Score 3										
							-			
		Damage		Carry Modifier			Damage		Carry Modifier	
3	To Hit Modifier	Modifier	Open Doors	(in pounds)	Score	To Hit Modifier	Modifier	Open Doors	(in pounds)	
	-2	-1	1	-10	3-4	-2	-1	1	-10	Syllen
4	-2	-1	1	-10	5-6	-1	0	1	-5	Emtydal
5	-1	0	1	-5	7-8	0	0	1-2	0	Kan
		0	1			-	-	1-2		
6	-1			-5	9-12	0	0		5	Agua Mann
7	0	0	1-2	0	13-15	1	0	1-2	10	Akiros
8	0	0	1-2	0	16	1	1	1-3	15	Aragoth
9	0	0	1-2	5	17	2	2	1-4	30	Axel Battleborn
10	0	0	1-2	5	18	2	3	1-5	50	Badbert
					10	2	3	1-3	30	
11	0	0	1-2	5						Bjorn
						Missile Weapon	1			
12	0	0	1-2	5	Score	bonus/penalty	Effect on Armor	Class		Connor
13	1	0	1-2	10	3-8	-1	Worse by 1 poin	t		Danny Knowital
14	1	0	1-2	10	9-12	0		Ī		
							None			Gorbert
15	1	0	1-2	10	13-18	1	Better by 1 point			
16	1	1	1-3	15						
17	2	2	1-4	30						
18	2	3	1-5	50	Syllen					
10	2	3	1-3	30						
					Emtydal					
	Missile Weapon	1								
Score	bonus/penalty	Effect on Armor	Class		Kan					
3	-1	Worse by 1 point			Agua Mann					
4	-1	Worse by 1 point			Akiros					
	-									
5	-1	Worse by 1 point			Aragoth					
6	-1	Worse by 1 point			Axel Battleborn					
7	-1	Worse by 1 point			Badbert					
8	-1	Worse by 1 point	•		Bjorn					
			I							
9	0	None			Connor					
10	0	None			Danny Knowital					
11	0	None			Gorbert					
12	0	None								
13	1		-							
	-	Better by 1 point								
14	1	Better by 1 point								
15	1	Better by 1 point								
16	1	Better by 1 point								
17	1									
		Better by 1 point								
18	1	Better by 1 point								
Score	Hit point modifie	Raise Dead Survi	val		Score	Hit point modifie	Raise Dead Survi	ival		
3	-1	50%	1		3-8	-1	50%	1		
4	-1	50%			9-12	0	75%			
5	-1	50%			13-18	1	100%			
6	1.									
		150%								
0	-1	50%							A 41 /A 4	
0	-1	50%							Min/Max	
0	-1	50%				Maximum		Chance to	Number of	
0	-1	50%				Maximum	Maximum Spall	Chance to	Number of Basic Spells	
7					Score	Additional	Maximum Spell	Understand	Number of Basic Spells Understandable	
7	-1	50%			Score		Maximum Spell Level		Number of Basic Spells	
7 8	-1 -1	50% 50%			Score	Additional		Understand	Number of Basic Spells Understandable	
7 8 9	-1 -1 0	50% 50% 75%			Score	Additional		Understand	Number of Basic Spells Understandable	
7 8 9	-1 -1	50% 50%			Score 4	Additional Languages		Understand	Number of Basic Spells Understandable	
7 8 9	-1 -1 0	50% 50% 75%			4	Additional Languages		Understand New Spell	Number of Basic Spells Understandable per Level	
7 8 9 10	-1 -1 0 0	50% 50% 75% 75%			3-7	Additional Languages	Level 4	Understand New Spell	Number of Basic Spells Understandable per Level	
7 8 9 10 11	-1 -1 0 0 0	50% 50% 75% 75% 75% 75%			3-7 8	Additional Languages	Level 4 5	Understand New Spell 30% 40%	Number of Basic Spells Understandable per Level 2/4 3/5	
7 8 9 10 11 12 13	-1 -1 0 0 0 0	50% 50% 75% 75% 75% 100%			4 3-7 8 9	Additional Languages 0 1	4 5 5	Understand New Spell 30% 40% 45%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5	
7 8 9 10 11 12	-1 -1 0 0 0	50% 50% 75% 75% 75% 75%			3-7 8	Additional Languages	Level 4 5	Understand New Spell 30% 40%	Number of Basic Spells Understandable per Level 2/4 3/5	
7 8 9 10 11 12 13	-1 -1 0 0 0 0 1	50% 50% 75% 75% 75% 100% 100%			4 3-7 8 9	Additional Languages 0 1	4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	Understand New Spell 30% 40% 45% 50%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6	
7 8 9 10 11 12 13 14	-1 -1 0 0 0 0 1 1	50% 50% 75% 75% 75% 75% 100% 100%			4 3-7 8 9 10 11	Additional Languages 0 1 2 2	4 5 5 5 6 6	Understand New Spell 30% 40% 45% 50%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6	
7 8 9 10 11 12 13 14 15	-1 -1 0 0 0 0 1 1 1	50% 50% 75% 75% 75% 100% 100% 100%			4 3-7 8 9 10 11	Additional Languages 0 1 1 1 2 2 2 3	4 5 5 5 6 6 6	Understand New Spell 30% 40% 45% 50% 50%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6	
7 8 9 10 11 12 13 14 15 16	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 100%			3-7 8 9 10 11 12	Additional Languages 0 1 1 2 2 3 3	4 5 5 5 6 6 6 7	30% 40% 45% 50% 50% 55% 65%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8	
7 8 9 10 11 12 13 14 15 16	-1 -1 0 0 0 0 1 1 1	50% 50% 75% 75% 75% 100% 100% 100%			3-7 8 9 10 11 12 13 14	Additional Languages 0 1 1 2 2 2 3 3 3 4	4 5 5 5 6 6 6 7 7 7	Understand New Spell 30% 40% 45% 50% 55% 65% 65%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 5/8	
7 8 9 10 11 12 13 14 15 16	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 100%			3-7 8 9 10 11 12 13 14 15	Additional Languages 0 1 1 2 2 3 3	4 5 5 5 6 6 6 7	30% 40% 45% 50% 50% 55% 65%	Number of Basic Spells Understandable per Level 2/4	
7 8 9 10 11 12 13 14	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 100%			3-7 8 9 10 11 12 13 14 15	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4	4 5 5 5 6 6 6 7 7 7	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 65% 75%	Number of Basic Spells Understandable per Level 2/4	
7 8 9 10 11 12 13 14 15 16	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 100%		Min/Mav	3-7 8 9 10 11 12 13 14	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4	4 5 5 5 6 6 6 7 7 7 8 8	Understand New Spell 30% 40% 45% 50% 55% 65% 65%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 5/8	
7 8 9 10 11 12 13 14 15 16	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 100%		Min/Max Number of	3-7 8 9 10 11 12 13 14 15	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4	4 5 5 5 6 6 6 7 7 7 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 65% 75%	Number of Basic Spells Understandable per Level 2/4	
7 8 9 10 11 12 13 14 15 16	-1 -1 0 0 0 0 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 100%	Chance to	Number of	3-7 8 9 10 11 12 13 14 15	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4	4 5 5 5 6 6 6 7 7 7 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 65% 75%	Number of Basic Spells Understandable per Level 2/4	
7 8 9 10 11 12 13 14 15 16	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 100% 100%	Chance to	Number of Basic Spells	3-7 8 9 10 11 12 13 14 15	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4	4 5 5 5 6 6 6 7 7 7 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 65% 75%	Number of Basic Spells Understandable per Level 2/4	
7 8 9 9 10 11 12 13 14 15 16 17 18	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 100%	Understand	Number of Basic Spells Understandable	3-7 8 9 10 11 12 13 14 15	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 65% 65% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 3/5 4/6 4/6 4/6 5/8 6/10 6/10	
