WAIFS OF THE BOREAS
82944 Premade Starting Characters for Astonishing Swordsmen and Sorcerers of Hyperborea™

By Ben Ball

With Thanks to Colin Chapman And the Proprietor of Zenopus Archives For the Random Tables Used to Create This Document
# TABLE OF CONTENTS

How to Use .............................................. 3  
Examples ............................................. 4  
Common Race Kits ................................. 5  
Amazon Race Kits ................................. 7  
Atlantean Race Kits ............................... 9  
Esquimaux Race Kits ............................. 11  
Hyperborean Race Kits ......................... 13  
Ixian Race Kits ..................................... 15  
Keltic Race Kits .................................... 17  
Kimmerian Race Kits .............................. 19  
Kimmeri-Keltic Race Kits ....................... 21  
Pictish Race Kits .................................... 23  
Half-Blood Pictish Race Kits ................. 25  
Viking Race Kits ..................................... 27  
Fighter Class Kits ................................... 29  
Magician Class Kits ............................... 31  
Cleric Class Kits .................................... 33  
Thief Class Kits ...................................... 35  
Barbarian Class Kits .............................. 37  
Berserker Class Kits .............................. 39  
Cataphract Class Kits ............................. 41  
Paladin Class Kits ................................... 43  
Ranger Class Kits ................................... 45  
Warlock Class Kits .................................. 47  
Cryomancer Class Kits ......................... 49  
Illusionist Class Kits ............................. 51  
Necromancer Class Kits ......................... 53  
Pyromancer Class Kits ........................... 55  
Witch Class Kits ..................................... 57  
Druid Class Kits .................................... 59  
Monk Class Kits ..................................... 61  
Priest Class Kits ..................................... 63  
Shaman Class Kits ................................... 65  
Assassin Class Kits ............................... 67  
Bard Class Kits ....................................... 69  
Legerdemainist Class Kits ..................... 71  
Purloiner Class Kits ............................... 73  
Scout Class Kits ..................................... 75
HOW TO USE

This document contains 288 race kits (comprising name, race, gender, physical description, languages, and secondary skill) and 288 class kits (comprising class, game statistics, adjustments to height and weight, additional languages, possible alignments, and gear) which can be combined to form complete, ready-to-play starting player characters for *Astonishing Swordsmen and Sorcerers of Hyperborea™*. Any race kit can be combined with any class kit, yielding a possible 82,944 unique characters (even more if different alignments are considered). To use this document, simply select one race kit and one class kit, modify the height and weight in the race kit by the percentage given in the class kit, choose any additional languages noted in the class kit, and select an alignment from the possibilities listed in the class kit. The new PC is now ready to play.

Random Characters: This document is designed to make it easy to quickly create random PCs and NPCs with a series of d12 rolls. First roll d12 to determine gender: 1-6 is female and 7-12 is male. Then roll d12 on the Race Table (below) to determine the race of the character. Finally, roll d12 to select a specific race kit from those listed for that race and gender.

Once the race kit is selected, roll d12 to determine which table to use to determine class: 1-6 is the Civilized Table (below) and 7-12 is the Barbaric Table (below). In lieu of making this roll, class selection can optionally be influenced by the nature of the character’s race, e.g., Kimmerians would use the Barbaric Table and Ixians would use the Civilized Table. Roll d12 on the appropriate table to determine the class of the character. Finally, roll d12 to select a specific class kit from those listed for that class.

Once the race and class kits are selected, modify the height and weight given in the race kit by the amount specified in the class kit. Roll d12 on the Language Table (below) to determine each additional language noted in the class kit, rerolling duplicate results if necessary. Finally, if more than one possible alignment is given, roll d2, d3, d4, or d5 as appropriate to determine the exact alignment of the character. The random PC or NPC is now ready for use.

<table>
<thead>
<tr>
<th>d12</th>
<th>RACE TABLE</th>
<th>CIVILIZED TABLE</th>
<th>BARBARIC TABLE</th>
<th>LANGUAGE TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Common</td>
<td>Fighter</td>
<td>Barbarian</td>
<td>Esquimaux (Coastal)</td>
</tr>
<tr>
<td>02</td>
<td>Amazon</td>
<td>Magician</td>
<td>Berserker</td>
<td>Esquimaux (Tundra)</td>
</tr>
<tr>
<td>03</td>
<td>Atlantean</td>
<td>Cleric</td>
<td>Cataphract</td>
<td>Hellenic (Amazoth)</td>
</tr>
<tr>
<td>04</td>
<td>Esquimaux</td>
<td>Thief</td>
<td>Ranger</td>
<td>Hellenic (Atlantean)</td>
</tr>
<tr>
<td>05</td>
<td>Hyperborean</td>
<td>Paladin</td>
<td>Illusionist</td>
<td>Hellenic (Hyperboran)</td>
</tr>
<tr>
<td>06</td>
<td>Ixian</td>
<td>Warlock</td>
<td>Pyromancer</td>
<td>Hellenic (Kimmerian)</td>
</tr>
<tr>
<td>07</td>
<td>Keltic</td>
<td>Cryomancer*</td>
<td>Witch</td>
<td>Keltic (Goidellic)</td>
</tr>
<tr>
<td>08</td>
<td>Kimmerian</td>
<td>Necromancer</td>
<td>Druid</td>
<td>Keltic (Pictish)</td>
</tr>
<tr>
<td>09</td>
<td>Kimmeri-Keltic</td>
<td>Priest</td>
<td>Monk</td>
<td>Old Norse</td>
</tr>
<tr>
<td>10</td>
<td>Pictish</td>
<td>Assassin</td>
<td>Shaman</td>
<td>Thracian (Ixian)</td>
</tr>
<tr>
<td>11</td>
<td>Half-Blood Pictish</td>
<td>Legerdemainist</td>
<td>Bard</td>
<td>Thracian (Kimmerian)</td>
</tr>
<tr>
<td>12</td>
<td>Viking</td>
<td>Purloiner*</td>
<td>Scout</td>
<td>Roll again</td>
</tr>
</tbody>
</table>

* Reroll if information for this class is not available.
EXAMPLES

Example One: Player #1 decides to make a female Kimmerian barbarian. She chooses the Kimmerian Female 7 race kit and the Barbarian 7 class kit. The weight listed in the race kit is 155 lbs., but this is increased by 20% (to 187 lbs.) as noted in the class kit. Height is unaffected because the character is not a Hyperborean. The character knows no additional languages. Player #1 chooses a Chaotic Good alignment, and the character is ready to play.

