

PRE-GENERATED CHARACTERS

#	CLASS & LEVEL	ABILITIES	EQUIPMENT & NOTES
1	Cleric 1	Str 13, Dex 10, Con 12, Int 10, Wis 15, Cha 12	Adventurer's kit, mace, plate mail, shield, holy symbol, signet ring (worth 10 GP), pouch with 5 GP. Total Enc 861.
2	Cleric 1	Str 11, Dex 16, Con 9, Int 9, Wis 17, Cha 10	Adventurer's kit, staff, leather armor, holy symbol, pouch with 15 gp. Total Enc 471.
3	Cleric 1	Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 10	Adventurer's kit, war hammer, chain mail, shield, holy symbol, vial of holy water, pouch with 5 GP. Total Enc 782.
4	Fighter 1	Str 17, Dex 10, Con 12, Int 14, Wis 9, Cha 10	Adventurer's kit, 15-ft whip, spear, leather armor, shield, pouch with 7 GP. Total Enc 680.
5	Fighter 1	Str 13, Dex 17, Con 12, Int 11, Wis 10, Cha 9	Adventurer's kit, normal sword, short bow and quiver with 20 arrows, leather armor, pouch with 5 GP. Total Enc 515.
6	Fighter 1	Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 12	Adventurer's kit, short sword, halberd, chain mail, shield, pouch with 11 GP. Total Enc 910.
7	Fighter 1	Str 13, Dex 14, Con 13, Int 9, Wis 13, Cha 10	Adventurer's kit, bastard sword, bola, chain mail, shield, pouch with 15 GP. Total Enc 815.
8	Magic-User 1	Str 9, Dex 13, Con 12, Int 16, Wis 9, Cha 13	Adventurer's kit, normal dagger, silver dagger, pouch with 42 GP. Total Enc 250 (450 w/ spell book). Spell book: (1st) <i>detect magic</i> , <i>read magic</i> .
9	Magic-User 1	Str 13, Dex 9, Con 12, Int 15, Wis 12, Cha 11	Adventurer's kit, staff, normal dagger, riding horse, pouch with 22 GP. Total Enc 280 (480 w/ spell book). Spell book: (1st) <i>charm person</i> , <i>read magic</i> .
10	Thief 1	Str 13, Dex 18, Con 11, Int 10, Wis 8, Cha 12	Adventurer's kit, normal dagger, short bow and quiver with 20 arrows, thieves' tools, pouch with 8 GP. Total Enc 475. Thief Skills: OL 15, FT 10, RT 10, CW 87, MS 20, HS 10, PP 20, HN 30.
11	Thief 1	Str 14, Dex 16, Con 13, Int 11, Wis 10, Cha 8	Adventurer's kit, normal dagger, 2-ft blowgun, thieves' tools, pouch with 11 GP. Total Enc 256. Thief Skills: OL 15, FT 10, RT 10, CW 87, MS 20, HS 10, PP 20, HN 30.
12	Thief 1	Str 11, Dex 15, Con 10, Int 15, Wis 10, Cha 11	Adventurer's kit, normal dagger, normal sword, thieves' tools, pouch with 7 GP. Total Enc 310. Thief Skills: OL 15, FT 10, RT 10, CW 87, MS 20, HS 10, PP 20, HN 30.
13	Dwarf 1	Str 15, Dex 11, Con 14, Int 10, Wis 13, Cha 9	Adventurer's kit, hand axe, shield, pouch with 11 GP. Total Enc 360.
14	Dwarf 1	Str 13, Dex 14, Con 12, Int 14, Wis 8, Cha 11	Adventurer's kit, hand axe, throwing hammer, plate mail, shield, two turquoise gems (worth 10 GP each), pouch with 7 GP. Total Enc 885.
15	Elf 1	Str 8, Dex 16, Con 13, Int 15, Wis 10, Cha 10	Adventurer's kit, normal dagger, normal sword, short bow and quiver with 20 arrows, leather armor, shield, silver bracelet (worth 15 GP), pouch with 7 GP. Total Enc 635 (835 w/ spell book). Spell book: (1st) <i>magic missile</i> , <i>read magic</i> .
16	Elf 1	Str 16, Dex 10, Con 11, Int 14, Wis 11, Cha 10	Adventurer's kit, normal dagger, normal sword, shield, pouch with 12 GP. Total Enc 400 (600 w/ spell book). Spell book: (1st) <i>protection from evil</i> , <i>read magic</i> .
17	Halfling 1	Str 10, Dex 16, Con 10, Int 10, Wis 11, Cha 15	Adventurer's kit, long cloak, club, normal dagger, leather armor, gold ring (worth 30 GP), pouch with 8 GP. Total Enc 505.
18	Halfling 1	Str 15, Dex 10, Con 10, Int 11, Wis 11, Cha 15	Adventurer's kit, bag w/ 10 throwing rocks, war hammer, leather armor, shield, pouch with 9 GP. Total Enc 590.
19	Halfling 1	Str 10, Dex 13, Con 16, Int 8, Wis 12, Cha 13	Adventurer's kit, bag w/ 10 throwing rocks, 5-ft net, javelin, leather armor, pouch with 20 GP. Total Enc 485.
20	Halfling 1	Str 15, Dex 16, Con 10, Int 10, Wis 10, Cha 11	Adventurer's kit, javelin, short sword, plate mail, shield, pony, rich cloak (worth 10 GP), standard (worth 2 GP), pouch with 10 GP. Total Enc 880.

Equipment Notes

Adventurer's Kit (cost 45 GP, Total Enc 230, detailed in parentheses): Backpack (20), clothes (middle-class, including shoes) (28), coin pouch (2), lantern (30) and two flasks of oil (10 each, total 20), one pack of iron rations (one week worth of food, 70), 50' of rope (50), tinderbox (5), waterskin (5). Note: A filled waterskin has Enc 30 (and increases all listed Enc numbers by 25).

Quiver with 20 arrows or 30 quarrels (cost 10 GP for arrows or 15 GP for quarrels, Enc 15 for both)