7 8 9 10 11 12 13 14 15 16 17 18	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 100% 100%	Understand New Spell	Number of Basic Spells Understandable per Level	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 12 13 14 15 16 17 18	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% Maximum Spell Level 4	Understand New Spell 30%	Number of Basic Spells Understandable per Level 2/4	3-7 8 9 10 11 12 13 14 15	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 65% 65% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 3/5 4/6 4/6 4/6 5/8 6/10 6/10	
7 8 9 10 11 12 13 14 15 16 17 18	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 100% 4 4 4	Understand New Spell	Number of Basic Spells Understandable per Level 2/4 2/4	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 12 13 14 15 16 17 18	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% Maximum Spell Level 4	Understand New Spell 30%	Number of Basic Spells Understandable per Level 2/4	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 12 13 14 15 16 17 18	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 100% 4 100% 14 4 4	Understand New Spell 30% 30% 30%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 5	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 100% 4 4 4 4	Understand New Spell 30% 30% 30% 30%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 5 6 7 7	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 4 100% 4 4 4 4 4 4	Understand New Spell 30% 30% 30% 30% 30%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 5 6 6 7 8 8	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 100% 4 4 4 4 4 5	Understand New Spell 30% 30% 30% 30%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 3/5	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 5 6 6 7 7 8	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 100% 100% 100% 4 100% 4 4 4 4 4 4	Understand New Spell 30% 30% 30% 30% 30%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 8 9 10 11 12 13 14 15 16 17 18 Score 3 3 4 4 5 6 6 7 7 8 8 9 9	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 4 4 4 4 4 4 5 5	Understand New Spell 30% 30% 30% 30% 30% 40% 45%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 2/4 3/5 3/5	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 8 9 10 11 12 13 14 15 16 17 18 Score 3 4 4 5 5 6 7 7 8 8 9 10 10	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 100% 4 4 4 4 4 5 5 5	Understand New Spell 30% 30% 30% 30% 30% 40% 45% 50%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 3/5 3/5 4/6	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 6 6 7 8 9 9 10 11	-1 -1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 4 100% 4 4 4 4 4 5 5 6	Understand New Spell 30% 30% 30% 30% 30% 40% 45% 50%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 3/5 3/5 4/6	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 5 6 7 7 8 8 9 10 10	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 100% 4 4 4 4 4 5 5 5	Understand New Spell 30% 30% 30% 30% 30% 40% 45% 50%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 3/5 3/5 4/6	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 6 7 8 9	-1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 4 100% 4 4 4 4 4 5 5 6	Understand New Spell 30% 30% 30% 30% 30% 40% 45% 50% 50%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 3/5 3/5 4/6 4/6	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
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7 8 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	-1 -1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 50% 75% 75% 75% 75% 100% 100% 100% 100% 4 4 4 4 5 5 6 6 7 7	Understand New Spell 30% 30% 30% 30% 40% 45% 50% 55% 65%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 3/5 3/5 3/5 4/6 4/6 4/6 5/8	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	-1 -1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 50% 75% 75% 75% 100% 100% 100% 100% 4 4 4 4 5 5 6 6 7 7 8 8	Understand New Spell 30% 30% 30% 30% 30% 30% 40% 45% 50% 50% 55% 65% 65% 75%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 3/5 4/6 4/6 5/8 5/8 5/8 6/10 6/10	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 8 9 10 11 12 13 14 15 16 17 8 8 9 10 11 11 12 13 14 15 16 17 18 11 11 12 13 14 15 16 17 18 11 11 12 13 14 15 16 17	-1 -1 -1 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 100% 100% 50% 100% 100	Understand New Spell 30% 30% 30% 30% 30% 40% 45% 50% 55% 65% 75% 75% 85%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 3/5 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 6 7 8 9 10 11 12 13 14 15 16	-1 -1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 50% 75% 75% 75% 100% 100% 100% 100% 4 4 4 4 5 5 6 6 7 7 8 8	Understand New Spell 30% 30% 30% 30% 30% 30% 40% 45% 50% 50% 55% 65% 65% 75%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 3/5 4/6 4/6 5/8 5/8 5/8 6/10 6/10	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 11 12 13 14 15 16 17 18 Score 3 4 5 6 7 8 9 10 11 11 12 13 14 15 16 17	-1 -1 -1 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 100% 100% 50% 100% 100	Understand New Spell 30% 30% 30% 30% 30% 40% 45% 50% 55% 65% 75% 75% 85%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 3/5 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 12 13 14 15 16 17 18 Score 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	-1 -1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 50% 75% 75% 75% 100% 100% 100% 100% 100% 50% 100% 100	Understand New Spell 30% 30% 30% 30% 30% 30% 40% 45% 50% 55% 65% 65% 75% 85% 95%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 3/5 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	
7 8 9 10 11 11 12 13 14 15 16 17 18 Score 3 4 5 6 7 8 9 10 11 11 12 13 14 15 16 17	-1 -1 -1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1	50% 50% 75% 75% 75% 75% 100% 100% 100% 100% 100% 50% 100% 100	Understand New Spell 30% 30% 30% 30% 30% 30% 40% 45% 50% 55% 65% 65% 75% 85% 95%	Number of Basic Spells Understandable per Level 2/4 2/4 2/4 2/4 2/4 3/5 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	3-7 8 9 10 11 12 13 14 15 16	Additional Languages 0 1 1 1 2 2 2 3 3 3 4 4 4 5 5	4 5 5 5 6 6 6 7 7 7 8 8 8 8	Understand New Spell 30% 40% 45% 50% 50% 55% 65% 75% 75%	Number of Basic Spells Understandable per Level 2/4 3/5 3/5 4/6 4/6 4/6 5/8 5/8 6/10 6/10 7/All	