Euphemia the Veiled, Female Plains Kimmerian Barbarian
5’ 5”, 187 lbs., dark grey eyes, black hair, 18 yrs. old
Str 18 Dex 18 Con 15 Int 8 Wis 9 Cha 12 AC 3 HP 10
Alignment: Chaotic Good
Languages: Common, Hellenic (Kimmerian)
Secondary Skill: Miner
Weapon Mastery: Bastard sword
Distinguishing Features: Broad build, ruddy complexion
Gear: Shield (large), studded armour, bastard sword, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), grappling hook, pry bar, hammer (small), iron spikes (×12), wire (100-ft. spool), steel mirror, 5 gp (73 lbs.)

Example Two: Player #2 decides to make an entirely random character. He rolls d12 for gender and gets a ‘6’, so the character is female. Player #2 rolls d12 on the Race Table and gets a ‘12’, so the character is a Viking. He turns to page 27 and rolls d12 to finds the specific Viking Female race kit – Viking Female 8. Player #2 then needs to determine which class kit to use. Since Ullgerdr Stigsdóttir is a Viking, the player could simply choose to use the Barbaric Table, but he elects to roll randomly. A d12 result of ‘9’ means that the class will in fact be determined using the Barbaric Table, and a d12 roll of ‘3’ on that table means the character is a Cataphract. Player #2 turns to page 41 and rolls d12, the result being that he will use the Cataphract 7 class kit. The class kit lists no adjustment to height and weight, and the character knows no additional languages. There are five possible alignments, so Player #2 rolls d5 and gets a ‘5’ – Neutral. The character is now ready to play.

Ullgerdr Stigsdóttir, Female Viking Cataphract
5’ 8”, 154 lbs., light blue eyes, light red hair, 19 yrs. old
Str 17 Dex 11 Con 11 Int 8 Wis 10 Cha 13 AC 6 HP 5
Alignment: Neutral
Languages: Common, Old Norse
Secondary Skill: Bookbinder
Weapon Mastery: Lance, short bow
Distinguishing Features: Full lips
Gear: Studded armour, lance, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (56 ½ lbs.)
<table>
<thead>
<tr>
<th>COMMON FEMALE RACE KITS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Common Female 1</strong></td>
</tr>
<tr>
<td>Zarconia Villos</td>
</tr>
<tr>
<td>5’ 6”, 137 lbs., light green eyes, medium auburn hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Swordsmith</td>
</tr>
<tr>
<td><strong>Common Female 7</strong></td>
</tr>
<tr>
<td>Venxanna Vaitose</td>
</tr>
<tr>
<td>5’ 3”, 143 lbs., light brown eyes, medium brown hair, 16 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Labourer</td>
</tr>
<tr>
<td><strong>Common Female 2</strong></td>
</tr>
<tr>
<td>Venvorra Rhultose</td>
</tr>
<tr>
<td>5’ 1”, 142 lbs., dark brown eyes, dark red hair, 16 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Miner</td>
</tr>
<tr>
<td><strong>Common Female 8</strong></td>
</tr>
<tr>
<td>Vallia Daitos</td>
</tr>
<tr>
<td>5’ 10”, 144 lbs., dark grey eyes, medium brown hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Potter</td>
</tr>
<tr>
<td><strong>Common Female 3</strong></td>
</tr>
<tr>
<td>Caia Daitorros</td>
</tr>
<tr>
<td>5’ 10”, 148 lbs., dark blue eyes, medium brown hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Barber</td>
</tr>
<tr>
<td><strong>Common Female 9</strong></td>
</tr>
<tr>
<td>Vunnesta Yannos</td>
</tr>
<tr>
<td>5’ 6”, 141 lbs., light brown eyes, light blond hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Jailer</td>
</tr>
<tr>
<td><strong>Common Female 4</strong></td>
</tr>
<tr>
<td>Vunnesta Qultos</td>
</tr>
<tr>
<td>5’ 4”, 148 lbs., dark blue eyes, medium brown hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Cooper</td>
</tr>
<tr>
<td><strong>Common Female 10</strong></td>
</tr>
<tr>
<td>Qulla Xulsammos</td>
</tr>
<tr>
<td>5’ 4”, 143 lbs., light brown eyes, dark brown hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Miller</td>
</tr>
<tr>
<td><strong>Common Female 5</strong></td>
</tr>
<tr>
<td>Paivunna Garrentose</td>
</tr>
<tr>
<td>5’ 5”, 144 lbs., light brown eyes, medium brown hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Scribe</td>
</tr>
<tr>
<td><strong>Common Female 11</strong></td>
</tr>
<tr>
<td>Velvallia Ventose</td>
</tr>
<tr>
<td>5’ 1”, 147 lbs., dark hazel eyes, black hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Engineer</td>
</tr>
<tr>
<td><strong>Common Female 6</strong></td>
</tr>
<tr>
<td>Cairia Denvairos</td>
</tr>
<tr>
<td>5’ 1”, 148 lbs., dark brown eyes, medium blond hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Potter</td>
</tr>
<tr>
<td><strong>Common Female 12</strong></td>
</tr>
<tr>
<td>Gannesta Xillos</td>
</tr>
<tr>
<td>5’ 6”, 132 lbs., dark grey eyes, black hair, 16 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Farmer</td>
</tr>
</tbody>
</table>
# COMMON MALE RACE KITS

