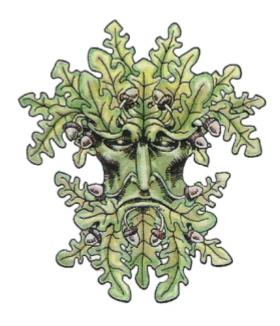
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# **Characters**

### **Daniel's Character**



Name: Gareth Class: Druid Level: 1 EXP: 1074 Deity: Obad-hai

Alignment: Neutral Race: Human Sex: Male Age: 21

#### **Attributes**

- Str 10
- Dex 15 (AC mod -1 MAM +1, OIM +1)
- Con 11 Con (0 hp/ 0 poison/ 80 res/ 75 shock)
- Int 7 (0 lang, 35 spell prob/ 2 min/ 5 max)
- Wis 18 (+3 save/spell fail 0 / add spells : 2,2,1,1 (first -fourth))
- Cha 16 (reac adj -1, 6 ret, 9 ret morale)

HP: 3 AC: 5

Secondary Skill: Huntsman

### **Saving Throws**

Save Type	Save Value			
Breath Attacks	16			
Poison or Death	11			
Petrify or Paralyze	14			
Wands	12			
Spells/Spell-like Devices	15			

### **Spells Memorized**

- Faerie Fire
- Invisibility, Animal
- Speak with Animals x2

#### **Stuff**

- Studded Leather
- Wooden Shield

### **Daumantas' Other Character**



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# **Daumantas' Character**



Name: Orpse Uter Class: Fighter/Cleric

Level: 1 EXP: 0

Deity: Dumathoin Alignment: Lawful

Race: Dwarf Sex: Male Age:

#### **Attributes**

- Str 10
- Dex 15 (AC mod -1 MAM +1, OIM +1)
- Con 19 (+3 (Cleric)/+4 (Fighter) / +1 Poison save / 100% Survive resurrection / 99% Survive transformative shock)
- Int 13 (+1 Language)
- Wis 12 (Save 0, 5% Spell Failure, 0 Addition spells)
- Cha 10 (0 Reaction adjustment / 4 Max Retainers / 7 Retainer Morale)

HP: 8.5/0 (Currently dead)

AC: 2

Secondary Skill: Huntsman

### **Saving Throws**

Save Type	Save Value			
Breath Attacks	15			
Poison or Death	11			
Petrify or Paralyze	14			
Wands	12			
Spells/Spell-like Devices	15			

### **Spells Memorized**

• Command

**Stuff** 

# **NPCs**

# **Current Party Retainers**

Name	Туре	Race	HP	Sex	Weapon	Armor	Alignment	Background	Possessions & Knowledge	Notable Features	EXP
Dermox	Man-at-Arms	Human	3	М	Club, Dagger	Leather & Shield	Law	Vendetta: Kill all Orcs!	Nothing	None	0
Undeu	Torch-Bearer	Human	4	M	Dagger	None	Law	Vendetta: Kill all Orcs!	History of local dwarven kingdom	None	0
Gulwin	Torch-Bearer	Human	3	М	Dagger	None	Neutral	Peasant	Parchment (2 sheets)	None	0
Dog 1	Pet	Guard Dog	9/3	М	Bite 1d4	AC 7 (Hide)	Neutral (Loyal to Gareth)	Raised in a Kennel at Praefecture	None	None	NA
Dog 3	Pet	Guard Dog	3	М	Bite 1d4	AC 7 (Hide)	Neutral (Loyal to Gareth)	Raised in a Kennel at Praefecture	None	None	NA
Dog 4	Pet	Guard Dog	6	М	Bite 1d4	AC 7 (Hide)	Neutral (Loyal to Gareth)	Raised in a Kennel at Praefecture	None	None	NA
Squeak	Pet	Giant Shrew	8/7	М	Bite 1d6, Bite 1d6	AC 4 (Hide and Dex mod)	Neutral (Loyal to Gareth)	Befriended by spell	None	None	NA
Воо	Pet	Copperhead Snake	2	М	Bite 1d3 + Poison	AC 7 (Hide and Dex mod)	Neutral (Loyal to Gareth)	Befriended by spell	None	None	NA

# **Rules for Hiring Retainers**

There table below gives the rules for hiring various classes of NPCs.

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Туре	Availability	Level/Class	Pay and Shares	Experience	Loyalty	Primarily Run By*	Notes
Full Non- Player Character	GM Choice (sometimes per scenario)	Yes	Negotiated individually, but likely to include shares	Full Share	Completely independent	GM	Details on NPCs will vary considerably
Henchman	nchman Rare Yes		None, other than support	Very loyal, Half Share as a genera rule		Player	Players cannot obtain Henchmen that are higher level
Man-at-Arms Hireling	Common	No	1 GP per day, or will accept (often fractional) shares	Half Share	By morale	Player	These brave 0 Level hirelings will fight
Other Hireling	Very Common	No	5 SP per day, or will accept (often fractional) shares	Half Share	By morale, but low if forced to fight	Player	Torch Bearers, Porters, etc, willing to go into dungeons
Mercenaries	Iercenaries Common No		Varies	None	Varies	Player	These hired warriors do not adventure, but are primarily hired in units to guard places
Specialists	Varies	No	Varies	None	Usually unimportant	GM	see the book for the various sorts of Specialists that are available

<sup>\*</sup>The GM will take control of any NPC that they feel the need to play (such as ones that fail a morale check), even ones primarily controlled by the player.

Hiring retainers will usually come down to a reaction roll. This roll can be modified by  $\pm$ 1 if the offer is exceptionally generous or stingy.

### **Other NPCs**

• Bellara the half-elven barmaid from the village of Keravil.

# **EXP and Lewt**

### **EXP**

#### **Monster EXP**

- 3 Wandering Orcs 30
- 9 Kobolds, and 1 Gnoll 92
- 4 shriekers 280

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