		Damage		Carry Modifier			Damage		Carry Modifier	
Score	To Hit Modifier	Modifier	Open Doors	(in pounds)	Score	To Hit Modifier	Modifier	Open Doors	(in pounds)	
4	1									
5	2									
6	2									
7	3									
8	3									
9	4									
10	4									
11	4									
12	4									
13	5									
14	5									
15	5									
16	6									
17	6									
18	7									

Level	Fighter, Paladin, and Ranger	CLERIC, DRUID and MONK	Magic-User, Theif, and Assassin		
1	+0	+0	+0		
2	+0	+0	+0		
3	+1	+1	+0		
4	+2	+1	+1		
5	+2	+2	+1		
6	+3	+2	+2		
7	+4	+3	+2		
8	+5	+3	+3		
9	+6	+4	+3		
10	+7	+5	+4		
11	+7	+5	+5		
12	+8	+6	+5		
13	+9	+6	+5		
14	+9	+7	+6		
15	+10	+8	+6		
16	+11	+8	+7		
17	+12	+9	+7		
18	+12	+10	+7		
19	+13	+11	+7		
20	+13	+12	+8		

Table 31: Magic-User, Thief, and Assassin Attack Tables
Attack Roll (d20) required to hit Opponent's Armor Class

Level							Targe	tArmo	r Clas	s [Asce	nding .	Armor	Class]						
	9	8	7	6	5	4	3	2	-1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	-11	12	13	14	15	16	17	18	19	20	21	22	23	24
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Table 1: Strength

a uoic ii c	5-1-6-1-1			
Score	To-Hit Modifier*	Damage Modifier*	Open Doors	Carry Modifier (in pounds)
3-4	-2	-1	1	-10
5-6	-1	+0	1	-5
7-8	+0	+0	1-2	+0
9-12	+0	+0	1-2	+5
13-15	+1	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

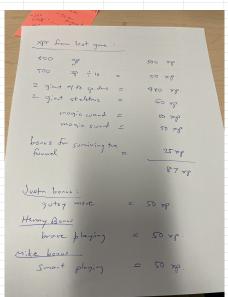
*Penalties apply to any character, but only Fighters get the bonuses. The Referee may perhaps choose to allow other classes to have a +1 bonus, but most certainly no more than that. Your Referee might also rule that only hand-to-hand weapons gain the strength bonus, but the bareknuckles Original Game allowed Fighters to be deadly archers – and so does Swords & Wizardry.



Name Kan		Race	Iguana	Hit Points	6
Kan			Lizardma	n	
Str	12				
Int	12	Class	Wandere	r	
Wis	15				
Con	10				
Dex	10				
Cha	13		Note:		
			Natural a	rmor class is 15	
Gear slot	Item		Can spot	invisible	
1	Staff		Infravisio	n of 60 feet	
2	3 days of	rations			

Name		Race	Human	Hit Points	6
Zamam	Khommul				
Str	15	Class	farmer		
Int	13				
Wis	12				
Con	11				
Dex	11				
Cha	10				
Gear slot	Item				
1	3 days of r	ations			
2	Staff				

Name Emtryda	l Paren	Race	Half Elf	Hit Points	7
Str	14	Class	Carpenter		
Int	6				
Wis	12				
Con	16				
Dex	13				
Cha	14				
Gear slot	Item				
1	Chisel				
2	Hammer	and 5 nails			



NAME	RACE	Background	Class	STR	DEX	CON	INT	WIS	CHA	HP	AC	Save	ARMOR	RACE ABILITIES	CLASS ABILITIES	Melee	Range				
KAN	Iguana Lizardma	a Wanderer	Fighter	14	10	10	12	15	9	6	AC 15/17	14	Natural and Large Shield	See Invisibility, Darkvision 60ft, Natural Armor 15	Fighter Multi-Attack/Lvl, Parry- NA.;	+1		90			
Emtrydal Paren	Half-Elf	Carpenter	Fighter Thief	14	13	16	6	12	14	7	AC13/14	14	Leather and Small Shield	Dankvision 60ft, Secret Doors 1-4 in d6,	Fighter Multi-Attack/LVI, Parry-NA; ; Thief: Backstab (+4 to hit, x2 dmg on back attacks), Thief Abilities (CW85%, DT15%, HS1- 36, HS 10%, MS20%),	+1	+1	120			
Syllen Ergwyn	Half-Elf	Warden	Fighter/Mage/Theif	10	13	9	12	12	12	6	AC13/14	14	Leather and Small Shield	Darkvision 60th, Secret Doors 1-4 in d6,	"Fighter Multi-Attack/Lvf, Parry-NA, ; NA, ; Mage: Spelicasting, Knowledge of Spells (8 spells 55%), +2 vs Magic Saves Thief: Backstab (+4 to hit, x2 dmg on back attacks), Thief Abilities (CNW55%, DT15%, HS1-346, HS 10%, MS20%), "		+1	90			

