

ARMOR CLASS: 14
HIT POINTS: 4
WOUNDS: 3

STRENGTH	-2
INTELLIGENCE	+1
WISDOM	3
DEXTERITY	+4
CONSTITUTION	0
CHARISMA	+1

HEROES	3
FOCUS	+1
NOTICE	17

WEAPON: Staff
1d8-2 HIT BONUS DAMAGE

WEAPON: Wand
1d6 HIT BONUS DAMAGE

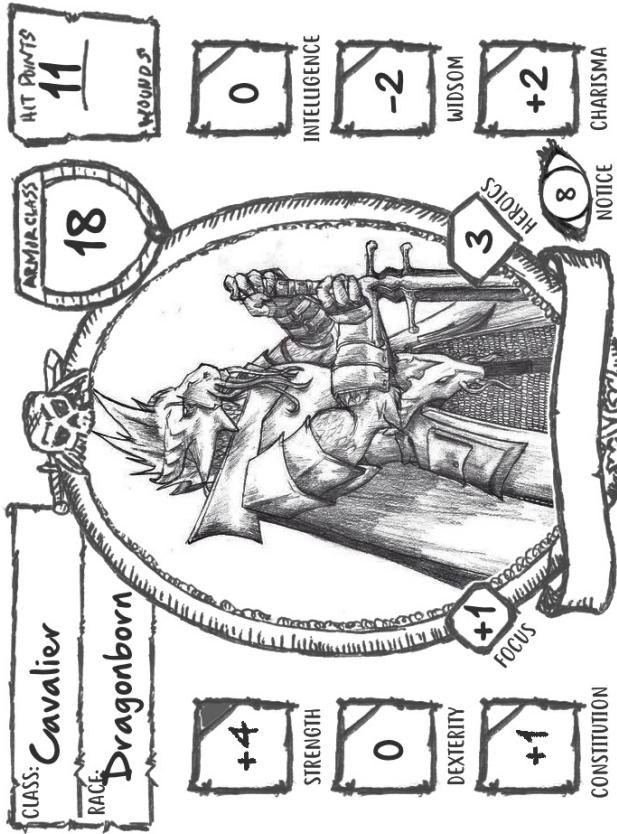
MAGIC MANA: 4000000000
LEVEL: 1

Darkvision: 60 feet

Equipment: a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkwell, an iron pot, a mess kit, soap, a spellbook, a spell component pouch, torches (10), trail rations (5 days), and a waterskin.

Spells:
 Cost 0: Detect Magic, Daze, Ray of Frost
 Cost 1: Magic Missile (1d4+1 points of damage), Sleep

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ARMOR CLASS: 18
HIT POINTS: 11
WOUNDS: 0

