

Unarmed Fighter:



Good

STRENGTH (12): *How strong and tough*



Great

DEXTERITY (14): *How agile and fast*



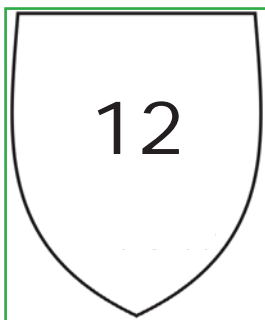
Fair

INTELLIGENCE (10): *How clever and aware*

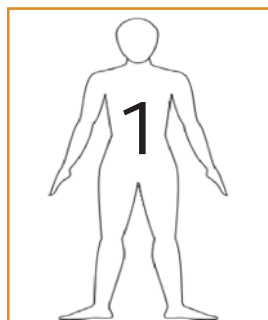


Super

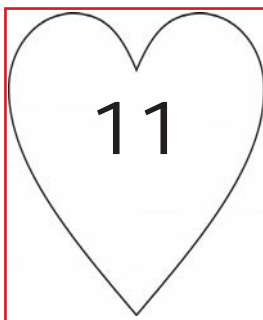
HEALTH (16): *How healthy and durable*



Defend



Armor



Hit Points



My Attacks	<i>Damage</i>	<i>Roll</i>
Punch/Kick	3d	15
Thrown Stone	2d	14
Blunt Weapon	1d	12

Things I Do Well	<i>Roll</i>
Unarmed Fighter!	12
Focus (skill +2, 3/day) *	14
Detect Lies	12
Singing	12
Intimidation	12
Climbing	14
First Aid	10
Search	12
Stealth	14
Tracking	10

My Belongings/Notes

Bracers (magic)
Loose Clothing (DR 1)

Pouch of Throwing Stones

Healing Potions (heal 2d each)

[][]

Things That Describe Me

Super Health
Great Dexterity
Conditioned (+1 attribute pt.)

Danger Sense

* Works only on self

[][][]

Ranger (Elf):



Good

STRENGTH (12): *How strong and tough*



Super

DEXTERITY (16): *How agile and fast*



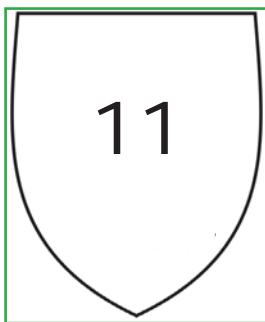
Fair

INTELLIGENCE (11): *How clever and aware*

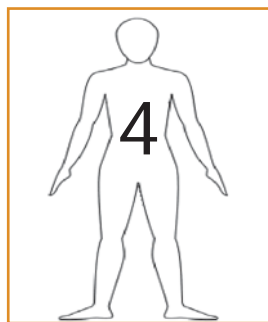


Good

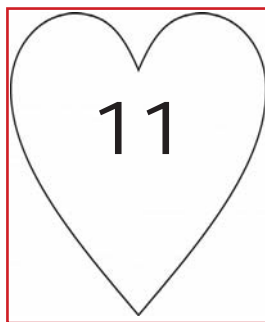
HEALTH (12): *How healthy and durable*



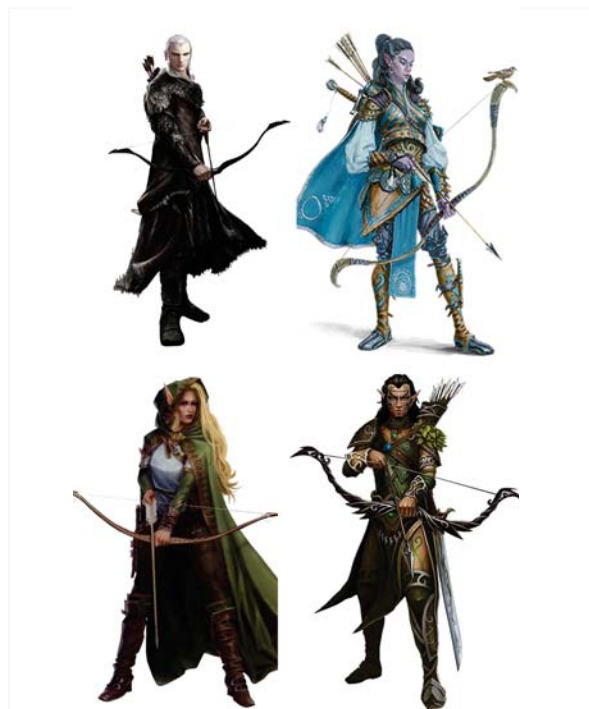
Defend



Armor



Hit Points



My Attacks	<i>Damage</i>	<i>Roll</i>
Longbow (magic)	3d	17
Knife	2d	14
Punch/Kick	1d	12

Things I Do Well	<i>Roll</i>
Elf Ranger!	12
Animal Friend	14
Navigation	12
Speak Language	12
Diplomacy	12
Climbing	14
First Aid	10
Search	10
Stealth	12
Tracking	14

My Belongings/Notes	
Longbow with arrows (magic)	
Knife	
Light Armor (DR 4)	
Animal Treats	
Maps	
Healing Potions (heal 2d each)	[][]

Things That Describe Me	
Super Dexterity	
Natural Archer (skill 17)	
Elven Stealth (+4 Stealth 3/day)	[][][]

Swashbuckler:



Great

STRENGTH (14): *How **strong** and **tough***



Great

DEXTERITY (14): *How **agile** and **fast***



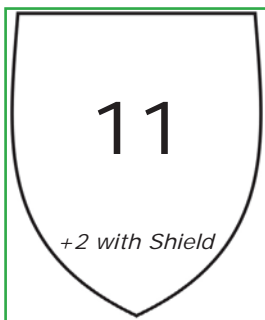
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INTELLIGENCE (11): *How **clever** and **aware***