<table>
<thead>
<tr>
<th>Common Male 1</th>
<th>Common Male 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Xell Naintose</td>
<td>Quill Zilsartose</td>
</tr>
<tr>
<td>5’ 10”, 173 lbs., light brown eyes and hair, 16 yrs. old</td>
<td>5’ 5”, 179 lbs., dark blue eyes, light brown hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Cooper</td>
<td>Secondary Skill: Roper</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Common Male 2</th>
<th>Common Male 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nalmorr Rennos</td>
<td>Cairall Dendunnos</td>
</tr>
<tr>
<td>5’ 11”, 174 lbs., dark brown eyes, light brown hair, 16 yrs. old</td>
<td>5’10”, 174 lbs., dark blue eyes, black hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Tanner</td>
<td>Secondary Skill: Teamster</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Common Male 3</th>
<th>Common Male 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Xaitann Ventos</td>
<td>Fenn Vondaltos</td>
</tr>
<tr>
<td>5’ 10”, 171 lbs., dark grey eyes, dark brown hair, 16 yrs. old</td>
<td>5’8”, 177 lbs., dark brown eyes, light blond hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Glassblower</td>
<td>Secondary Skill: Scrivener</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Common Male 4</th>
<th>Common Male 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kamm Darcairtos</td>
<td>Darr Rammos</td>
</tr>
<tr>
<td>5’10”, 169 lbs., dark blue eyes, medium red hair, 16 yrs. old</td>
<td>5’ 8”, 167 lbs., light grey eyes, light brown hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Sailor</td>
<td>Secondary Skill: Fuller</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Common Male 5</th>
<th>Common Male 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rhuulpenn Zalrhentose</td>
<td>Dall Ramzarros</td>
</tr>
<tr>
<td>5’ 10”, 168 lbs., dark blue eyes, white hair, 19 yrs. old</td>
<td>5’ 7”, 175 lbs., dark grey eyes, light brown hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Innkeeper</td>
<td>Secondary Skill: Weaponsmith</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Common Male 6</th>
<th>Common Male 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parr Zallos</td>
<td>Narfell Zulvaitose</td>
</tr>
<tr>
<td>6’ 1”, 167 lbs., dark grey eyes, dark blond hair, 16 yrs. old</td>
<td>5’10”, 175 lbs., light green eyes, black hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common</td>
<td>Languages: Common</td>
</tr>
<tr>
<td>Secondary Skill: Scrivener</td>
<td>Secondary Skill: Riverman</td>
</tr>
</tbody>
</table>
AMAZON FEMALE RACE KITS

Amazon Female 1
Xanthippe Theodosidoros
5' 10", 158 lbs., dark blue eyes, dark auburn hair, 18 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Stevedore

Amazon Female 2
Adrasteia Ambrosidoros
5' 7", 154 lbs., light blue eyes, dark auburn hair, 18 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Mortician

Amazon Female 3
Alexandra Kleiodoros
5' 7", 169 lbs., dark blue eyes, medium brown hair, 17 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Hunter

Amazon Female 4
Alekto Agauedoros
6' 3", 164 lbs., dark hazel eyes, dark auburn hair, 17 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Bowyer

Amazon Female 5
Zenais Demetridoros
6' 2", 166 lbs., dark hazel eyes, medium brown hair, 19 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Navigator

Amazon Female 6
Aristomache Theodoradoros
6' 1", 168 lbs., dark hazel eyes, dark auburn hair, 19 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Sailor

Amazon Female 7
Andromeda Athanasidoros
5' 11", 163 lbs., dark blue eyes, black hair, 19 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Turnkey

Amazon Female 8
Eudoxia Ptolemaisdoros
5' 10", 160 lbs., light blue eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Gemcutter

Amazon Female 9
Aglaia Theodoradoros
5' 8", 160 lbs., light hazel eyes, dark auburn hair, 16 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Blacksmith

Amazon Female 10
Xanthippe Photinedoros
5' 11", 158 lbs., light hazel eyes, dark brown hair, 17 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Pack handler

Amazon Female 11
Aella Gaianedoros
5' 7", 156 lbs., dark hazel eyes, medium brown hair, 18 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Mortician

Amazon Female 12
Athanais Sostratedoros
6' 1", 160 lbs., dark blue eyes, dark auburn hair, 17 yrs. old
Languages: Common, Hellenic (Amazon)
Secondary Skill: Mason
## AMAZON MALE RACE KITS

**Amazon Male 1**  
Polykarpos Alkippedoros  
5’7”, 146 lbs., light hazel eyes, black hair, 17 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Engineer

**Amazon Male 2**  
Simonides Eutropidoros  
5’4”, 140 lbs., dark hazel eyes, dark brown hair, 19 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Navigator

**Amazon Male 3**  
Hyakinthos Pelagidoros  
5’4”, 140 lbs., light blue eyes, dark brown hair, 17 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Barkeeper

**Amazon Male 4**  
Antipatros Iphigeneidoros  
5’4”, 137 lbs., light blue eyes, medium auburn hair, 16 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Navigator

**Amazon Male 5**  
Phoibos Zosimedoros  
5’5”, 142 lbs., dark blue eyes, black hair, 16 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Roper

**Amazon Male 6**  
Hesperos Artemisidoros  
5’5”, 141 lbs., light hazel eyes, light auburn hair, 19 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Miller

**Amazon Male 7**  
Lysandros Xanthedoros  
5’6”, 141 lbs., light hazel eyes, dark auburn hair, 17 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Jeweller

**Amazon Male 8**  
Hilarion Sophidoros  
5’8”, 141 lbs., dark hazel eyes, medium brown hair, 17 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Musician

**Amazon Male 9**  
Aristophanes Demetridoros  
5’2”, 145 lbs., dark blue eyes, dark auburn hair, 16 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Mercenary

**Amazon Male 10**  
Thales Agathedoros  
5’1”, 143 lbs., dark blue eyes, medium brown hair, 16 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Minstrel

**Amazon Male 11**  
Antigonos Pherenikedoros  
5’4”, 142 lbs., light blue eyes, medium auburn hair, 18 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Cobbler

**Amazon Male 12**  
Hilarion Demostratedoros  
5’3”, 146 lbs., light blue eyes, dark auburn hair, 17 yrs. old  
Languages: Common, Hellenic *(Amazon)*  
Secondary Skill: Teamster
ATLANTEAN FEMALE RACE KITS

**Atlantean Female 1**
Elpis Kymopoleia
5’ 8”, 142 lbs., light yellow eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Locksmith

**Atlantean Female 2**
Ambrosia Nereos
5’ 2”, 139 lbs., light grey eyes, light blond hair, 17 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Fuller

**Atlantean Female 3**
Hypatia Amphitrite
5’ 11”, 134 lbs., light grey eyes, medium blond hair, 17 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Logger

**Atlantean Female 4**
Eudokia Nereos
5’ 8”, 143 lbs., light yellow eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Waterman

**Atlantean Female 5**
Ptolemais Triton
5’ 3”, 140 lbs., dark yellow eyes, medium blond hair, 17 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Swordsmith

**Atlantean Female 6**
Demostrate Nereos
5’ 3”, 133 lbs., light grey eyes, medium blond hair, 16 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Musician

**Atlantean Female 7**
Ptolemais Triton
5’ 4”, 139 lbs., dark yellow eyes, black hair, 16 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Metalsmith

**Atlantean Female 8**
Xanthe Poseidon
5’ 5”, 144 lbs., light grey eyes, medium blond hair, 16 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Innkeeper

**Atlantean Female 9**
Kallistrate Amphitrite
5’ 3”, 142 lbs., light grey eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Gemcutter