	ITEM	Qty	GP	SLOT	LOCATION	CONTAINER													
				-															
			- 1	- :															
Syllen	Leather Armor	1	5.00 gp	1.50 enc	BACKPACK		43.00 gp												
Syllen Syllen	Spear Dagger	1	1.00 gp 2.00 gp	1.00 enc 0.25 enc	WORN WORN		55gp												
Syllen	Leather Cap	1	2.00 gp	0.50 enc	WORN														
Emtydal	Leather Cap	1	2.00 gp	0.50 enc	WORN														
Kan Kan	Axe, Battle Custom Metal Helm	1	5.00 gp	1.00 enc	WORN														
Emtydal	Spear	1	5.00 gp 16.00 gp	1.00 enc	WORN		Oct 8 (Sat)												
Emtydal	Leather Armor	1	5.00 gp	1.50 enc	WORN														
Emtydal Emtydal	Hammer (war) Dart 3 pcs	1	1.00 gp	1.00 enc 3.00 enc	WORN Belt with Pouche														
Emtydai	Dart 3 pcs	12	2.40 gp	3.00 enc	Beit With Pouche	es, Large													
Syllen	Bow (long)	1		1.00 enc	Covered Quiver	(14 backpacks										
Syllen Syllen	Covered Quiver (20 arrows + B Open Quiver (20 arrows)	1	5.00 gp 2.00 gp	1.50 enc 1.00 enc	WORN														
Syllen		8	0.80 gp	2.00 enc	Covered Quiver	(
Syllen	Arrows 5 pcs	2.4	0.00 gp	0.60 enc	Open Quiver (20)													
Emtydal	Bow (Short)	1	15.00 gp	0.50 enc	Covered Quiver														
Emtydal	Covered Quiver (20 arrows + B	1	5.00 gp	1.50 enc	WORN														
Emtydal	Open Quiver (20 arrows)	1	2.00 gp	1.00 enc	WORN														
Emtydal	Arrows 5 pcs	8	0.80 gp	2.00 enc	Covered Quiver	(character	LOCATION	SUM of GP	SUM of SLOT								
Syllen	Backpack	1	5.00 gp	2.00 enc	WORN			Emtydal	BACKPACK	1.00 gp									
Emtydal	Backpack	1	5.00 gp	2.00 enc	WORN WORN			Emtydal	Belt with Pouche	4.45 gp	4.00 enc 2.50 enc								
Kan Emtydal	Backpack Belt with Pouches, Large (2 slo	1	5.00 gp 1.00 gp	2.00 enc 0.50 enc	WORN			Emtydal Emtydal	Covered Quiver WORN	15.80 gp 57.53 gp	12.00 enc								
Syllen	Belt with Pouches, Large (2 slo	1	1.00 gp	0.50 enc	WORN			Emtydal Total		78.78 gp	19.50 enc								
Kan Syllen	Belt with Pouches, Large (2 slo Cloak	1	1.00 gp	0.50 enc 0.50 enc	WORN			Kan Kan	BACKPACK Belt with Pouche	33.25 gp	12.75 enc 1.00 enc								
Emtydal	Cloak	1	0.50 gp 0.50 gp	0.50 enc	WORN			Kan	WORN	2.05 gp 56.53 gp	8.50 enc								
Kan	Cloak	1	0.50 gp	0.50 enc	WORN			Kan Total		91.83 gp	22.25 enc								
Syllen Emtydal	Flask, leather Flask, leather	1	0.03 gp 0.03 gp	0.50 enc 0.50 enc	BACKPACK WORN			Syllen Syllen	BACKPACK Belt with Pouche	42.03 gp 2.05 gp	6.00 enc 1.00 enc								
Kan	Flask, leather	1	0.03 gp	0.50 enc	WORN			Syllen	Covered Quiver	0.80 gp	3.00 enc								
Syllen	Rations, trail (1 day)	2	1.00 gp	1.00 enc	BACKPACK			Syllen	Open Quiver (20	0.00 gp	0.60 enc								
Kan Emtydal	Rations, trail (1 day) Rations, trail (1 day)	2	1.00 gp 1.00 gp	1.00 enc	BACKPACK BACKPACK			Syllen Syllen Total	WORN	18.50 gp 63.38 gp	7.25 enc 17.85 enc								
Syllen	Flint and steel	1	1.00 gp	0.25 enc	Belt with Pouche			Grand Total		233.99 gp	59.60 enc								
Kan Emtudal	Flint and steel Flint and steel	1	1.00 gp		Belt with Pouche														
Emtydal Kan	Flint and steel Rope, hemp (50 feet)	1	1.00 gp 1.00 gp	0.25 enc 2.00 enc	Belt with Pouche BACKPACK	, Laige													
Kan	Shield (large)	1	20.00 gp	2.00 enc	BACKPACK														
Syllen Kan	Chalk, 4 pcs Chalk, 4 pcs	1	0.05 gp 0.05 gp	0.25 enc 0.25 enc	Belt with Pouche Belt with Pouche	es, Large es, Large													
Emtydal	Chalk, 4 pcs	1	0.05 gp	0.25 enc	Belt with Pouche														
Kan	Spike, iron 4 pcs	1	0.05 gp	0.25 enc	BACKPACK														
Kan Syllen	Tent Shield (small)	1	10.00 gp 10.00 gp	4.00 enc	BACKPACK BACKPACK														
Kan	Shield (large)	2	40.00 gp	4.00 enc	WORN														
Emtydal Syllen	Shield (large) Belt with Pouches, Large (2 slo	1	20.00 gp	2.00 enc 0.50 enc	WORN Belt with Pouche														
Kan	Belt with Pouches, Large (2 slo	1	1.00 gp 1.00 gp	0.50 enc	Belt with Pouche	es, Large													
Emtydal		1	1.00 gp	0.50 enc	Belt with Pouche	es, Large													
Kan	Crowbar	1	0.20 gp	1.00 enc	BACKPACK														
Kan		2	1.00 gp	1.00 enc	BACKPACK														
Kan	Rations, trail (1 day)	3	0.00 gp	1.50 enc	BACKPACK														
Syllen	Spellbook, blank	1		1.00 enc	BACKPACK				347		_								_
Syllen	Spellbook, blank	1	25.00 gp		BACKPACK				book-Matt-UFir	a) a Baratri	and	Move	ment open	with 🕶					
Syllen	Ink (1 ounce bottle)	1	1.00 gp	0.00 enc	BACKPACK					D		2.20.0		_					_
									Weight	is listed in	pounds. A	"normal" level	of miscellaneous	TO LLE AND TO LO	I I 1	-116	····) [C8	arry
									equipment	(not includi	ng armor ar	d weapons) is ass	sumed to weigh 10		or, Undergroun	na, ana C			
									pounds. To	reasure is ac	lded to this,	with each coin a	and gem weighing	Description	Speed			ults	
													d gems, but that is					and careful	
									should be	the size of d	n a rantasy i ice	world. Collis shou	ıld clink, and gems	Walking	Base movemen			ion of the	
									siloula oc	ine size of d	icc.				times 20 feet/t	turn	poss	dings are	
									All chara	cters, depen	ding on the	weight of the arn	nor and equipment					g permitted.	1
									they are ca	rrying, have	a base mov	ement rate as follo	ows:					ters are	
											_						automatical	lly surprised	
			-						Table ac.	Dass Mars						nt rate		o chance to	
			-						Table 25:	Base Mov	ement Rati	e	1 5	Running	Base movemen		and have n		
									Table 25:				Base	Running	times 40 feet/t		and have n surprise	e others.	
									Table 25:		ement Rat		Movement	Running			and have n surprise The sound	of running	
									Table 25:	Wei	ght Carried	*	Movement Rate	Running			and have n surprise The sound may attract	others. of running the attention	
									Table 25:	Weig	ght Carried to 75 pound	* S	Movement Rate	Running	times 40 feet/t	/turn	and have n surprise The sound may attract	of running	
									Table 25:	Weig Up 76–	ght Carried to 75 pound	s S	Movement Rate	Running	Base movemen divided by 3, ti	nt rate	and have n surprise The sound may attract	others. of running the attention	
										Up 76-	ght Carried to 75 pound 100 pound -150 pound	s s s	Movement Rate	Running	Base movemen divided by 3, ti ten feet, is how i	nt rate times far the	and have n surprise The sound may attract	others. of running the attention	
										Up 76-	ght Carried to 75 pound 100 pound -150 pound	s S	Movement Rate	Running	Base movemen divided by 3, ti ten feet, is how if character can me	nt rate times far the	and have n surprise The sound may attract of en	others. of running the attention	
									151-	Up 76-101-300 pounds	to 75 pound 100 pound 150 pound 150 pound 5 (300-pour	s s s ds d maximum)	Movement Rate 12 9 6 3		Base movement divided by 3, titen feet, is how find the character can more one round. The	nt rate times far the love in hus:	and have n surprise The sound may attract of ene	e others. of running the attention emics. g around, your foes.	
									151 * Carry	Up 76- 101- 300 pounds Modifier (fr	to 75 pound 100 pound -150 pound (300-pour	s s s ds d maximum)	Movement Rate	Running	Base movemen divided by 3, ti ten feet, is how the character can me one round. The Base movemen	nt rate times far the love in hus:	and have n surprise The sound may attract of end Dashing battling y	e others. of running the attention emies. g around, your foes. ely, running	
