

Str: 21  
Int: 10  
Wis: 13  
dex: 8  
CON: 12  
Chr: 11

HP: 3

Alignment: Lawfull

Name: Lyari  
Kelralei

Elf

Floating disc

Infra-vision

Secret door (1 or 2)

Immune to paralysis

+1 magic saving throws

-1 to hit

+1 armour class

-1 initiative

stuff	Gold: 0	Torches (6)
chain mail armor		Rope
Backpack		Hammer (small)
Tinder box		
oil		
long bow + Arrows (60)		Water skin

Nils

Name: Seth

Hitpoints: 3

Alignment: Neutral

Str: 15

Int: 12

Wis: 15

Dex: 17

Con: 6

Cha: 12

class: Thief

Equipment

Short sword

gold: 20

Iron rations

leather armor Ac: 5

long Bow

thieves tool

back pack

Case of 20 arrows

Thief Abilities

Open locks

Find or remove traps

Pick Pockets

Move silently

Climb steep surfaces

Hide in shadows

Hear noise

+1 to <sup>melee</sup>hit, damage, and opening doors

+1 to magic saving throws

+2 to <sup>missile</sup>hit, -2 armor class, +1 initiative  
-1 per dice

10% extra XP

Strike from behind +4 to hit

Str: 8  
Int: 9  
Wis: 13  
Dex: 8  
Con: 8  
Cha: 15

HP: 5

Lawful

Name: Elduin  
Glynfel

AC: 87

Elf

infravision

Secret door 1-2

immune to paralysis

Shield: spell

-1 to hit, damage, open door

+1 magic saving throws

-1 to hit, +1 ac, - initiative

-1 to hit point die,  
+1 reaction

stuff: 50

mace 5

leather 20g 7

2x Ration unperfected 5g

Backpack 5

Shield 10

Rope 50 feet

Neo Name: Malmore  
hp: 7 ac: 2  
str: 19  
Int: 6  
wis: 3 hit bonus:  
Dex: 14 bow: +1  
Con: 10 weapons: +3  
Chr: 12

# Dwarves

No 2 handed bows/weapons  
extra xp  
heat-vision  
+3 to hit/damage/pen door  
Can write simple sentences in common language  
-2 to magic saves  
-1 to armor class  
+1 to initiative  
+1 to missile damage/hit

xp bonus: +10%  
-2 magic saves  
Intra-vision  
expert miner

Can write simple shit

Alignment: chaotic  
Gold: 80

-3	War hammer
-60	Plate armor
-5	standard rations
-5	back pack
-1	Tinker box
	water skin
	Flask oil