**Atlantean Female 10**
Agape Amphitrite
5’ 9”, 136 lbs., light grey eyes, medium blond hair, 16 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Butcher

**Atlantean Female 11**
Kallistrate Eurybia
5’ 10”, 140 lbs., light grey eyes, light blond hair, 19 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Tinker

**Atlantean Female 12**
Sostrate Pontos
5’ 2”, 137 lbs., dark yellow eyes, light blond hair, 19 yrs. old
Languages: Common, Hellenic (Atlantean)
Secondary Skill: Leatherworker
# ATLANTEAN MALE RACE KITS

<table>
<thead>
<tr>
<th>Atlantean Male 1</th>
<th>Atlantean Male 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Platon Amphitrite</td>
<td>Phoibos Glaukos</td>
</tr>
<tr>
<td>5’ 11”, 171 lbs., dark yellow eyes, medium blond hair, 18 yrs. old</td>
<td>5’ 8”, 167 lbs., light yellow eyes, black hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Atlantean Male 2</th>
<th>Atlantean Male 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lysimachos Triton</td>
<td>Pankratios Eurybia</td>
</tr>
<tr>
<td>6’ 2”, 168 lbs., light yellow eyes, light blond hair, 17 yrs. old</td>
<td>5’ 10”, 176 lbs., dark yellow eyes, black hair, 16 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Boatwright</td>
<td>Secondary Skill: Linkboy</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Atlantean Male 3</th>
<th>Atlantean Male 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Platon Kymopoleia</td>
<td>Hesperos Okeanos</td>
</tr>
<tr>
<td>5’ 10”, 174 lbs., light grey eyes, medium blond hair, 16 yrs. old</td>
<td>5’ 10”, 169 lbs., light grey eyes, black hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Bowyer</td>
<td>Secondary Skill: Merchant</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Atlantean Male 4</th>
<th>Atlantean Male 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sophokles Pontos</td>
<td>Themistokles Pontos</td>
</tr>
<tr>
<td>6’ 2”, 170 lbs., light grey eyes, medium blond hair, 18 yrs. old</td>
<td>5’ 6”, 176 lbs., light grey eyes, medium blond hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Carpenter</td>
<td>Secondary Skill: Glazier</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Atlantean Male 5</th>
<th>Atlantean Male 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phaidros Amphitrite</td>
<td>Tryphon Proteos</td>
</tr>
<tr>
<td>5’ 8”, 170 lbs., light yellow eyes, light blond hair, 17 yrs. old</td>
<td>5’ 11”, 179 lbs., light grey eyes, black hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Barkeeper</td>
<td>Secondary Skill: Baker</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Atlantean Male 6</th>
<th>Atlantean Male 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eusebios Triton</td>
<td>Heron Pontos</td>
</tr>
<tr>
<td>5’ 9”, 177 lbs., dark yellow eyes, medium blond hair, 17 yrs. old</td>
<td>6’ 2”, 172 lbs., dark yellow eyes, black hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
<td>Languages: Common, Hellenic (<em>Atlantean</em>)</td>
</tr>
</tbody>
</table>
# ESQUIMAUX FEMALE RACE KITS

<table>
<thead>
<tr>
<th>Esquimaux Female 1</th>
<th>Esquimaux Female 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assiminik</td>
<td>Maniitok</td>
</tr>
<tr>
<td>5’ 5”, 140 lbs., light brown eyes, black hair, 16 yrs. old</td>
<td>5’ 1”, 137 lbs., light brown eyes, black hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Esquimaux (<em>Coastal</em>)</td>
<td>Languages: Common, Esquimaux (<em>Coastal</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Charcoaler</td>
<td>Secondary Skill: Tailor</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Esquimaux Female 2</th>
<th>Esquimaux Female 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Akiak</td>
<td>Tungulria</td>
</tr>
<tr>
<td>4’ 11”, 144 lbs., dark brown eyes, medium brown hair, 18 yrs. old</td>
<td>5’ 3”, 137 lbs., dark hazel eyes, dark brown hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Esquimaux (<em>Coastal</em>)</td>
<td>Languages: Common, Esquimaux (<em>Coastal</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Armourer</td>
<td>Secondary Skill: Tinker</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Esquimaux Female 3</th>
<th>Esquimaux Female 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ningakpok</td>
<td>Sangilak</td>
</tr>
<tr>
<td>5’ 1”, 142 lbs., light brown eyes, black hair, 18 yrs. old</td>
<td>5’ 1”, 143 lbs., light brown eyes, black hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Esquimaux (<em>Tundra</em>)</td>
<td>Languages: Common, Esquimaux (<em>Coastal</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Locksmith</td>
<td>Secondary Skill: Turnkey</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Esquimaux Female 4</th>
<th>Esquimaux Female 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cikuq</td>
<td>Quiiq</td>
</tr>
<tr>
<td>5’ 3”, 142 lbs., light brown eyes, dark brown hair, 16 yrs. old</td>
<td>5’ 2”, 146 lbs., light amber eyes, dark brown hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Esquimaux (<em>Coastal</em>)</td>
<td>Languages: Common, Esquimaux (<em>Tundra</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Weaver</td>
<td>Secondary Skill: Mortician</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Esquimaux Female 5</th>
<th>Esquimaux Female 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tonrar</td>
<td>Issumatar</td>
</tr>
<tr>
<td>5’, 138 lbs., dark brown eyes, black hair, 18 yrs. old</td>
<td>5’ 1”, 141 lbs., light brown eyes, black hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Esquimaux (<em>Coastal</em>)</td>
<td>Languages: Common, Esquimaux (<em>Tundra</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Riverman</td>
<td>Secondary Skill: Guard</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Esquimaux Female 6</th>
<th>Esquimaux Female 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ulva</td>
<td>Maguyuk</td>
</tr>
<tr>
<td>5’ 5”, 137 lbs., dark hazel eyes, dark brown hair, 17 yrs. old</td>
<td>4’ 11”, 139 lbs., dark brown eyes, black hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Esquimaux (<em>Coastal</em>)</td>
<td>Languages: Common, Esquimaux (<em>Tundra</em>)</td>
</tr>
<tr>
<td>Secondary Skill: Gardener</td>
<td>Secondary Skill: Mortician</td>
</tr>
</tbody>
</table>
## Esquimaux Male Race Kits

