

ST: 24 CO: 14 SI: 17 IN: 12 MA: 18 DE: 5 AP: 13	SR(DE/SI): 4/1 Mov.: 3 HP: 16/15 MP: 18 EP: 38/21	Ogre (m) (morally) 1 Equipment nichts Coins and treasures for 1920 Pennies
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Weapon	Phase	Damage	A%	P%	AP
Hit	8	D3+2D6	98		
Kick	8	D6+2D6	77		
Head	8	D4+2D6	60		
Grain 1H	7	D6+2D6	56	46	6/5
Round Shield	8	D6+2D6	49	42	12
Kite Shield	8	D6+2D6	60	55	16
Dodge			61		

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

Spell	Type	%	MP	SR

ST: 10 CO: 7 SI: 11 IN: 17 MA: 14 DE: 10 AP: 7	SR(DE/SI): 3/2 Mov.: 3 HP: 9 MP: 14/10 EP: 17/0	Orc (m) (peaceloving) 2 Equipment Magic point matrix (12+2D6) Coins and treasures for 3800 Pennies
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Weapon	Phase	Damage	A%	P%	AP
Hit	8	D3	69		
Kick	8	D6	55		
Head	8	D4	40		
Hatchet	7	D6+1	112	104	6/5
Work Maul 2H	7	2D6+2	108	97	12/11
Heater Shield	8	D6	112	104	12
Dodge			42		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	2	3
L. Leg	05-08	04-06	2	3
Abdomen	09-11	07-10	1	3
Chest	12	11-15	6	4
R. Arm	13-15	16-17	6	2
L. Arm	16-18	18-19	6/5	2
Head	19-20	20	7/4	3

Spell	Type	%	MP	SR

ST: 8 CO: 18 SI: 6 IN: 13 MA: 10 DE: 7 AP: 17	SR(DE/SI): 4/3 Mov.: 3 HP: 12/11 MP: 10 EP: 26/13	Dwarf (m) (mean and nasty) 3 Equipment nichts Coins and treasures for 5640 Pennies
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Weapon	Phase	Damage	A%	P%	AP
Hit	10	D3	32		
Kick	10	D6	21		
Head	10	D4	16		
Crossbow M.	4*	2D4+2	83	50/270	8
Thr. Dart	4	D6	51	20/30	4/3
Dodge			11		

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	8	4
Chest	12	11-15	1	5/4
R. Arm	13-15	16-17	8	3
L. Arm	16-18	18-19	8	3
Head	19-20	20	5/4	4

Spell	Type	%	MP	SR

ST: 22 CO: 10 SI: 19 IN: 12 MA: 15 DE: 14 AP: 13	SR(DE/SI): 3/1 Mov.: 3 HP: 15 MP: 15 EP: 32/12/-4	Dark Troll (m) (drunken) 4 Equipment Magic point matrix (12+2D6) Coins and treasures for 2820 Pennies
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Weapon	Phase	Damage	A%	P%	AP
Hit	7	D3+2D6	97		
Kick	7	D6+2D6	82		
Head	7	D4+2D6	70		
Self Bow	3/9	D6+1	43	90/120	5/4
Sling	3/9	D8	39	100/100	0
Dodge			64		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	4/3	5
L. Leg	05-08	04-06	4	5
Abdomen	09-11	07-10	5/3	5
Chest	12	11-15	9/6	6
R. Arm	13-15	16-17	8	4
L. Arm	16-18	18-19	8	4
Head	19-20	20	2	5

Spell	Type	%	MP	SR

ST: 8 CO: 19 SI: 3 IN: 15 MA: 15 DE: 18 AP: 10	SR(DE/SI): 2/3 Mov.: 3 HP: 11/8 MP: 15 EP: 27/17	Halfling (w) (stoned) 5 Equipment Calderyn (week's ration) Coins and treasures for 4830 Pennies
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Weapon	Phase	Damage	A%	P%	AP
Hit	8	D3-D4	88		
Kick	8	D6-D4	73		
Head	8	D4-D4	57		
Stonebow	2*	D6+2	117	30/200	6
Composite Bow	2/7	D8+1	87	120/225	7/6
Dodge			54		