									151– * Carry example, a	Up 76- 101- 300 pounds Modifier (fr. n adventure)	to 75 pound 100 pound -150 pound 6 (300-pour om Strength	s s ds nd maximum) n, if any, is adde y Modifier of +10	Movement Rate 12 9 6 3 dt to the total. For ocan carry up to 85		Base movement divided by 3, titen feet, is how find the character can more one round. The	nt rate times far the nove in hus:	and have n surprise The sound may attract of ene	e others. of running the attention emies. g around, your foes. ely, running	
									* Carry example, a pounds be	Up 76– 101- 300 pounds Modifier (fr n adventure)	to 75 pound 100 pound 150 pound 6 (300-pour om Strength r with a Carr g from a M	s s ds nd maximum) n, if any, is adde y Modifier of +10 ovement Rate of	Movement Rate		Base movemen divided by 3, ti ten feet, is how the character can me one round. The Base movemen 6 = 20ft Base movemen 9 = 30ft	nt rate times far the aove in hus: ent of	and have n surprise The sound may attract of end Dashing battling y	e others. of running the attention emies. g around, your foes. ely, running	
									* Carry example, a pounds be Rate of 9,	Up 76– 101- 300 pounds Modifier (free dropping while a pers	to 75 pound 100 pound -150 pound 6 (300-pour or with a Carr g from a M son with a C	s s ds nd maximum) n, if any, is adde y Modifier of +10 ovement Rate of	Movement Rate 12 9 6 3 dt to the total. For can carry up to 85 2 to a Movement -10 would drop to		Base movemen divided by 3, ti ten feet, is how i character can mone round. Th Base movemen 6 = 20ft Base movemen 9 = 30ft Base movemen the state of	turn Intrate times far the nove in hus: ent of	and have n surprise The sound may attract of end Dashing battling y	e others. of running the attention emies. g around, your foes. ely, running	
									* Carry example, a pounds be Rate of 9,	Up 76– 101- 300 pounds Modifier (free dropping while a pers	to 75 pound 100 pound -150 pound 6 (300-pour or with a Carr g from a M son with a C	s s ds d maximum) i, if any, is adde y Modifier of +10 covement Rate of arry Modifier of	Movement Rate 12 9 6 3 dt to the total. For can carry up to 85 2 to a Movement -10 would drop to		Base movemen divided by 3, ti ten feet, is how the character can me one round. The Base movemen 6 = 20ft Base movemen 9 = 30ft	turn Intrate times far the nove in hus: ent of	and have n surprise The sound may attract of end Dashing battling y	e others. of running the attention emies. g around, your foes. ely, running	
									* Carry example, a pounds be Rate of 9,	Up 76– 101- 300 pounds Modifier (free dropping while a pers	to 75 pound 100 pound -150 pound 6 (300-pour or with a Carr g from a M son with a C	s s ds d maximum) i, if any, is adde y Modifier of +10 covement Rate of arry Modifier of	Movement Rate 12 9 6 3 dt to the total. For can carry up to 85 2 to a Movement -10 would drop to		Base movemen divided by 3, ti ten feet, is how i character can mone round. Th Base movemen 6 = 20ft Base movemen 9 = 30ft Base movemen the state of	turn Intrate times far the nove in hus: ent of	and have n surprise The sound may attract of end Dashing battling y	e others. of running the attention emies. g around, your foes. ely, running	
									* Carry example, a pounds be Rate of 9,	Up 76– 101- 300 pounds Modifier (free dropping while a pers	to 75 pound 100 pound -150 pound 6 (300-pour or with a Carr g from a M son with a C	s s ds d maximum) i, if any, is adde y Modifier of +10 covement Rate of arry Modifier of	Movement Rate 12 9 6 3 dt to the total. For can carry up to 85 2 to a Movement -10 would drop to		Base movemen divided by 3, ti ten feet, is how i character can mone round. Th Base movemen 6 = 20ft Base movemen 9 = 30ft Base movemen the state of	turn Intrate times far the nove in hus: ent of	and have n surprise The sound may attract of end Dashing battling y	e others. of running the attention emies. g around, your foes. ely, running	
									* Carry example, a pounds be Rate of 9,	Up 76– 101- 300 pounds Modifier (free dropping while a pers	to 75 pound 100 pound -150 pound 6 (300-pour or with a Carr g from a M son with a C	s s ds d maximum) i, if any, is adde y Modifier of +10 covement Rate of arry Modifier of	Movement Rate 12 9 6 3 dt to the total. For can carry up to 85 2 to a Movement -10 would drop to		Base movemen divided by 3, ti ten feet, is how it character can mone round. Th Base movemen 6 = 20ft Base movemen 9 = 30ft Base movemen the state of	turn Intrate times far the nove in hus: ent of	and have n surprise The sound may attract of end Dashing battling y	e others. of running the attention emies. g around, your foes. ely, running	
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Marie 1																			
March	character	ITEM	Qty	GP	SLOT	CONTAINER LOCATION													
1				- 1	- :														
1																			
1			1	5.00 gp	1.50 enc		55.00 gp												
1		Sword (short) Dagger	1	8.00 gp 2.00 gp	0.50 enc 0.25 enc	WORN	55gp												
1		Leather Cap	1	2.00 gp	0.50 enc	WORN													
The part of the pa			2	2.00 gp	2.00 enc	WORN													
March Marc			1	5.00 gp	1.00 enc	WORN	Oct 8 (Sat)												
A			1																
March Marc			1																
March Marc	Emtydal	Dart 3 pcs	12		3.00 enc	Belt with Pouch	es, Large												
March Marc	Syllen	Row (long)	1	-	1.00 enc	Covered Quiver				14 hacknacks									
March Marc	Syllen	Covered Quiver (20 arrows + B	1	5.00 gp	1.50 enc	WORN													
March Marc	Syllen	Open Quiver (20 arrows)	1 0	2.00 gp	1.00 enc	WORN													
Angle																			
Access 1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2									abarastar	LOCATION	CUM «CCD	CLIM # CLOT							
Column	Syllen	Backpack	1	5.00 gp	2.00 enc	WORN			Criaraciici	LOURITON									
Angle			1	5.00 gp							0.00 gp	0.00 enc							
April		Backpack Relt with Pouches Lame (2 slo	1	5.00 gp	2.00 enc				Emtydal Emtydal		1.00 gp	1.00 enc							
10	Syllen	Belt with Pouches, Large (2 slo	1	1.00 gp	0.50 enc				Emtydal	WORN	53.53 gp	10.00 enc							
Color		Belt with Pouches, Large (2 slo Cloak	1	1.00 gp 0.50 gp	0.50 enc	WORN			Emtydal Total Kan	BACKPACK	56.93 gp 23.50 gp	14.00 enc 6.50 enc							
1 1 1 1 1 1 1 1 1 1	Emtydal	Cloak	1	0.50 gp	0.50 enc	WORN			Kan		58.53 gp	11.50 enc							
Annual			1							BACKBACK									
Manuscript 1 18			1																
Common of Control 2 0 0 0 0 0 0 0 0 0			1 2								(0.80 gp	3.00 enc							
Company 1	Kan	Rations, trail (1 day)	2	1.00 gp	1.00 enc	BACKPACK			Syllen		40.53 gp	9.75 enc							
No. Control and 1 1 1 1 1 1 1 1 1		Rations, trail (1 day)		1.00 gp	1.00 enc		an Laure		Syllen Total		43.33 gp								
See	oynen	r int and steel	1	1.00 gp	U.25 enc		es, Large		Grand Total		182.29 gp	46.60 enc							
Symptometric 1 1 100 to 1 100			1																
Seed of the part o	Kan	Shield (large)	1	20.00 gp	2.00 enc	BACKPACK													
See the profit of the profit o																			
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New year for the control of the cont																			