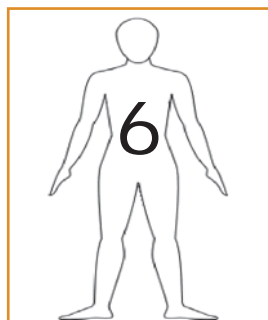


Good

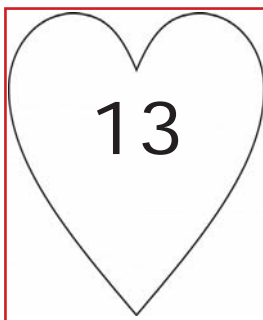
HEALTH (12): *How **healthy** and **durable***



Defend



Armor



Hit Points



My Attacks	<i>Damage</i>	<i>Roll</i>
Saber (magic)	3d	16
Knife	2d	13
Punch/Kick	1d	11

Things I Do Well	<i>Roll</i>
Swashbuckler!	12
Inspire (skill +2, 3/day)*	14
Repair Weapons	12
Traps	12
Fast-Talk	12
Climbing	14
First Aid	12
Search	12
Stealth	12
Tracking	10

My Belongings/Notes

Saber (magic)

Knife

Medium Armor (DR **6**)

Tools for Repairing Weapons

Tools for Setting/Disarming Traps

Healing Potions (heal 2d each)

[][]

Things That Describe Me

Great Dexterity

Great Strength

Saber Fighter (skill **16**)

Intuition

* Works only on others [][][]

Warrior (Dwarf):



Super

STRENGTH (16): *How strong and tough*



Good

DEXTERITY (12): *How agile and fast*



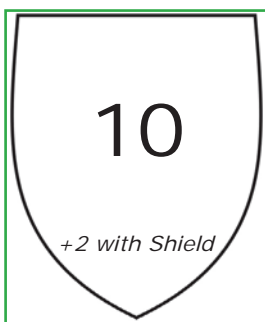
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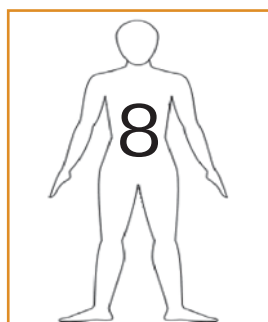


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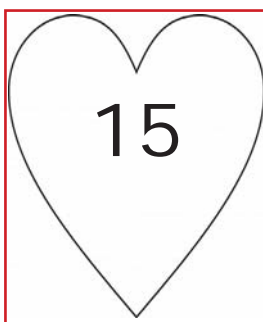
HEALTH (13): *How healthy and durable*



Defend



Armor



Hit Points



My Attacks	<i>Damage</i>	<i>Roll</i>
Hammer (magic)	3d (roll twice)	15
Club	2d	13
Punch/Kick	1d	11

Things I Do Well	<i>Roll</i>
Dwarf Warrior!	12
Mining and Caves	14
Repair Armor	12
Drumming	12
Intimidation	12
Climbing	12
First Aid	12
Search	12
Stealth	12
Tracking	12

My Belongings/Notes

Hammer (magic)

Club

Heavy Armor (DR 8)

Tools for Mining and Repairing Armor

Small Drum

Healing Potions (heal 2d each)

[][]

Things That Describe Me

Super Strength

Strong Damage

(roll 2d twice for damage,
keep the best result)

Immune to Poison

Wizard:



Fair

STRENGTH (11): *How strong and tough*



Good

DEXTERITY (13): *How agile and fast*



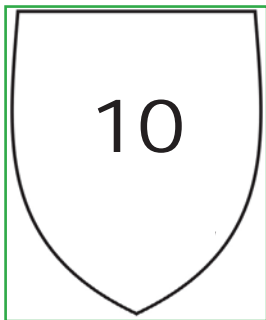
Super

INTELLIGENCE (16): *How clever and aware*

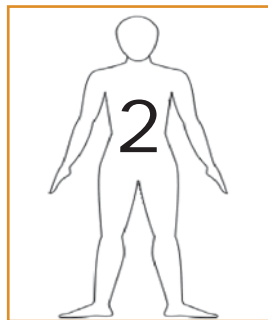


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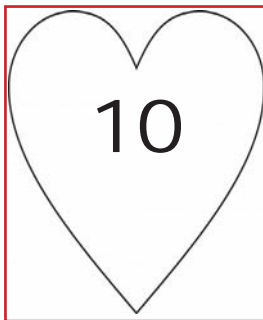
HEALTH (11): *How healthy and durable*



Defend



Armor



Hit Points



My Attacks	<i>Damage</i>	<i>Roll</i>
Staff (magic)	2d	14
Knife	2d	12
Punch/Kick	1d	10
Spells	MP (10)	
Elemental Attack	1/1d, max 3d	15
Flying	1/target/10 sec.	14
Armor	1/+1 Armor, max 3	12
Spell!	varies, at least 5	10

Things I Do Well	<i>Roll</i>
Wizard!	12
Lore & Legend	14
Poison	12
Diplomacy	13
Fast-Talk	13
Climbing	10
First Aid	14
Search	12
Stealth	12
Tracking	10

My Belongings/Notes	
Staff (magic)	
Knife	
Layered Robes (DR 2)	
First Aid Supplies	
Magic Books	
Healing Potions (heal 2d each)	[][][][]

Things That Describe Me
Super Intelligence
People Person (two social skills)
Detect Magic