<table>
<thead>
<tr>
<th>Name</th>
<th>Height</th>
<th>Weight</th>
<th>Eyes &amp; Hair</th>
<th>Age</th>
<th>Languages</th>
<th>Secondary Skill</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Esquimaux Male 1</strong></td>
<td>5’ 5”</td>
<td>167 lbs.</td>
<td>dark brown eyes and hair</td>
<td>17 yrs.</td>
<td>Common, Esquimaux (<em>Coastal</em>)</td>
<td>Roper</td>
</tr>
<tr>
<td>Tulugaq</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 2</strong></td>
<td>5’ 5”</td>
<td>165 lbs.</td>
<td>light brown eyes and hair</td>
<td>18 yrs.</td>
<td>Common, Esquimaux (<em>Tundra</em>)</td>
<td>Waterman</td>
</tr>
<tr>
<td>Assimunik</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 3</strong></td>
<td>5’ 2”</td>
<td>175 lbs.</td>
<td>dark hazel eyes, medium brown hair</td>
<td>16 yrs.</td>
<td>Common, Esquimaux (<em>Coastal</em>)</td>
<td>Watchman</td>
</tr>
<tr>
<td>Olikpok</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 4</strong></td>
<td>5’ 4”</td>
<td>172 lbs.</td>
<td>dark brown eyes and hair</td>
<td>18 yrs.</td>
<td>Common, Esquimaux (<em>Coastal</em>)</td>
<td>Herdsman</td>
</tr>
<tr>
<td>Arjalinerk</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 5</strong></td>
<td>5’ 5”</td>
<td>173 lbs.</td>
<td>dark hazel eyes, black hair</td>
<td>16 yrs.</td>
<td>Common, Esquimaux (<em>Coastal</em>)</td>
<td>Seaman</td>
</tr>
<tr>
<td>Arjalinerk</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 6</strong></td>
<td>5’ 9”</td>
<td>165 lbs.</td>
<td>dark brown eyes and hair</td>
<td>18 yrs.</td>
<td>Common, Esquimaux (<em>Tundra</em>)</td>
<td>Fisherman</td>
</tr>
<tr>
<td>Kussuyok</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 7</strong></td>
<td>5’ 7”</td>
<td>170 lbs.</td>
<td>light hazel eyes, black hair</td>
<td>18 yrs.</td>
<td>Common, Esquimaux (<em>Coastal</em>)</td>
<td>Cartwright</td>
</tr>
<tr>
<td>Aguta</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 8</strong></td>
<td>5’ 4”</td>
<td>169 lbs.</td>
<td>dark brown eyes, light brown hair</td>
<td>18 yrs.</td>
<td>Common, Esquimaux (<em>Tundra</em>)</td>
<td>Whaler</td>
</tr>
<tr>
<td>Sangilak</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 9</strong></td>
<td>5’ 7”</td>
<td>176 lbs.</td>
<td>dark brown eyes, black hair</td>
<td>19 yrs.</td>
<td>Common, Esquimaux (<em>Coastal</em>)</td>
<td>Pack handler</td>
</tr>
<tr>
<td>Tungulria</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 10</strong></td>
<td>5’ 7”</td>
<td>171 lbs.</td>
<td>light brown eyes, black hair</td>
<td>16 yrs.</td>
<td>Common, Esquimaux (<em>Coastal</em>)</td>
<td>Engineer</td>
</tr>
<tr>
<td>Aguta</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 11</strong></td>
<td>5’ 10”</td>
<td>171 lbs.</td>
<td>dark brown eyes, black hair</td>
<td>17 yrs.</td>
<td>Common, Esquimaux (<em>Tundra</em>)</td>
<td>Dyer</td>
</tr>
<tr>
<td>Siku</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Esquimaux Male 12</strong></td>
<td>5’ 3”</td>
<td>176 lbs.</td>
<td>dark brown eyes, black hair</td>
<td>19 yrs.</td>
<td>Common, Esquimaux (<em>Tundra</em>)</td>
<td>Soldier</td>
</tr>
<tr>
<td>Saomik</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
HYPERBOREAN FEMALE RACE KITS

Hyperborean Female 1
Shaviragol Vheez
6’ 7”, 154 lbs., light violet eyes, pale golden hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Skinner

Hyperborean Female 2
Shadarival Shoon
6’ 7”, 147 lbs., light violet eyes, rich golden hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Locksmith

Hyperborean Female 3
Shavarumur Vheez
6’ 6”, 151 lbs., dark violet eyes, pale golden hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Wheelwright

Hyperborean Female 4
Shamaluzur Shoon
6’ 3”, 151 lbs., light violet eyes, pale golden hair, 17 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Mortician

Hyperborean Female 5
Shazinokor Rhaan
6’ 6”, 153 lbs., light violet eyes, pale golden hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Stabler

Hyperborean Female 6
Shaxirozil Vheez
6’ 4”, 149 lbs., dark violet eyes, pale golden hair, 16 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Teamster

Hyperborean Female 7
Shazulugan Vheez
6’ 3”, 159 lbs., dark violet eyes, silvery white hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Labourer

Hyperborean Female 8
Shavilixir Kloon
6’ 6”, 151 lbs., light violet eyes, blue-black hair, 16 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Atilliator

Hyperborean Female 9
Shaxonodar Ghuul
6’ 6”, 153 lbs., light violet eyes, pale golden hair, 17 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Guard

Hyperborean Female 10
Shamalogol Slaan
6’ 5”, 152 lbs., light violet eyes, rich golden hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Roper

Hyperborean Female 11
Shazarokor Traal
6’ 6”, 150 lbs., light violet eyes, pale golden hair, 17 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Wire drawer

Hyperborean Female 12
Shavuromur Traal
6’ 4”, 155 lbs., light violet eyes, pale golden hair, 18 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Minstrel
Hyperborean Male
Zurakal Xhoon
6’ 10”, 202 lbs., dark violet eyes, pale golden hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Jeweller

Hyperborean Male 2
Konuvan Vheez
6’ 5”, 195 lbs., light violet eyes, rich golden hair, 16 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Atilliator

Hyperborean Male 3
Kuligol Slaan
6’ 11”, 206 lbs., light violet eyes, rich golden hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Miller

Hyperborean Male 4
Xulopol Ploon
6’ 11”, 200 lbs., light violet eyes, pale golden hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Farmer

Hyperborean Male 5
Vanuplo Traal
6’ 9”, 201 lbs., dark violet eyes, pale golden hair, 16 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Bookbinder

Hyperborean Male 6
Poluvur Slaan
6’ 6”, 203 lbs., dark violet eyes, pale golden hair, 16 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Miller

Hyperborean Male 7
Darixin Ploon
6’ 6”, 204 lbs., light violet eyes, pale golden hair, 18 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Wainwright

