

SUSAN Level: 5

Occupation: Cleric

Experience: 16,470

Sex:

Alignment: Lawful

Race: Human

female

Ht. pts: 28

God: Balfir

Strength: 10

Languages:

Charisma: 12

Phoscrum dialect

Constitution: 6

Intelligence: 9

Dexterity: 5

Wisdom: 10

Proficient in: Footman's mace

Footman's Flail

Possessions:

Weapons (non-magic):

Footman's mace

Footman's Flail

Magic items (inc. Weapons)

Armour:

Great helm

Plate armour

miss left leg

Shield

Money:

Silver: 100

Gold: 180 (in bank)

Copper:

Electrum:

Platinum:

Treasure (non-money)

2 Jewels (100 GP)

horses & horse equipment:

Miscellaneous equipment

1 Medium backpack

1 small sack

Cloak

Iron cross

2 bags

202

200

iron mail

Spells

1st level

Command

Cure lt. wounds

Detect magic

2nd level

Hold Person

Speak w/
animals

3rd level

Hold Person

Speak w/
animals

Hold Person

fireball

! Strength 20 & 20

2
1
4
2
110
2
2
Str: 13
Dext: 10
Const: 15
Int: 13
Wis: 15
Chac: 11

15
Worligh

Tim's Character: 1/2 Elven Ranger/ Cleric

AC: 5

Ht. pts.: 10

Alignment: Lawful

Languages: Elven

Worligh, Drishy, Common
Tongue, Gnome, Hobbit,

Goblin, Halfling, Groll

Prof: heavy crossbow w/ 40 quarrels, longsword, 2-handed sword

Spells: Protection from Evil
Cure lt. wounds
Bless

Equipment:

heavy crossbow w/ 20 quarrels (quiver)

longsword

2-handed sword

Scale armor

& small shield

Tinderbox

Cloak

5 torches

Iron holy symbol

Incense stick

2 flasks of oil

Backpack

Wolvesbane
2 buds garlic
Sprig belladonna

5 gp

12	10	12	11	10	11
9	9	14	10	8	14
9	12	12	13	4	11
10	10	7	15	9	8
8	9	14	13	14	7
13		13	15	3	12

Tim's Mentor:
Abdurrah the Human Cleric

Fighter

Strength 18 +5¹⁸

Constitution 18

Dexterity 18 +8¹⁸ Charisma 10

AB

+3 Dagger.

Staff of Striking

9th Level.

4 first

3 second

3 third

2 fourth

1 fifth

Monter Summoning III

1 Earring Jewel

Amb

Corwin

-14

-80

-23

-32

-29 =

+3 Returning Warhammer -32

+3 Returning Warhammer) -39

+3 Daggers +3 Daggers -42 109 HP

Composite Bow

Morning Star
5 flasks of oil

Marig, the Monk

Strength - 18

Dexterity - 18

Constitution - 18

Intelligence - 15

Wisdom - 15

Charisma - 7

Hit-Points - 62

Level - 9

A.C. - 3

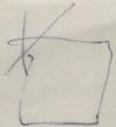
Belt of 8 10 daggers

8 Bandanas

Two Handed Sword

Provisions

500' Rope



Tarmel
FISHTER neutral 9th level

strength: 17	1 st hit	97 hit points
dexterity: 16	1 st damage	84
charisma: 12		77
wisdom: 15		66
intelligence: 13		41
constitution: 18		24

— armor/weapons:
plate mail armor, shield, helmet
longbow + arrows
dagger
rope
flask of oil

magical items:
+3 sword
+3 returning war hammer

130 g.p.

Trickett Level: 1

Occupation: Ranger Experience: 28.5% Sex: MALE
Alignment: Chaotic God:
ht. pts: 23 = 74 Race: Demon

130

Strength: 16 76.9%

1

Charisma: 4

3

Constitution: 16

4

Intelligence: 13

1

Dexterity: 15

4

Wisdom: 14

Proficient in:

Spear

2-handed sword

lt. crossbow

Weapons (non-magic):

9/G

2-handed sword

21/S

lt. crossbow + 17 quarrels

20/C

Spear

12 BILTHAMMER w/ Ribby in
HANDBE

Armour: SPEED wooden

Banded & shield

Spiky helmet

horses & horse equipment:

Medium horse

lt. leather accessories

POUCH

Languages:

Common Tongue
Pharimian

Copper:

Gold: 100 in bank

Platinum: 5

Silver: 90

Electrum:

Magic items (inc. weapons):

Magic bastard sword:

see opposite side of page →
+ 3 buckles

Gaussion form potion

Treasure (non-money)

2500 (1000)
Jewel Headdress

1 Gove
1 H GOB
3 GOB
- 5 BAT
5 SPOORS
 $\frac{1}{2}$ BRSW
 $\frac{1}{2}$ 2 HANDHMO CM
2 GOOS
1 GRAT
GOB
9 OPCKS
1 ZOM
1 GOATMAN
14 GOBLINS
2 GR

Miscellaneous equipment?

Backpack
2 flasks oil
hand axe
Iron Cross
Tinderbox
spike
1 week rations
2 torches

Backpack
Celtic bnd
Wolvesbane
belladonna
Lemnopl.
Listg. bl.