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And the process companies of the compani	Ven	Defines trail (4 day)		1 50 00	1 50 000	DACKDACK													
Mean to make the point of the p						BACKPACK													
Mean to make the point of the p																			
Mean to make the point of the p		Backpack	14	70.00 ap	28.00 enc		245.15 oc	17.51071429			aigh	and	Mo	Wemer	Onen wi	th -			
Mengan ratio of 1094 1. 78 day 2 flavor and 1 flavor flavo		Cloak	14	7.00 gp	7.00 enc	Mike	10			1 0	5	i and	1110	ACITICI	10				_
All there were the second to t		Belt with Pouches, Large (2 slo Bandane and Salve Kit (10hn)					265 15 or	,		Weight	is listed in	pounds. A	"normal"	level of misce	ellaneous	TO LEGACITY TO A	II-1	C: M	CI
All the more starm of the star		Rations, trail (1 day)	28	14.00 gp	14.00 enc			13.57142857		equipment	(not include	ing armor ar	d weapons	i) is assumed to v	weigh 10				
Again and the very of flings in a finishey world. Coins should clink, and gens should be the size of diese. **Real State of Stat								13 gp each								Description	Speed		
Table 25: Base Movement Rate Comparison		Flint and steel	14							one tenth o	of a pound.	These are bu	g, heavy co	oins and gems, bi	ut that is		D		
Table 29: Base movement rate times 40 feet turn may be about movement rate as follows. Table 29: Base Movement Rate Weight Carried* Weight		Chalk, 1 piece	14	0.05 an	1 25 anc								rona. com	is snound chine, u	ina gemis	Walking			
Table 2g: Base Movement Rate Weight Carried* Wight Carried* Wight Carried* Dase Movement Rate 1		Waterskin	14	14.00 gp	7.00 enc												111100 20 1000 11111	pos	sible.
Table 25: Base Movement Rate Neight Carried* Minvement Rate		Tent	4	40.00 gp	16.00 enc					All chara	cters, deper	iding on the	weight of t	the armor and eq	quipment			No mappir	
Base movement rate Base mo														ac fallowe:					cters are
Weight Carricis* Worment Rate Up to 75 pounds 12 76-100 pounds 101-150 po				- :	- :					they are ca	rrying, have	a base mov	cincin rate	as follows:				Chara	Ilu aumricad
The state of the s				- :	:									as follows:			Base movement rate	automatica	lly surprised
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To-loop pounds 19 To-loop pounds 9 To-loop pounds 9 To-loop pounds 101-150 pounds 6 To-loop pounds 101-150 pounds 10											Base Mov	ement Rate	e	Ba		Running		automatica and have i surpris The sound	Ily surprised no chance to e others. I of running
76-100 pounds 9 101-150 pounds 9 151-300 pounds (300-pound maximum) 3 **Carpy Modifier (10m Strapp), if any, is added to the total. For example, an adventure with a Carpy Modifier of +10 can garry up to 85 pounds before dropping from Womennt Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment. **Dashing around batting your of the character can move in one of the character can be charact											Base Mov	ement Rate	e	Ba Move	ement	Running		automatica and have i surpris The sound may attract	Ily surprised no chance to e others. I of running the attention
151-300 points (300-pound maximum) 3 **Carpy Modifier of 10 can gargy ap 085 pounds he fore declarate of 9 while a person with a Carry Modifier of 10 would drop to a Movement Rate of 9, while a person with a Carry Modifier of 10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment. **Amount of the property of the proper											Base Mov	ement Rati	e I*	Ba Move Ra	ement ate	Running	times 40 feet/turn	automatica and have i surpris The sound may attract	Ily surprised no chance to e others. I of running the attention
151-300 points (300-pound maximum) 3 **Carpy Modifier of 10 can gargy ap 085 pounds he fore declarate of 9 while a person with a Carry Modifier of 10 would drop to a Movement Rate of 9, while a person with a Carry Modifier of 10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment. **Amount of the property of the proper											Base Mov	ement Rate ght Carried to 75 pound 100 pound	* S	Ba Move Ra	ement ate	Running	times 40 feet/turn Base movement rate	automatica and have i surpris The sound may attract	Ily surprised no chance to e others. I of running the attention
**Camp Model (from Storage). if any, is added to the staal. For example, an adversarial to a Combat of \$\frac{1}{2}\$ can be startly out of											Base Mov	ement Rate ght Carried to 75 pound 100 pound	* S	Ba Move Ra	ement ate 12	Running	Base movement rate divided by 3, times ten feet, is how far the	automatica and have i surpris The sound may attract	Ily surprised no chance to e others. I of running the attention
example, an adventurer with a Carry Modifier of -10 to an garry up to 83. Second Selection of the Company of the Carry Modifier of -10 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment. Alternative of the Carry Modifier of -10 to would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment. Alternative of the Carry Modifier of -10 would drop to a Movement of 12 = 40ft.										Table 25:	Wei	ght Carried to 75 pound 100 pound 150 pound	s s	Ba Move Ra	ement ate 2 9	Running	Base movement rate divided by 3, times ten feet, is how far the character can move in	automatica and have i surpris The sound may attract of en	Illy surprised to chance to e others. I of running the attention emies.
pounds before dorping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of 10 would drop to a Movement Rate of 9 even if sarrying only 66 pounds of equipment. A second seco										Table 25:	Wei Up 76- 101- 300 pounds	ght Carried to 75 pound 100 pound 150 pound (300-pound	s s s ds ad maximu	Ba Move Ra 1 5 6 (um) 3	ement ate 2 9 6 3		Base movement rate divided by 3, times ten feet, is how far the character can move in one round. Thus:	automatica and have i surpris The sound may attract of en	Illy surprised to chance to e others. I of running the attention emies.
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/eight carried	Move Rate	Walking (x20ft)	5ft Spaces	Running (x40ft)	Running spaces	Combat	Combat Spaces	Hiking	Forced March	Outdoor Combat	Outdoor Combat Spaces			
low CC	12	240 ft	48 spaces	480 ft	96 spaces	40 ft	8 spaces	12 mi/day	24 mi/day	120.0 ft	24 spaces			
etween CC nd below 2 x	9	180 ft	36 spaces	360 ft	72 spaces	30 ft	6 spaces	9 mi/day	18 mi/day	90.0 ft	18 spaces			
x CC up to		100 10		240 ft		20 ft	Озрассо	5 mileay	10 mileay	50.011	10 spaces	1		
How 3 x CC	6	120 ft	24 spaces	240 ft	48 spaces	20 ft	4 spaces	6 mi/day	12 mi/day	60.0 ft	12 spaces	ĺ		
x CC			12 spaces	120 ft	24 spaces	10 ft								
naximum)	3	60 ft					2 spaces	3 mi/day	6 mi/day	30.0 ft	6 spaces			
Spaces														
at is the unit?														
eters/Sec			Meters	1 minute										
or Walking (x20	Oft)	240	72.7 m	4.4 kph										
oor Running ((x40ft)	480	145.5 m	8.7 kph										
utdoor Walking	3	720	218.2 m	13.1 kph										
Outdoor Running	g	2160	654.5 m	39.3 kph										
				8.0 kph										
			Meters	2.22222222										
		480	145.5	65.5 sec										
		360	109.1	49.1 sec										
		240	72.7	32.7 sec										
		120	36.4	16.4 sec										