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	6/5	4
Chest	12	11-15	1	4/2
R. Arm	13-15	16-17	5	3
L. Arm	16-18	18-19	5	3/2
Head	19-20	20	1	4

Spell	Type	%	MP	SR

ST: 11 CO: 14 SI: 14 IN: 10 MA: 15 DE: 13 AP: 10	SR(DE/SI): 3/2 Mov.: 3 HP: 14/11 MP: 15 EP: 25/15	Human (m) (choleric) 6 Equipment nichts Coins and treasures for 2700 Pennies
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Weapon	Phase	Damage	A%	P%	AP
Hit	8	D3+D4	104		
Kick	8	D6+D4	84		
Head	8	D4+D4	66		
Long Bow	3/9	D8+1	53	90/275	6
Self Bow	3/9	D6+1	44	90/120	5/3
Dodge			63		

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

Spell	Type	%	MP	SR

ST: 15 CO: 14 SI: 8 IN: 10 MA: 16 DE: 9 AP: 5	SR(DE/SI): 4/3 Mov.: 3 HP: 11/8 MP: 16 EP: 29/17	Human (w) (peaceloving) 7 Equipment Magic point matrix (3+D6) Coins and treasures for 5200 Pennies
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Weapon	Phase	Damage	A%	P%	AP
Hit	10	D3	98		
Kick	10	D6	77		
Head	10	D4	72		
Great Hammer 2H	8	2D6+2	70	73	10
Pole Lasso	4*	-	14	3/3	4
Dodge			64		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	3	4
L. Leg	05-08	04-06	3	4
Abdomen	09-11	07-10	1	4
Chest	12	11-15	3	4
R. Arm	13-15	16-17	7	3/2
L. Arm	16-18	18-19	7/6	3
Head	19-20	20	1	4/2

Spell	Type	%	MP	SR

ST: 14 CO: 12 SI: 19 IN: 9 MA: 16 DE: 7 AP: 17	SR(DE/SI): 4/1 Mov.: 3 HP: 16/14 MP: 16/12 EP: 26/14/8	Dark Troll (w) (happy) 8 Equipment Magic point matrix (12+2D6) Coins and treasures for 480 Pennies
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Weapon	Phase	Damage	A%	P%	AP
Hit	8	D3+D6	54		
Kick	8	D6+D6	39		
Head	8	D4+D6	32		
Dodge			26		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	2	5
L. Leg	05-08	04-06	2	5
Abdomen	09-11	07-10	3	5
Chest	12	11-15	1	6
R. Arm	13-15	16-17	6/5	4
L. Arm	16-18	18-19	6/5	4/3
Head	19-20	20	10	5/4

Spell	Type	%	MP	SR
Extinguish	(Spirit)	84	2	6
Treat Wounds	(Sorcery)	56	1	5
Detect	(Sorcery)	55	1	5

ST: 19 CO: 13 SI: 26 IN: 3 MA: 7 DE: 5 AP: 3	SR(DE/SI): 4/0 Mov.: 3 HP: 20 MP: 7/3 EP: 32/20	Cave Troll (w) (choleric) 9 Equipment Magic point matrix (12+2D6) Coins and treasures for 1980 Pennies
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Weapon	Phase	Damage	A%	P%	AP
Hit	7	D3+2D6	27		
Kick	7	D6+2D6	16		
Head	7	D4+2D6	9		
Broadsword 1H	6	D8+1+2D6	7	-3	10
Self Bow	4	D6+1	1	90/120	5
Dodge			5		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	2	7
L. Leg	05-08	04-06	2	7
Abdomen	09-11	07-10	7	7
Chest	12	11-15	4	8
R. Arm	13-15	16-17	1	5
L. Arm	16-18	18-19	1	5
Head	19-20	20	1	7

Spell	Type	%	MP	SR