

ST: 12 CO: 16 SI: 7 IN: 15 MA: 15 DE: 13 AP: 13	SR(DE/SI): 3/3 Mov.: 3 HP: 12/11 MP: 15/11 EP: 28/13/6	Dwarf (m) (peaceloving) Equipment Unique magical Artefact (combat) Coins and treasures for 3430 Pennies	1
--	---	--	----------

Weapon	Phase	Damage	A%	P%	AP
Hit		9 D3	114		
Kick		9 D6	114		
Head		9 D4	87		
Knife		9 D3+1	114	112	4
Kite Shield		9 D6	105	102	16
Round Shield		9 D6	114	112	12
Dodge			100		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	4	4
L. Leg	05-08	04-06	4	4
Abdomen	09-11	07-10	4	4/3
Chest	12	11-15	1	5
R. Arm	13-15	16-17	6	3
L. Arm	16-18	18-19	6	3
Head	19-20	20	5	4

Spell	Type	%	MP	SR
-------	------	---	----	----

ST: 4 CO: 14 SI: 11 IN: 13 MA: 13 DE: 14 AP: 8	SR(DE/SI): 3/2 Mov.: 3 HP: 13/11 MP: 13 EP: 18/-3	Human (w) (gutless) Equipment Magic point matrix (12+2D6) Coins and treasures for 2320 Pennies	2
---	--	---	----------

Weapon	Phase	Damage	A%	P%	AP
Hit		8 D3	57		
Kick		8 D6	41		
Head		8 D4	36		
Stonebow		3* D6+2	102	30/200	6
Catapult		3* 6D6	69	325/325	15
Dodge			28		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	7	4/2
L. Leg	05-08	04-06	7/4	4
Abdomen	09-11	07-10	7	4
Chest	12	11-15	7/6	5
R. Arm	13-15	16-17	6	3
L. Arm	16-18	18-19	6	3
Head	19-20	20	8	4

Spell	Type	%	MP	SR
-------	------	---	----	----

ST: 6 CO: 20 SI: 3 IN: 16 MA: 15 DE: 17 AP: 6	SR(DE/SI): 2/3 Mov.: 3 HP: 12/11 MP: 15 EP: 26/20/14	Halfling (w) (choleric) Equipment Very useful information (written, e.g. letter) Coins and treasures for 4800 Pennies	3
--	---	--	----------

Weapon	Phase	Damage	A%	P%	AP
Hit		8 D3-D4	108		
Kick		8 D6-D4	86		
Head		8 D4-D4	64		
Claw		8 D6-D4	116	117	0
Staff Sling		2* D10	55	120/120	10
Dodge			62		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	1	4
L. Leg	05-08	04-06	1	4
Abdomen	09-11	07-10	5	4
Chest	12	11-15	7/6	5/4
R. Arm	13-15	16-17	5	3
L. Arm	16-18	18-19	5	3
Head	19-20	20	4	4

Spell	Type	%	MP	SR
-------	------	---	----	----

ST: 15 CO: 12 SI: 11 IN: 10 MA: 10 DE: 16 AP: 8	SR(DE/SI): 2/2 Mov.: 3 HP: 12/11 MP: 10 EP: 27/19	Orc (w) (morally) Equipment Magic point matrix (12+2D6) Coins and treasures for 30 Pennies	4
--	--	---	----------

Weapon	Phase	Damage	A%	P%	AP
Hit		7 D3+D4	87		
Kick		7 D6+D4	68		
Head		7 D4+D4	62		
Javelin 1H		6 D6+1+D4	25	24	8/7
Dodge			53		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	5	4
L. Leg	05-08	04-06	5	4
Abdomen	09-11	07-10	2	4
Chest	12	11-15	1	5
R. Arm	13-15	16-17	2	3
L. Arm	16-18	18-19	2	3
Head	19-20	20	4	4/3

Spell	Type	%	MP	SR
Identify Enemy	(Divine)	103	1	3/9
Mindblast	(Divine)	103	2	4
Spell Resistance	(Sorcery)	19	1	3/9