CREATING A CHARACTER

Weight and Movement

Weight is listed in pounds. A "normal" level of miscellaneous equipment (not including armor and weapons) is assumed to weigh, 10 pounds. Treasure is added to this, with each coin and germ weighting use tenth of a pound. These are big, leavy coins and germs, but that is just the way of things in a faintaby world. Coins should clink, and germs should be the save of dice.

Mapping and care observation of its contraction of the contraction of the

All characters, depending on the weight of the armor and equipment they are carrying, have a base movement rate as follows:

Table 25: Base Movement Rate

Weight Carried*	Base Movement Rate
Up to 75 pounds	12
76-100 pounds	9
101-150 pounds	6
151-300 pounds (300-pound maximum)	3

* Carry Modifier (from Strength , if any, is added to the total. For example, an adventurer with a Carry Modifier of #10 can carry up to 85 pounds before dropping from a Movement Rate of 1.2 to a Movement Rate of 9, while a person with a Carry Modifier of 1.0 would drop to a Movement Rate of 9 while a person with a Carry Modifier of 1.0 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.

Description	Speed	Results
Walking	Base movement rate times 20 feet/turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40 feet/turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base movement rate divided by 3, times ten feet, is how far the character can move in one round. Thus: Base movement of 6 = 20ft Base movement of 9 = 30ft Base movement of 12 = 40ft.	Dashing around, battling your foes. Alternatively, running for your life.

Table 53: Vehicle Movement Rates*

Vehicle	Smooth Terrain	Hills or Rough	Mountain	Forest	Swamp/Marsh
Wagon or cart	12	6	0-1	6	0
Horse	30	15	0-3	10	3
Mule	12	12	6	12	6
Raft or Barge (no sail or small sail)		4	0 (downriver) 3 (uprive	r)	
Boat (sail)			60		
Ship (sail)			15		
Ship (galley)			20		
Flying		per	monster or item descrip	tion	

