
Open Doors (STR): 1-3
Damage Bonus (STR): +1
Carry Modifier (STR): +15
Bonus to Missiles (DEX): +0
Armor Bonus (DEX): None
Hit Point Bonus (CON): +1
Raise Dead Survival (CON): 100%
Additional Languages: 1
Max # of Special Hirelings: 5

HIT POINTS: [ ] ARMOR CLASS: 2 Plate Armor / Shield

MAX HP: 17 SAVING THROW: 12

AC:	0	1	2	3	4	5	6	7	8	9
To Hit:	18	17	16	15	14	13	12	11	10	9

SPECIAL ABILITIES

✤ 3 attacks per round against enemies with 1HD or less

WEAPONS

Long sword +1 (1d8 + 1 damage)

Short bow (1d6 damage, 50' range, 20 arrows, 2 shots per round)

OTHER EQUIPMENT

✤ Backpack
✤ Belt pouch
✤ Waterskin
✤ Flint & steel
✤ Torches (5)
✤ Oil flasks (5)
✤ Wooden pole (10')
✤ Signal whistle
✤ Hemp rope (50')
✤ Potion of fire resistance

Character 2

NAME: _____ Human Level 3

PLAYER: _____ Magic-User XP: 5,575

STRENGTH: 8

DEXTERITY: 12

CONSTITUTION: 11

INTELLIGENCE: 18

WISDOM: 9

CHARISMA: 11

ATTRIBUTE BONUSES

Bonus to Hit (STR): +0
Open Doors (STR): 1-2
Damage Bonus (STR): +0
Carry Modifier (STR): +0
Bonus to Missiles (DEX): +0
Armor Bonus (DEX): None
Hit Point Bonus (CON): +0
Raise Dead Survival (CON): 75%
Additional Languages: 6
Max # of Special Hirelings: 4

HIT POINTS: [ ] ARMOR CLASS: 8 Cloak

MAX HP: 9 SAVING THROW: 12 +2 vs spells

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

SPECIAL ABILITIES

✤ Arcane Spell Casting

MEMORIZED SPELLS

_____
_____
_____
_____
_____

WEAPON

Staff (1d6 damage)

OTHER EQUIPMENT

✤ Spell book
✤ Backpack
✤ Belt pouch
✤ Waterskin
✤ Flint & steel
✤ Lantern
✤ Oil flasks (5)
✤ Bell
✤ Candle
✤ Secret herbs and spices (11)
✤ Scroll of Web and Magic Mouth
✤ Cloak of protection +1 (-1 to AC, +1 to saving throws)

MAGIC-USER'S SPELL BOOK

Level 1

Charm Person
This spell affects living bipeds of human size or smaller. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Detect Magic
The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment.

Light
The target person or object (at a range of up to 60 feet) produces light about as bright as a torch.

Magic Missile
A magical missile flies where the caster directs, with a range of 150 feet. The missile hits its target automatically, doing 1d4 + 1 points of damage.

Read Magic
This spell allows the caster to read the magical writing upon scrolls and (occasionally) dungeon walls.

Sleep
This spell puts enemies into an enchanted slumber (no saving throw permitted). It affects creatures based on their hit dice:

Hit Dice	Number Affected
1 or less	2d8
1+ to 2+	2d6
3 to 3+	1d6
4 to 4+	1

Level 2

Locate Object
Within the spell's range (60' + 10' per caster level), the caster perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something that the caster has seen, or be in a general class of items known to the caster: stairs, gold, etc.

Mirror Image
The spell creates 1d4 images of the caster, indistinguishable from the caster and acting in perfect unison with him, like mirror images. Any successful attack on an image destroys it.

Phantasmal Force
This spell creates an illusion that seems realistic to all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage (up to 2d6, saving throw allowed).

Strength
This spell may be cast upon a Fighter or Cleric. For the duration of the spell (8 hours), a Fighter gains 2d4 points of Strength, and a Cleric gains 1d6 points of Strength. Strength cannot exceed 18 points.

MAGIC SCROLL

You must cast Read Magic on this scroll in order to use a spell written upon it. Spells disappear from the scroll once cast.

Magic Mouth
This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears on the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

Web
Fibrous, sticky webs fill an area up to 10 x 10 x 20 feet. It is extremely difficult to get through the mass of strands — it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in two turns. Humans alone take more time to break through, typically four turns.