**Statistics**

**Character Statistics**

1. Fighter: Base Attack Bonus = level, Hit Die = 1d10 per level\*
2. Rogue: Base Attack Bonus = (level \* 3) /4, Hit Die = 1d6 per level
3. Wizard: Base Attack Bonus = level/2, Hit Die = 1d4 per level
4. Living Dead: Base Attack Bonus = level, Hit Die = 1d4 per level

**Weapon Statistics**

1. Longsword: Damage = 1d10, Critical Multiplier = damage roll \* 3.
2. Club: Damage = 1d6, Critical Multiplier = damage roll \* 2.
3. Dagger: Damage = 1d4, Critical Multiplier = damage roll \* 3.
4. Claws: Damage = 1d3, Critical Multiplier = damage roll \* 4.

**Armor Statistics**

1. Light: AC Bonus = +2
2. Medium: AC Bonus = +4
3. Heavy Armor: AC Bonus = +6

**Pre-Generated Character Statistics**

1. Fighter: Level = 2, Weapon = Longsword, Armor = Heavy, AC = 16~
2. Rogue: Level = 2, Weapon = Longsword, Armor = Medium, AC = 14
3. Wizard: Level = 2, Weapon = Club, Armor = Light, AC = 12
4. Living Dead: Level = 3, Weapon = Claws, Armor = N/A, AC = 15