Hyperborean Male 8
Zarzol Ghuul
6’ 10”, 202 lbs., light violet eyes, pale golden hair, 19 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Weaver

Hyperborean Male 9
Gamavul Graax
6’ 9”, 192 lbs., dark violet eyes, rich golden hair, 16 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Atilliator

Hyperborean Male 10
Xarazun Phaaz
6’ 7”, 196 lbs., dark violet eyes, pale golden hair, 16 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Wire drawer

Hyperborean Male 11
Vuragan Zhaan
6’ 8”, 205 lbs., light violet eyes, rich golden hair, 16 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Navigator

Hyperborean Male 12
Zolazal Kloon
6’ 8”, 208 lbs., dark violet eyes, rich golden hair, 17 yrs. old
Languages: Common, Hellenic (Hyperborean)
Secondary Skill: Metalsmith
IXIAN FEMALE RACE KITS

**Ixian Female 1**
Mada thugatêrAroasios
6’, 144 lbs., emerald green eyes, black hair, 16 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Swordsmith

**Ixian Female 2**
Mada thugatêrRapakês
6’, 144 lbs., emerald green eyes, black hair, 17 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Miller

**Ixian Female 3**
Amagê thugatêrChodios
6’, 146 lbs., emerald green eyes, black hair, 18 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Wheelwright

**Ixian Female 4**
Tamura thugatêrOchôziakos
5’ 11”, 140 lbs., emerald green eyes, black hair, 19 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Mercenary

**Ixian Female 5**
Tirgataô thugatêrAspakos
6’, 147 lbs., emerald green eyes, black hair, 16 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Blacksmith

**Ixian Female 6**
Tirgataô thugatêrAsaros
5’ 11”, 135 lbs., emerald green eyes, black hair, 18 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Messenger

**Ixian Female 7**
Mada thugatêrChôdarzos
5’ 10”, 144 lbs., emerald green eyes, black hair, 16 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Clothier

**Ixian Female 8**
Arite thugatêrAspakos
5’ 8”, 140 lbs., emerald green eyes, black hair, 17 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Bookbinder

**Ixian Female 9**
Lemeiê thugatêrAspakos
5’ 9”, 137 lbs., emerald green eyes, black hair, 17 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Farmer

**Ixian Female 10**
Lemeiê thugatêrApsachos
6’ 1”, 146 lbs., emerald green eyes, black hair, 19 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Wheelwright

**Ixian Female 11**
Alda thugatêrOmrasmakos
5’ 6”, 146 lbs., emerald green eyes, black hair, 17 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Slater

**Ixian Female 12**
Tamura thugatêrIrganos
5’ 8”, 143 lbs., emerald green eyes, black hair, 17 yrs. old
Languages: Common, Thracian (Ixian)
Secondary Skill: Dyer
IXIAN MALE RACE KITS

**Ixian Male 1**
Rassogos Bagios  
6’ 1”, 170 lbs., black eyes and hair, 17 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Wire drawer

**Ixian Male 2**
Dandaxarthos Zabandos  
6’ 3”, 174 lbs., black eyes and hair, 17 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Atilliator

**Ixian Male 3**
Chôdonakos Iazadagos  
6’ 3”, 170 lbs., black eyes and hair, 16 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Stabler

**Ixian Male 4**
Choziakos Ouazbalos  
6’, 170 lbs., black eyes and hair, 19 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Fuller

**Ixian Male 5**
Boraspos Spadakos  
5’ 11”, 170 lbs., black eyes and hair, 17 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Miner

**Ixian Male 6**
Mourdagos Aurazakos  
6’, 167 lbs., black eyes and hair, 18 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Brewer

**Ixian Male 7**
Orsiomichos Spakos  
6’ 4”, 167 lbs., black eyes and hair, 19 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Cartwright

**Ixian Male 8**
Chodainos Sattiôn  
5’ 11”, 170 lbs., black eyes and hair, 19 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Navigator

**Ixian Male 9**
Ardaros Aspamitharês  
5’ 11”, 170 lbs., black eyes and hair, 19 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Engineer

**Ixian Male 10**
Mordos Medosaccos  
5’ 11”, 171 lbs., black eyes and hair, 16 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Shoemaker

**Ixian Male 11**
Irganos Sasas  
6’ 5”, 168 lbs., black eyes and hair, 18 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Monger

**Ixian Male 12**
Argamênos Gadikios  
6’, 175 lbs., black eyes and hair, 16 yrs. old  
Languages: Common, Thracian (Ixian)  
Secondary Skill: Riverman
Keltic Female Race Kits

Keltic Female 1
Meallá Inghean Brógán
5’ 7”, 143 lbs., light hazel eyes, medium auburn hair, 18 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Woodcutter

Keltic Female 2
Ealadha Inghean Onchú
5’ 8”, 143 lbs., dark blue eyes, medium red hair, 16 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Fletcher

Keltic Female 3
Muirín Inghean Morann
5’ 3”, 135 lbs., dark hazel eyes, light auburn hair, 17 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Animal trainer

Keltic Female 4
Ana Inghean Breacán
5’ 7”, 137 lbs., dark blue eyes, medium auburn hair, 17 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Vintner

Keltic Female 5
Mùirne Inghean Meallán
5’ 3”, 148 lbs., dark blue eyes, medium auburn hair, 18 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Brewer

Keltic Female 6
Gráinne Inghean Donnan
5’ 9”, 145 lbs., light green eyes, dark red hair, 17 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Cobbler

Keltic Female 7
Dáirine Inghean Corc
5’ 8”, 139 lbs., light blue eyes, light auburn hair, 16 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Stevedore

Keltic Female 8
Meallá Inghean Còmhan
5’ 4”, 134 lbs., light hazel eyes, medium auburn hair, 18 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Animal trainer

Keltic Female 9
Liadan Inghean Neasán
5’ 4”, 140 lbs., dark green eyes, dark red hair, 17 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Wire drawer

Keltic Female 10
Róinseach Inghean Eadan
5’ 5”, 147 lbs., light green eyes, light red hair, 17 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Cooper

Keltic Female 11
Ríona Inghean Ánrothán
5’ 4”, 137 lbs., light blue eyes, light brown hair, 17 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Atilliator

Keltic Female 12
Úna Inghean Dùghlas
5’ 9”, 138 lbs., dark blue eyes, medium red hair, 16 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Miner
KELTIC MALE RACE KITS

