



Player:		Character:	
Campaign:		Race: Human	
Type: (Melee) "Warrior"		Experience:	
ST 11	DX 13 (10)	IQ 10	MA 5
Skills:		Weapons:	
Tactician [IQ] +1		Longbow (2) [11] D6+2	
Sword +1		Short Sword [11] 2D6-1	
Bow +1		Items: Adventuring Clothes	
Literacy [IQ] +1		Backpack, Belt Pouch, Rations, Water skin	
Land Navigation [IQ] +1		Quiver	
		Lamp and Oil	
		Armor: Chain 3/3	
Money: 500 ss		Shield:	

Player:		Character:	
Campaign:		Race: Elf	
Type: (Melee) "Ranger"		Experience:	
ST 10	DX 12 (10)	IQ 12	MA 5
Skills:		Weapons:	
Bow +2		Bow (2) [10] D6	
Sword +1		Cutlass [10] 2D6-2	
Tracker [IQ] +1		Items: Adventuring Clothes	
Stalker [IQ] +1		Backpack, Belt Pouch, Rations, Water skin	
Survival [IQ] +1		Quiver	
Elvish and Written Elvish [IQ] +0		Lamp and Oil	
		Armor: Chain 3/3	
Money: 520 ss		Shield:	

Player:		Character:	
Campaign:		Race: Purrian (Feline)	
Type: (Melee) "Thief"		Experience:	
ST 10	DX 13 (12)	IQ 11	MA 6
Skills:		Weapons:	
Acrobat [DX] +1		Bow (2) [10] D6	
Bow +1		Cutlass [10] 2D6-2	
Sword +1		Items: Adventuring Clothes	
Locks [IQ] +1		Backpack, Belt Pouch, Rations, Water skin	
Streetwise [IQ] +0		Quiver	
Thief [DX] +1		Lamp and Oil	
Traps [IQ] +1		Armor: Leather 2/2	
Money: 200 ss		Shield:	