1. Howitz
2. amaranth
3. mint
4. angelica

Strength advantages:

+2 hit probability
+4 damage
30' to bend last
+2 hit probability
1-4 opening doors
((mogosw. soi) jewst i go M)

Major Pet (Lil' Andi, lof k'rec)

+1 to hit, chaotic neutral alignment. When 3 times a day can suck all light from 50' radius so that nobody else can see a thing and Trickitt can see 80'. Has intelligence 9 and is very egotistical. If there is a chance to be with somebody more powerful it will try and escape. It has a great sense of humor and can summon a braggart any time it wants. It communicates via Telepathy and seems +1 until it feels the situation is ripe to summon a braggart or tell Trickitt about its other powers.

COOPER	FIGHTER	NEUTRAL
STR 18(61)	CON 18	+3 FLAMING SWORD
INT 12	DEX 18	COMPOSITE BOW
WIS 12	CHAR 13	+2 PLATE ARMOR
42	49	MATTOCK
		BATTLE AXE

HP 114 LVL 9 Human

7
 +4 BACKPACK
 25 SO/ROPE
 28 4 FLASKS OIL
 37 2 TORCHES
 42 MATTOCKS
 62
 72 = 42

18
3

JJ FTR FTR DC Hill Giants
 MU PP
 CLR SH
 MONK JAFF JR
 CLR EM
 FTR JC FTR KB

9 11
 8 10
 7 12
 6 13
 5 14
 4 15

Jennifer	Level: 6
Occupation: Thief	Experience: 17,800
Alignment: Neutral ht. pts. 9 Good	Race: Elven God: —
Strength: 11 Charisma: 12 Constitution: 8 Intelligence: 13 Dexterity: 18 Wisdom: 7	Sex: Female

Languages: Elven
 Phescirium Dialect, gnome,
 halfling, goblin, hobgoblin,
 orcish, gnoll, common tongue

Proficient in: longsword
 dagger

Possessions:
Weapons (non-magic):
 longsword
 dagger

Magic items: (+3)
 (inc. Weapons)

Armour:
 small helmet
 studded leather

Money:
 Gold: 180 (in bank)
 Platinum:
 Silver: 100
 Copper:
 Electrum:

Treasure (non-money):
 1 Jewel (100 GP)

horses & horse equipment:

Miscellaneous Equipment:

1 Medium Backpack

1 Small sack

1 set believes tools

Armour class (presently)

Pickpockets: 55%

Openlocks: 37%

Find/Remove traps: 40610

Move silently: 45%

Hide in Shadows:

Hear noise: 25%

Climb walls: 90%

Read languages: 25%

Dexterity advantages:

Armor class: -4

Attack/Reaction: +3

Elven advantages:

90% resistance to Sleep
+1 die 10% to hit w/ swords
Infra-vision
1-6 / 2-6 = Find secret doors.

18/67

Ronald's Character Orc Fighter

Str: 18/67

Ht. pts:

Const: 17

Ht. pts: 11

Dext: 15

Char: 9

Wis: 12

Int: 11

Prof:

170 Gp30 2-handed Sword

55 20 Short bow

15 Longsword

170 Dagger

58

57

105 113

Equipment

2-Handed Sword

90

Shortbow w/ 12 arrows

28 3

Longsword

Dagger

2

Banded mail

8 S.p.

great helm

11 s.p.

Medium Shield

backpack

12 s.p.

20 torches

50' rope

19 p.

10' pole

21 s.p.

black cloak

17

2 garlic bulbs

18 s.p.

belladonna sprig

10 iron spikes

Wooden cross

Languages: Common Tongue,
Worthigh Orcish

13	9	10	7	10	13	16	10	11
15	4	11	16	11	12	11	11	17
10	12	16	10	4	10	10	11	15
10	14	9	12	6	7	9	10	12
11	8	12	6	12	15	9	13	16
6	4	12	10	12	12	6	11	11

Brown Shrike 3083 501

red tail 29 23

House sp 21

Redtail 20

32

Turkey 50

Brown Shrike 5

House sp 10

Brown sp 5

House sp 3

9.2.08 Brown Shrike 5

red tare 901

black bellied 901

Redtail

House sp 9.2.5

House sp 9.2.1

Redtail 9.2.0

~~JOHN J DARYC C~~

JOHN J DARYC C
FTR FTR

MU PETER R

CERAC STEVE H

DARF JON R

CERAC LEWAN MAC

JOHN C KEVIN B
FTR FTR

THE HIGH PRIEST KAMANDI THE WISE

Human Cleric

Strength	10
Wisdom	18
Intelligence	18
Charisma	9
Dexterity	18
Constitution	18

$$HP: 101 - 17 = 84$$

Proficient at: mace, staff

HP - 41 (at 8th)

Proficient at: mace,
Flail,
Staff

Spells:

4 1st.	+2	6 1st
4 2nd.	+2	6 2nd
3 3rd.		4 3rd
2 4th.		3 4th
1 5th.		1 5th

2 armor
-1 shield
-4 dexterity
AC: -3

Medallion of ~~ESP~~

Ring of Invisibility

Ring of animal control

Staff of healing

Rod of resurrection

1st level spells	2nd level spells	3rd level	4th level	5th level
Cure light w.s.	Hold Person	Dispel Magic	Neut. poison	Abolishment
Sanctuary	Know Alignment	Animated dead	P.I.E. 10' r.	Commune
Protection Fr.E.	Resist Fire	Speak with dead	Cure serious wds.	(Cure critical wds.)
Detect evil	Silence 15' radius	Prayer	Exorcise	Dispel evil
Detect Magic	Snake Charm		Sticks snakes	Flame Strike
Light	Speak w. animals		Locate object	Insect Plague
Purify Food & Dr.	Slow poison			Plane Shift
Resist cold	Chant			Quest
Remove Fear				Raise Dead
Command				True seeing

Ich bin Tote

Jesu 9th Monk

Lead!

I Strength - 8 + 1 + 3

Wisdom - 18

Dexterity - 18

Constitution - 18

Charisma - 8 + 11

Intelligence 10

60 Hit-points

46

Four Dices

2 Daggers

AC. 3

CAPALA

X
A
P
A

G
i



CLERIC -

EWAN

St. 12
Wi. 18
In. 13
Cn. 17
Ch. 12
Der. 18

82
67
15

Hp

82

Plate
Shield
Mace
12 Touches
10 Flasks oil
41 Vials of Holy water
50' Rope
10' Pole
4 Weeks food
Giant Club 25 Jaws
Gnome Magic Armor
5 Gems - 300 gp.
Medallion of E.S.P.
Staff of Healing + + +
Ring of animal control

Spells 66431

4 C L W

1 Sanctuary

1 Command

3 Hold Person

Chant

1 Silence 15' Radius

1 Prayer

2 Purify Magic + Speak Dead

1 Neutralize

2 Cure serious wounds

Raise Dead

A.C.: 3

John Clarke

STR: 18	Con: 18	Neatland (Pistolero)	9 th level	Hp - 108
Int: 12	Dex: 18			5
Wis: 12	Char: 17			22
				22
				36

+3 hammer returning

+3 sword

Plate mail armor, shield, helmet

Longbow & arrows

2 daggers Rope & Flask of oil

+3 Hit prob +3 damage

+4 Defense

63

Hill Giants

Tin's Campaign

Money

120 120
60 60

240

500,000

230

26,300

2600

300,000 - Throes Sceptre

240

250

100,000 - Platinum

2400

Buying for Island

2 drakkar longships - 20,000 gp

6 rowboats - 300 gp

24 ballistae - 1800 gp

5 Trebuchets - 2500 gp

10 ^{light} heavy catapults - 1500 gp

2100 5 telescopes - 500 gp

2000 basic furnishings

400 1800 (chairs, tables, fireplaces, bedsets) - 2000 gp

1500 1500 1400

100 longbowmen - 400 gp per month

100 heavy footmen - 200 per month

200 light footmen - 200 per month

178 artillerists - 890 per month

1 Engineer / artillerist - 150 per month

100 carmen - 400 per month

12 mates - 120 per month

2 ships Captains - 300 per month

1 Lieutenant - 200 per month

40 workers ^{servants} - 40 per month

8 arrowers - 800 gp per month

50
50
72

3500

~~1200~~ gp
per month

Fafhrd's followers

This D&D campaign

- 1) 21 followers - deduct - 30% from each roll

- 1- fighter 6th level (Human)
- 2- fighter 4th level (Human)
- 3- Elf f/MU/+ - 1st level
- 4- Cleric 1st level (Human)
- 5- fighter 3rd level "
- 6- " 2nd level "
- 7- " " "
- 8- MU 3rd level "
- 9- Druid 4th level "
- 10- Cleric 4th level "
- 11- Cleric 2nd level "
- 12- MU 1st level "
- 13- Druid 3rd level "
- 14- Fighter 6th level "
- 15- Clerc 1st level "
- 16- Figher 6th level "
- 17- 2nd level Ranger
- 18- 3rd level Druid
- 19- 3rd level Ranger
- 20- 5th level figthe
- 21- 2 dwarf fighters (1st + 2nd level)

8 Human fighters (2-6th)
3 Human clerics (1-4)
1 Elf MU/F/Th (1)
2 MUs -(1-2)
3 Droids (3-4th)
2 Rangers (2-3rd)
2 Dwarf fighters (1-2)

- 2) a followers

- 1- Pegasus
- 2- 2nd level human fat fighters
- 3- 1st level human MU
- 4- 5th level human fighter
- 5- 2nd level droid
- 6- 1st level human figthe
- 7- 3rd level human fighters
- 8- 2 Blink dogs
- 9- Satyr

Actual followers - 6 ~~Actual 18.~~ (10)

- 2 1st level human fighters
 - 1 4th level human Droid
 - 1 Barn Bear
 - 1 Hippogriff - 21 H.P.
 - 1 1st level Human Cleric

~~Equipment necessary for Ice Wastes~~

() | ~~Chant - interchangeable Skis & Wheels~~