Keltic Male 1
Blár Macc Domhnall
5' 8", 173 lbs., dark hazel eyes, medium auburn hair, 16 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Metalsmith

Keltic Male 2
Lorcán Macc Lonán
6' 3", 172 lbs., dark blue eyes, dark red hair, 17 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Musician

Keltic Male 3
Ríordán Macc Murchú
5' 8", 168 lbs., light blue eyes, medium auburn hair, 16 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Tinker

Keltic Male 4
Gòrdan Macc Finnean
6', 171 lbs., dark green eyes, light auburn hair, 16 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Armourer

Keltic Male 5
Torcán Macc Faolan
6' 1", 167 lbs., dark green eyes, medium red hair, 16 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Scribe

Keltic Male 6
Blár Macc Maon
5' 9", 169 lbs., dark blue eyes, medium red hair, 16 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Peatman

Keltic Male 7
Uallas Macc Gormal
5' 5", 169 lbs., dark blue eyes, light auburn hair, 17 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Weaponsmith

Keltic Male 8
Gormal Macc Aodh
5' 11", 172 lbs., dark blue eyes, medium auburn hair, 18 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Potter

Keltic Male 9
Cormac Macc Aodhán
5' 8", 169 lbs., light blue eyes, dark red hair, 16 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Farmer

Keltic Male 10
Cian Macc Machar
5' 10", 173 lbs., dark blue eyes, light brown hair, 18 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Sailor

Keltic Male 11
Rònan Macc Sionn
5' 7", 170 lbs., dark hazel eyes, light brown hair, 18 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Wheelwright

Keltic Male 12
Morann Macc Mochta
6', 168 lbs., dark blue eyes, medium auburn hair, 17 yrs. old
Languages: Common, Keltic (Goidelic)
Secondary Skill: Grocer
## Kimmerian Female Race Kits

<table>
<thead>
<tr>
<th>Kit Number</th>
<th>Type</th>
<th>Name</th>
<th>Height</th>
<th>Weight</th>
<th>Age</th>
<th>Eye Color</th>
<th>Hair Color</th>
<th>Languages</th>
<th>Secondary Skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Subterranean</td>
<td>Rhaskusucu the Pious</td>
<td>5' 8&quot;</td>
<td>159 lbs.</td>
<td>19 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Bookbinder</td>
</tr>
<tr>
<td>2</td>
<td>Subterranean</td>
<td>Dizasokos from Above</td>
<td>5' 6&quot;</td>
<td>148 lbs.</td>
<td>17 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Armourer</td>
</tr>
<tr>
<td>3</td>
<td>Subterranean</td>
<td>Dentusucu the Young</td>
<td>5' 4&quot;</td>
<td>148 lbs.</td>
<td>18 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Trapper</td>
</tr>
<tr>
<td>4</td>
<td>Subterranean</td>
<td>Kersésuchis of the Forgotten City</td>
<td>6' 2&quot;</td>
<td>152 lbs.</td>
<td>18 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Gardener</td>
</tr>
<tr>
<td>5</td>
<td>Plain</td>
<td>Athanasia the Merciless</td>
<td>6'</td>
<td>153 lbs.</td>
<td>16 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Scrivener</td>
</tr>
<tr>
<td>6</td>
<td>Subterranean</td>
<td>Dentusucu the Gibbous</td>
<td>5' 9&quot;</td>
<td>144 lbs.</td>
<td>17 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Teamster</td>
</tr>
<tr>
<td>7</td>
<td>Plain</td>
<td>Euphemia the Veiled</td>
<td>5' 5&quot;</td>
<td>155 lbs.</td>
<td>18 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Miner</td>
</tr>
<tr>
<td>8</td>
<td>Subterranean</td>
<td>Eptésuchis the Archaic</td>
<td>6'</td>
<td>152 lbs.</td>
<td>16 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Miller</td>
</tr>
<tr>
<td>9</td>
<td>Plain</td>
<td>Elpis the Black</td>
<td>5' 7&quot;</td>
<td>144 lbs.</td>
<td>17 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Saddler</td>
</tr>
<tr>
<td>10</td>
<td>Plain</td>
<td>Ptolemais the Haunted</td>
<td>5' 9&quot;</td>
<td>154 lbs.</td>
<td>17 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Blacksmith</td>
</tr>
<tr>
<td>11</td>
<td>Subterranean</td>
<td>Rhaskusucu of the Jagged Peaks</td>
<td>5' 10&quot;</td>
<td>149 lbs.</td>
<td>17 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Tinker</td>
</tr>
<tr>
<td>12</td>
<td>Subterranean</td>
<td>Dizasokos the Barbarian</td>
<td>5' 4&quot;</td>
<td>143 lbs.</td>
<td>16 yrs.</td>
<td>Dark grey</td>
<td>Black</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Logger</td>
</tr>
</tbody>
</table>
## KIMMERIAN MALE RACE KITS

