100 + 72 + 192 = 422.

TUNNELS & TROLLS Adam	
ST 12 IQ 11 LK 8 CON 7 DEX 8 CHR 6 Adds: −2	Type: Warrior Kindred: Human Level: 1 Height: 5'8" Weight: 225/102
Gold: 15 Adventure Points: 8	
Weapons Zaghnal 3+4 Armor Target Shield 8 hits Languages Common Magic — Other clothes & pack	Weight possible 1200 Weight carried 495

180

100 + 72 + 192 = 396

TUNNELS & TROLLS Gurk Sufon Shield.	
ST 24 IQ 7 LK 12 CON 24 DEX 10 CHR 7 Adds: +12	Type: Warrior Kindred: Dwarf Level: 1 Height: 3'6" Weight: 131 lbs / 60
Gold: 5 Adventure Points:	
Weapons War Hammer S+1 Armor — Languages Dwarf Magic — Other	Weight possible 2400 Weight carried 300

100

100 + 72 + 192 = 397

TUNNELS & TROLLS Wiz.	
ST 9 IQ 14 LK 13 CON 6 DEX 18 CHR 16 Adds: +7	Type: Wizard Kindred: Elf Level: 1 Height: 6'8" Weight: 170 lbs / 75
Gold: 10 Adventure Points:	
Weapons Kukri 2+5 Armor Cloth Armor - 3 hits Languages Elf, Common, Parker Magic All first level spells Other Clothes, pack, knee high boots	Weight possible 900 Weight carried 135

+17

190

→ light
→ detect
→ drive foe away
→ staff out of wood
→ vorpal blade (S/d)
→ Take that you fiend