

ST: 8	SR(DE/SI): 2/3	Halfling (w)	1	
CO: 19	Mov.: 3	(morally)		
SI: 5	HP: 12/6	Equipment		
IN: 11	MP: 15	Spell matrix (divine)		
MA: 15		Coins and treasures for 2240 Pennies		
DE: 17	EP: 27/13			
AP: 11				
Weapon	Phase Damage	A%	P%	AP
Hit	8 D3	81		
Kick	8 D6	59		
Head	8 D4	45		
Pilum 1H	7 D6+1	64	75	10
Trebuchet Dodge	2* 12D6	43	300/300	18
		47		
Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	8	4
L. Leg	05-08	04-06	8/7	4/3
Abdomen	09-11	07-10	7/5	4/3
Chest	12	11-15	4	5/3
R. Arm	13-15	16-17	6/5	3/2
L. Arm	16-18	18-19	6	3/2
Head	19-20	20	2	4
Spell	Type	%	MP	SR
Repair	(Spirit)	85	1	3/9
Befuddle	(Spirit)	85	2	4
Farsee	(Spirit)	85	6	8
Sureshot	(Divine)	110	1	3/9
Command	(Divine)	110	2	4
Tap	(Sorcery)	94	1	3/9

ST: 7	SR(DE/SI): 1/3	Halfling (m)	2	
CO: 18	Mov.: 3	(drunken)		
SI: 4	HP: 11/10	Equipment		
IN: 13	MP: 14	Caldeyrn (week's ration)		
MA: 14		Coins and treasures for 2400 Pennies		
DE: 20	EP: 25/6			
AP: 13				
Weapon	Phase Damage	A%	P%	AP
Hit	7 D3-D4	117		
Kick	7 D6-D4	117		
Head	7 D4-D4	117		
Scimitar 1H	6 D6+2-D4	117	120	10/8
Cestus H.	7 D3+2-D4	117	120	8/7
Kite Shield	7 D6-D4	117	120	16
Dodge		117		
Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	8/7	4/3
L. Leg	05-08	04-06	8	4
Abdomen	09-11	07-10	2	4
Chest	12	11-15	3	4
R. Arm	13-15	16-17	7	3
L. Arm	16-18	18-19	7	3
Head	19-20	20	4/3	4
Spell	Type	%	MP	SR

ST: 15	SR(DE/SI): 1/3	Orc (w)	3	
CO: 12	Mov.: 3	(peaceloving)		
SI: 4	HP: 8	Equipment		
IN: 10	MP: 14/7	Magic point matrix (12+2D6)		
MA: 14		Coins and treasures for 160 Pennies		
DE: 22	EP: 27/14/0			
AP: 9				
Weapon	Phase Damage	A%	P%	AP
Hit	7 D3	120		
Kick	7 D6	120		
Head	7 D4	120		
Great Axe 2H	5 2D6+2	62	69	10
Stonebow Dodge	1* D6+2	94	30/200	6/5
		120		
Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	4	3
L. Leg	05-08	04-06	4	3
Abdomen	09-11	07-10	4	3
Chest	12	11-15	6	3
R. Arm	13-15	16-17	7	2
L. Arm	16-18	18-19	7	2
Head	19-20	20	1	3
Spell	Type	%	MP	SR

ST: 10	SR(DE/SI): 4/2	Human (w)	4	
CO: 11	Mov.: 3	(snobbish)		
SI: 10	HP: 11	Equipment		
IN: 14	MP: 14/10	Unique magical Artefact (combat)		
MA: 14		Coins and treasures for 270 Pennies		
DE: 8	EP: 21/7			
AP: 11				
Weapon	Phase Damage	A%	P%	AP
Hit	9 D3	79		
Kick	9 D6	63		
Head	9 D4	48		
Spade 2H	8 D6+2	21	19	8/6
Thr. Axe Dodge	4 D6	70	20/20	6/5
		46		
Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	6/5	4
L. Leg	05-08	04-06	6	4
Abdomen	09-11	07-10	3	4
Chest	12	11-15	8	4
R. Arm	13-15	16-17	2	3
L. Arm	16-18	18-19	2	3
Head	19-20	20	4	4
Spell	Type	%	MP	SR

ST: 14	SR(DE/SI): 4/3	Dwarf (m)	5	
CO: 13	Mov.: 3	(drunken)		
SI: 7	HP: 10	Equipment		
IN: 13	MP: 12	Useful information (written, e.g. letter)		
MA: 12		Coins and treasures for 5520 Pennies		
DE: 8	EP: 27/20			
AP: 9				
Weapon	Phase Damage	A%	P%	AP
Hit	10 D3	79		
Kick	10 D6	60		
Head	10 D4	46		
Light Mace 1H	9 D8	83	87	6/3
Boomerang Hunt Dodge	4 D4	64	50/50	3/2
		44		
Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	3	3
L. Leg	05-08	04-06	3	3
Abdomen	09-11	07-10	3	3
Chest	12	11-15	3	4
R. Arm	13-15	16-17	4/3	2
L. Arm	16-18	18-19	4	2
Head	19-20	20	7	3
Spell	Type	%	MP	SR
Silence	(Spirit)	64	2	6
Range	(Sorcery)	71	1	5
Extinguish	(Sorcery)	69	1	5

ST: 16	SR(DE/SI): 3/3	Dwarf (m)	6	
CO: 13	Mov.: 3	(gutless)		
SI: 5	HP: 9	Equipment		
IN: 12	MP: 11	Spell matrix (animism)		
MA: 11		Coins and treasures for 2300 Pennies		
DE: 12	EP: 29/16			
AP: 8				
Weapon	Phase Damage	A%	P%	AP
Hit	9 D3	54		
Kick	9 D6	40		
Head	9 D4	33		
Sai	8 D6	64	65	10
Repeater Dodge	3/9 D6+2	100	60/170	6
		29		
Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	6	3
L. Leg	05-08	04-06	6	3
Abdomen	09-11	07-10	5	3
Chest	12	11-15	1	4
R. Arm	13-15	16-17	8	2
L. Arm	16-18	18-19	8	2
Head	19-20	20	2	3
Spell	Type	%	MP	SR

ST: 9	SR(DE/SI): 1/3	Orc (m)	7	
CO: 13	Mov.: 3	(confused)		
SI: 8	HP: 11/7	Equipment		
IN: 11	MP: 12	Spell matrix (divine)		
MA: 12		Coins and treasures for 6800 Pennies		
DE: 21	EP: 22/9			
AP: 3				
Weapon	Phase Damage	A%	P%	AP
Hit	7 D3	117		
Kick	7 D6	96		
Head	7 D4	83		
Heavy Mace 1H	6 D10	80	81	10/6
Self Bow Dodge	1/5 D6+1	29	90/120	5/4
		77		
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	7	4/2
Chest	12	11-15	1	4
R. Arm	13-15	16-17	1	3
L. Arm	16-18	18-19	1	3/2
Head	19-20	20	11	4/3
Spell	Type	%	MP	SR