STRENGTH	+4
INTELLIGENCE	0
WISDOM	+2
DEXTERITY	+1
CONSTITUTION	+1
CHARISMA	+1

HEROES	3
FOCUS	+1
NOTICE	8

WEAPON: Long Sword
+5 1d8+5 HIT BONUS DAMAGE

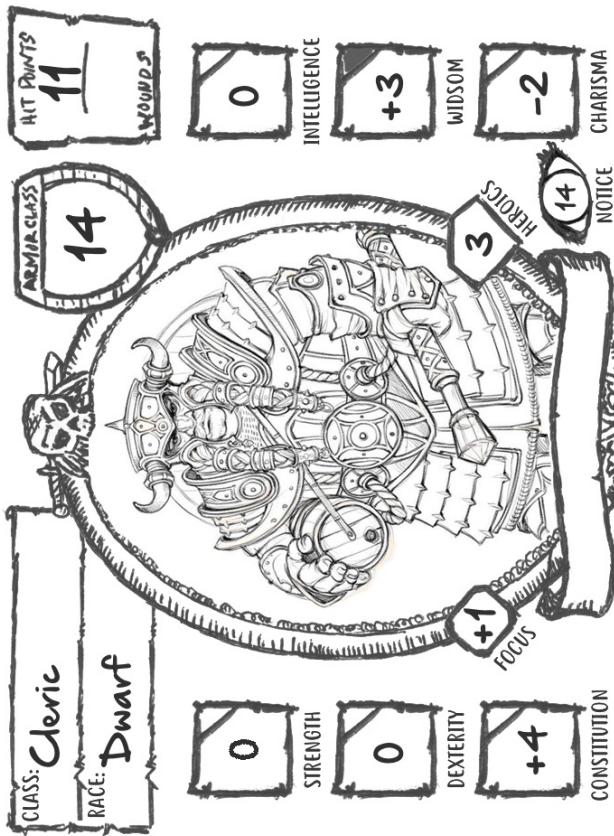
WEAPON: Claws
+5 1d6+5 HIT BONUS DAMAGE

MAGIC MANA: 0000000000
LEVEL: 1

Breath Fire: 15 feet for 2d6 damage
Darkvision: 30 feet

Equipment: a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), plate-mail armor and a waterskin.

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WEAPON: Mace 0 / 1d6 HIT BONUS DAMAGE
WEAPON: [empty] 0 / 1d6 HIT BONUS DAMAGE

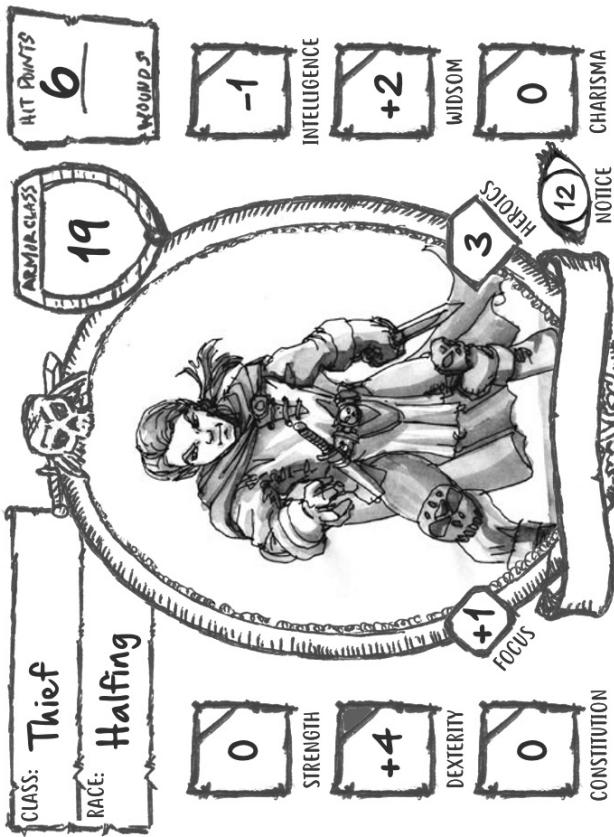
Turn Undead
 Know direction
 +3 Find Secret Doors
 Darkvision: 60 feet

Equipment: a backpack, a bedroll, a belt pouch, candles (10), a cheap holy text, a flint and steel, an iron pot, a mess kit, rope, soap, a spell component pouch, torches (10), trail rations (5 days), a waterskin, and a wooden holy symbol.

MAGIC MANA 4000000000
LEVEL 1

Spells:
 Cost 0: Cure Minor Wounds (heal 1hp), Guidance (next roll with advantage)
 Cost 1: Cure Light Wounds (heal 1.8hp), Protection from Evil (all monster rolls -1)

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WEAPON: Short Bow +6 / 1d6 HIT BONUS DAMAGE
WEAPON: Short Sword 1d6 HIT BONUS DAMAGE

+5 to combat initiative
 Pick Locks +3
 Search +4
 Disable Traps +1
 Climb +12
 Stealth +5
 Pick Pockets +3
 Listen +3
 Read Languages

Equipment: a backpack, a bedroll, a belt pouch, catclaws, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves' tools, torches (10), trail rations (5 days), and a waterskin.

MAGIC MANA 0000000000
LEVEL 1

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