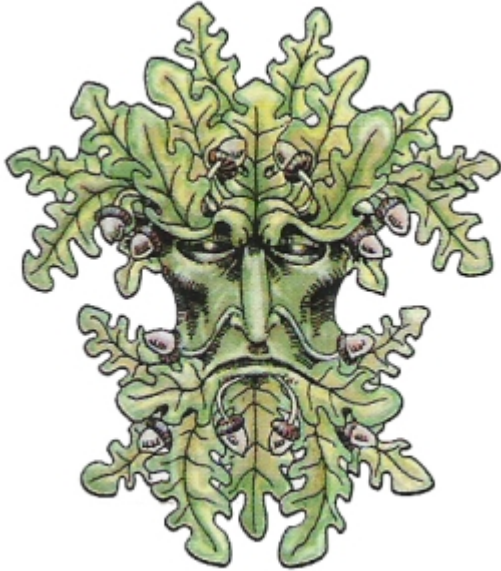


Characters

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



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 | Type | Race | HP | Sex | Weapon | Armor | Alignment | Background | Possessions & Knowledge | Notable Features | EXP |
|--------|--------------|------------------|-----|-----|--------------------|-------------------------|---------------------------|-----------------------------------|----------------------------------|------------------|-----|
| Dermox | Man-at-Arms | Human | 3 | M | 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 | M | Dagger | None | Neutral | Peasant | Parchment (2 sheets) | None | 0 |
| Dog 1 | Pet | Guard Dog | 9/3 | M | Bite 1d4 | AC 7 (Hide) | Neutral (Loyal to Gareth) | Raised in a Kennel at Praefecture | None | None | NA |
| Dog 3 | Pet | Guard Dog | 3 | M | Bite 1d4 | AC 7 (Hide) | Neutral (Loyal to Gareth) | Raised in a Kennel at Praefecture | None | None | NA |
| Dog 4 | Pet | Guard Dog | 6 | M | Bite 1d4 | AC 7 (Hide) | Neutral (Loyal to Gareth) | Raised in a Kennel at Praefecture | None | None | NA |
| Squeak | Pet | Giant Shrew | 8/7 | M | Bite 1d6, Bite 1d6 | AC 4 (Hide and Dex mod) | Neutral (Loyal to Gareth) | Befriended by spell | None | None | NA |
| Boo | Pet | Copperhead Snake | 2 | M | 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.

| Type | 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 | Rare | Yes | None, other than support | Half Share | Very loyal, as a general 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 | 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 |

*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 +/-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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