

Equipment:


Backpack (30 lbs) - 3 gp
 Torch (10) - 1 sp
 Rope, Hemp 50 ft - 1 gp
 Spike, Iron (4) - 2 sp
 Oil, Lamp (5) - 5 sp
 Lamp, Bronze - 1 sp
 Hammer - 5 sp
 Bedroll - 2 sp
 Total: 6 gp 4 sp.

Starting Wealth 70 gp

Alfred the Torchbearer: 5 gp (30 days)
 30 days Rations (10 days each): 15 gp
 John the Rotund - Man at Arms
 Leather + Shield: 20 gp
 Spear (1d6): 1 gp
 42 gp
 Cash: 22 gp 6 sp.

Encumbrance:

Spells	# Lvl 1	# Lvl 2	# Lvl 3	# Lvl 4	# Lvl 5	# Lvl 6	# Lvl 7	# Lvl 8	# Lvl 9
	1								
Level 1	Level 2		Level 3						
Charm Person Light Magic Missile Protection from Evil Read Languages Shield Sleep*									
Level 4	Level 5		Level 6						
Level 7	Level 8		Level 9						

NAME: **Egbert** RACE: **Human**  INIT

CLASS: **Magic User** LEVEL: **1st**  INIT

STR **9** ^{Score} ^{Melee To Hit/Damage} **+1/+1** ^{Bonus}   **6**   **9**

DEX **12** ^{Missile To Hit/AC Adjust/Init} **+0**  HP **WOUNDS** Move **14**

CON **10** ^{HP Mod} **+0** **Raise Dead: 75%**   **+1**  **+2**  **14**

INT **14** ^{Max Lang/Max Spell} **4** ^{Max Spl : 7 Know Spl 65%} ^{Min/Max Spl 5/8}  Saving Throw **15**

WIS **11** ^{Add Spells}  Bonus Save **vs. Spells** **+2**

CHA **7** ^{Max Hire} **3 max hirelings**  Bonus Save  Bonus Save  Bonus Save 

HD	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9 HD	10 HD	11 HD	12 HD	13 HD
To Turn													

Abilities Bonuses

Name/Attribute	Bonus
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Innate Abilities:

Experience:

Next Experience Level:	XP Bonus
2,500	+5 %

The Majestic Wilderlands

Equipment:

Ring Mail - 30 gp
 Shield - 15 gp
 Battle Axe (1d8) - 5 gp
 Spear (1d6) - 1 gp
 Dagger x 2 (1d4) - 2
 Bow, Short, 50 ft - 15 gp
 Arrows (20) (1d6) - 2 gp

Sack (30 lbs) - 2 gp
 Torch (10) - 1 sp
 Rope, Hemp 50 ft - 1 gp
 Spike, Iron (4) - 2 sp
 Oil, Lamp (5) - 5 sp
 Lamp, Bronze - 1 sp
 Hammer - 5 sp
 Bedroll - 2 sp
 Cash: 5 gold 9 silver

Starting Wealth 80 gp

Encumbrance:

NAME: Bo RACE: Human  INIT

CLASS: Fighter LEVEL: 1st   

STR ^{Score} **16** ^{Melee To Hit/Damage} **+1/+1** ^{OD:1-3} ^{Enc: +10} 

DEX ^{Missile To Hit/AC Adjust/Init} **17** **+1** 

CON ^{HP Mod} **16** **+1** 

INT ^{Max Lang/Max Spell} **10** **+2 Lang** 

WIS ^{Add Spells} **8** 

CHA ^{Max Hire} **10** **4 max hirelings** 

HP **6** WOUNDS  Move **9**

 **+1**  **+2**  **14**

Melee To Hit **+1** Missile To Hit **+2** AC **14**

Saving Throw **14**











Bonus Save 

Bonus Save 

Bonus Save 

HD	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9 HD	10 HD	11 HD	12 HD	13 HD
To Turn													

Abilities Bonuses

Name/Attribute	Bonus
	
	
	
	
	
	
	
	
	
	

Innate Abilities:

Parry: -4 to enemy atks

Experience:

Next Experience Level:

2,000

XP Bonus

+5%