document/d/1IDt3kc1VVyJ9aQxBX7OFe02z1q Item	TYPE	SLOTS	Cost (gp)	Damage	ROA	RANGE
	Weapon melee	1.0 enc		1d8	INOA"	IVANGE
Axe, Battle Axe, Hand	Weapon melee Weapon melee	0.5 enc	5.0 gp	1d6		
	•	_	1.0 gp			
Club	Weapon melee	1.0 enc	0.0 gp	1d4		
Dagger	Weapon melee	0.3 enc	2.0 gp	1d4		
Dagger, silvered	Weapon melee	0.3 enc	4.0 gp	1d4		
Flail (2 handed)	Weapon melee	2.0 enc	8.0 gp	1d8		
Hammer (war)	Weapon melee	1.0 enc	1.0 gp	1d4+1		
Lance	Weapon melee	2.0 enc	6.0 gp	2d4+1		
Mace	Weapon melee	1.0 enc	10.0 gp	1d6		
Polearm (2 handed)	Weapon melee	2.0 enc	10.0 gp	1d8+1		
Spear	Weapon melee	1.0 enc	1.0 gp	1d6		
Staff (2 handed)	Weapon melee	1.0 enc	0.0 gp	1d6		
Sword (bastard)	Weapon melee	1.5 enc	20.0 gp	1d8		
Sword (long)	Weapon melee	1.0 enc	15.0 gp	1d8		
Sword (short)	Weapon melee	0.5 enc	8.0 gp	1d6		
Sword (2 handed)	Weapon melee	2.0 enc	30.0 gp	1d10		
Fire Arrows 5 pc	Ammunition	0.3 enc	0.5 gp	1010		
Silver Arrows 5 pcs	Ammunition	0.3 enc				
		_	0.5 gp	1-10	D	D
Arrows 5 pcs	Ammunition	0.3 enc	0.1 gp	1d6	By weapon	By weapon
Axe, hand	Weapon Missile	0.5 enc	1.0 gp	1d6	1	10 ft
Bolts, heavy 5 pcs	Ammunition	0.3 enc	0.1 gp	1d6+1	By weapon	By weapon
Bolts, light 5 pcs	Ammunition	0.3 enc	0.1 gp	1d4+1	By weapon	By weapon
Bow (long)	Weapon Missile	1.0 enc	60.0 gp	See arrows	2	70 ft
Bow (Short)	Weapon Missile	0.5 enc	15.0 gp	See arrows	2	50 ft
Crossbow				See Bolts,		
(heavy)	Weapon Missile	2.0 enc	20.0 gp	heavy	1/2	80 ft
Crossbow						
(light)	Weapon Missile	1.0 enc	12.0 gp	See Bolts, light	1	60 ft
Dagger	Weapon Missile	0.3 enc	2.0 gp	1d4	1	10 ft
Dart 3 pcs	Weapon Missile	0.3 enc	0.2 gp	1d3	3	15 ft
Javelin	Weapon Missile	1.0 enc	0.5 gp	1d6	1	20 ft
				See stones,		
Sling	Weapon Missile	0.3 enc	0.2 gp	sling	1	40 ft
Spear	Weapon Missile	1.0 enc	1.0 gp	1d6	1	20 ft
Stones (sling)	Weapon Missile	5 pcs = 0.25	0.0 gp	1d4	By weapon	By weapon
Shield (small)	Protection	1.0 enc	10.0 gp	1		-,
Shield (large)	Protection	2.0 enc	20.0 gp	2		
Leather Armor	Protection	1.5 enc	5.0 gp	2		
		_				
Studded Leather	Protection	2.0 enc	10.0 gp	3		
Ring Armor	Protection	2.0 enc	30.0 gp	3		
Chain Armor	Protection	2.0 enc	75.0 gp	5		
Scale Armor	Protection	2.0 enc	50.0 gp	4		
Splint Armor	Protection	3.0 enc	80.0 gp	6		
Banded Armor	Protection	3.0 enc	95.0 gp	6		
Plate Armor	Protection	4.0 enc	100.0 gp	7		
Leather Cap	Protection	0.5 enc	2.0 gp			
Metal Helm	Protection	1.0 enc	5.0 gp			
Backpack	Container	2.0 enc	5.0 gp			
Barrel	Container	10.0 enc	2.0 gp			
Bedroll	Equipment	2.0 enc	0.2 gp			
Bell	Equipment	0.3 enc				
		_	0.5 gp			
Belt with Pouches, small (1 slot)	Container	0.3 enc	0.5 gp			
Belt with Pouches, Large (2 slots)	Container	0.5 enc	1.0 gp			
Block and Tackle	Equipment	2.0 enc	5.0 gp			
Bottle of wine (glass)	Equipment	0.5 enc	2.0 gp			
Bow Holster	Container	0.5 enc				
Bandage and Salve Kit (10hp)	Equipment	1.5 enc	5.0 gp			
Cloak	Equipment	0.5 enc	0.5 gp			
Candle 4 pcs	Supplies	0.3 enc	0.0 gp			
Canvas (per square yard)	Equipment	2.0 enc	0.1 gp			
Case (map or scroll)	Container	0.5 enc	1.0 gp			
Chain (10 feet)	Equipment	2.0 enc	30.0 gp			
Chalk, 4 pcs	Supplies	0.3 enc				
		_	0.1 gp			
Chest	Equipment	5.0 enc	2.0 gp			
Crowbar	Equipment	1.0 enc	0.2 gp			
Fishing net (25 square feet)	Equipment	4.0 enc	4.0 gp			
Flask, leather	Equipment	0.5 enc	0.0 gp			
Flint and steel	Equipment	0.3 enc	1.0 gp			
Garlic, charmed	Equipment	0.0 enc	10.0 gp			
dariic, charriled						

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Item	TYPE	SLOTS	Cost (gp)	Damage	ROA	RANGE	
Hammer	Equipment	1.0 enc	0.5 gp				
Holy symbol (wooden)	Equipment	0.3 enc	1.0 gp				
Holy symbol (silver)	Equipment	0.3 enc	25.0 gp				
Holy water (flask)	Supplies	0.3 enc	25.0 gp				
Ink (1 ounce bottle)	Supplies	0.0 enc	1.0 gp				
Ladder (10 foot)	Equipment	3.0 enc	0.1 gp				
Lamp, bronze	Equipment	1.0 enc	0.1 gp				
Lantern, bullseye	Equipment	1.0 enc	12.0 gp				
Lantern, hooded	Equipment	1.0 enc	7.0 gp				
Lock	Equipment	0.3 enc	20.0 gp				
Mule (Str 16)	Animals	0.0 enc	20.0 gp				
Manacles	Equipment	1.0 enc	15.0 gp				
Mirror, small steel	Equipment	0.3 enc	20.0 gp				
Musical instrument		0.3 enc	_				
	Equipment		5.0 gp				
Oil, lamp, 1 pint	Supplies	0.3 enc	0.1 gp				
Parchment (sheet)	Supplies	0.0 enc	0.2 gp				
Pole (10 feet)	Equipment	2.0 enc	0.2 gp				
Pot, iron	Equipment	1.0 enc	0.5 gp				
Rations, trail (1 day)	Food	0.5 enc	0.5 gp				
Rations, dried (1 day)	Food	0.5 enc	1.0 gp				
Rope, hemp (50 feet)	Equipment	2.0 enc	1.0 gp				
Rope, silk (50 feet)	Equipment	1.0 enc	10.0 gp				
Covered Quiver (20 arrows + Bow)	Container	1.5 enc	5.0 gp				
Open Quiver (20 arrows)	Container	1.0 enc	2.0 gp				
	Container		- 01				
Sack, small (20 pounds							
capacity)	Equipment	0.3 enc	1.0 gp				
Sack, large (50 pounds	4	J.S Cric	BP				
capacity)	Equipment	0.5 enc	2.0 gp				
Shovel	Equipment	1.0 enc	2.0 gp				
Signal whistle	Equipment	0.3 enc	0.5 gp				
Spellbook, blank		1.0 enc					
	Equipment		25.0 gp				
Spike, iron 4 pcs	Equipment	0.3 enc	0.1 gp				
Tent	Equipment	4.0 enc	10.0 gp				
Thieves' Pick and Tools	Equipment	2.0 enc	30.0 gp				
Torch 4 pcs	Supplies	0.3 enc	0.0 gp				
Waterskin	Equipment	0.5 enc	1.0 gp				
Wolfsbane 4 pcs	Supplies	0.3 enc	0.1 gp				
Cart, Hand	Transportation		10.0 gp				
Horse, Riding	Transportation		40.0 gp				
Horse, War	Transportation		200.0 gp				
Mule	Transportation		20.0 gp				
Rowboat	Transportation		20.0 gp				
Wagon	Transportation		20.0 gp				

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		Item	ТУРЕ	SLOTS	Cost (gp)	Damage	ROA	RANGE	

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Tittps://docs.goog	ie.com/document	Item	TYPE	SLOTS	Cost (gp)	Damage	ROA	RANGE			
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