<table>
<thead>
<tr>
<th>Kit Number</th>
<th>Subtype</th>
<th>Name</th>
<th>Height</th>
<th>Weight</th>
<th>Eyes/Hair</th>
<th>Age</th>
<th>Languages</th>
<th>Secondary Skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Plains</td>
<td>Euphemios from Above</td>
<td>5' 10&quot;</td>
<td>181 lbs.</td>
<td>Dark grey, black</td>
<td>19 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Soldier</td>
</tr>
<tr>
<td>2</td>
<td>Subterranean</td>
<td>Eptaporis the Red</td>
<td>6' 3&quot;</td>
<td>184 lbs.</td>
<td>Dark grey, black</td>
<td>18 yrs.</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Grocer</td>
</tr>
<tr>
<td>3</td>
<td>Plains</td>
<td>Euphemios the Tenth</td>
<td>6' 1&quot;</td>
<td>186 lbs.</td>
<td>Dark grey, black</td>
<td>17 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Hunter</td>
</tr>
<tr>
<td>4</td>
<td>Subterranean</td>
<td>Ketriporis the Delver</td>
<td>6'</td>
<td>180 lbs.</td>
<td>Dark grey, black</td>
<td>19 yrs.</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Boatwright</td>
</tr>
<tr>
<td>5</td>
<td>Plains</td>
<td>Tychon the Weird</td>
<td>6' 1&quot;</td>
<td>182 lbs.</td>
<td>Dark grey, black</td>
<td>16 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Roper</td>
</tr>
<tr>
<td>6</td>
<td>Plains</td>
<td>Photios the Decadent</td>
<td>6'</td>
<td>177 lbs.</td>
<td>Dark grey, black</td>
<td>19 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Linkboy</td>
</tr>
<tr>
<td>7</td>
<td>Plains</td>
<td>Zotikos the Arcane</td>
<td>6' 4&quot;</td>
<td>178 lbs.</td>
<td>Dark grey, black</td>
<td>19 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Gaffer</td>
</tr>
<tr>
<td>8</td>
<td>Plains</td>
<td>Kleon the Collector</td>
<td>6' 6&quot;</td>
<td>187 lbs.</td>
<td>Dark grey, black</td>
<td>19 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Navigator</td>
</tr>
<tr>
<td>9</td>
<td>Plains</td>
<td>Lysandros the Unknowable</td>
<td>6' 1&quot;</td>
<td>176 lbs.</td>
<td>Dark grey, black</td>
<td>19 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Cooper</td>
</tr>
<tr>
<td>10</td>
<td>Plains</td>
<td>Athanasios the Great</td>
<td>6' 6&quot;</td>
<td>184 lbs.</td>
<td>Dark grey, black</td>
<td>18 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Yardman</td>
</tr>
<tr>
<td>11</td>
<td>Plains</td>
<td>Prokopios of the Howling Hills</td>
<td>6' 2&quot;</td>
<td>184 lbs.</td>
<td>Dark grey, black</td>
<td>17 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Fuller</td>
</tr>
<tr>
<td>12</td>
<td>Subterranean</td>
<td>Zipaibes the Unknowable</td>
<td>6' 1&quot;</td>
<td>180 lbs.</td>
<td>Dark grey, black</td>
<td>18 yrs.</td>
<td>Common, Thracian (Kimmerian)</td>
<td>Bookbinder</td>
</tr>
</tbody>
</table>
### Kimmeri-Keltic Female Race Kits

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Height</th>
<th>Weight</th>
<th>Eye Color</th>
<th>Hair Color</th>
<th>Age</th>
<th>Languages</th>
<th>Secondary Skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Mòr Inghean Lomán</td>
<td>5' 3&quot;</td>
<td>147 lbs.</td>
<td>light green eyes</td>
<td>black hair</td>
<td>19 yrs.</td>
<td>Common, Keltic (Goidelíc)</td>
<td>Wainwright</td>
</tr>
<tr>
<td>2</td>
<td>Helene the Veiled</td>
<td>5' 3&quot;</td>
<td>146 lbs.</td>
<td>light green eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Tinker</td>
</tr>
<tr>
<td>3</td>
<td>Chrysanthe the Explorer</td>
<td>5' 4&quot;</td>
<td>141 lbs.</td>
<td>light hazel eyes</td>
<td>black hair</td>
<td>17 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Charcoaler</td>
</tr>
<tr>
<td>4</td>
<td>Sidheag Inghean Lasair</td>
<td>5' 5&quot;</td>
<td>141 lbs.</td>
<td>dark grey eyes</td>
<td>brown hair</td>
<td>16 yrs.</td>
<td>Common, Keltic (Goidelíc)</td>
<td>Sailor</td>
</tr>
<tr>
<td>5</td>
<td>Sophia the Fickle</td>
<td>5' 6&quot;</td>
<td>141 lbs.</td>
<td>light hazel eyes</td>
<td>black hair</td>
<td>19 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Bowyer</td>
</tr>
<tr>
<td>6</td>
<td>Muireall Inghean Fionn</td>
<td>5' 4&quot;</td>
<td>142 lbs.</td>
<td>dark grey eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Keltic (Goidelíc)</td>
<td>Mortician</td>
</tr>
<tr>
<td>7</td>
<td>Sostrate the Rough</td>
<td>5' 11&quot;</td>
<td>144 lbs.</td>
<td>light grey eyes</td>
<td>black hair</td>
<td>16 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Fuller</td>
</tr>
<tr>
<td>8</td>
<td>Athanasia the Loathsome</td>
<td>5' 8&quot;</td>
<td>145 lbs.</td>
<td>dark grey eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Navigator</td>
</tr>
<tr>
<td>9</td>
<td>Eunike the Irreverant</td>
<td>5' 6&quot;</td>
<td>145 lbs.</td>
<td>dark grey eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Grocer</td>
</tr>
<tr>
<td>10</td>
<td>Líadan Inghean Lomán</td>
<td>5' 8&quot;</td>
<td>136 lbs.</td>
<td>dark blue eyes</td>
<td>brown hair</td>
<td>18 yrs.</td>
<td>Common, Keltic (Goidelíc)</td>
<td>Labourer</td>
</tr>
<tr>
<td>11</td>
<td>Eulalia the Hooded</td>
<td>5' 4&quot;</td>
<td>145 lbs.</td>
<td>dark green eyes</td>
<td>medium auburn hair</td>
<td>18 yrs.</td>
<td>Common, Hellenic (Kimmerian)</td>
<td>Cook</td>
</tr>
<tr>
<td>12</td>
<td>Mòrag Inghean Moireach</td>
<td>5' 8&quot;</td>
<td>150 lbs.</td>
<td>dark green eyes</td>
<td>black hair</td>
<td>17 yrs.</td>
<td>Common, Keltic (Goidelíc)</td>
<td>Metalsmith</td>
</tr>
</tbody>
</table>
**KIMMERI-KELTIC MALE RACE KITS**

**Kimmeri-Keltic Male 1**
Iason the Irreverant  
5’ 10”, 174 lbs., light grey eyes, black hair, 18 yrs. old  
Languages: Common, Hellenic (Kimmerian)  
Secondary Skill: Cartwright

**Kimmeri-Keltic Male 2**
Leonidas the Young  
5’ 7”, 174 lbs., dark blue eyes, black hair, 18 yrs. old  
Languages: Common, Hellenic (Kimmerian)  
Secondary Skill: Shipwright

**Kimmeri-Keltic Male 3**
Conall Macc Maolán  
5’ 10”, 170 lbs., light blue eyes, black hair, 16 yrs. old  
Languages: Common, Keltic (Goidelic)  
Secondary Skill: Miller

**Kimmeri-Keltic Male 4**
Lachtnán Macc Dubhagan  
5’ 10”, 172 lbs., light blue eyes, black hair, 17 yrs. old  
Languages: Common, Keltic (Goidelic)  
Secondary Skill: Shoemaker

**Kimmeri-Keltic Male 5**
Cuán Macc Curnán  
6’, 171 lbs., light green eyes, black hair, 16 yrs. old  
Languages: Common, Keltic (Goidelic)  
Secondary Skill: Blacksmith

**Kimmeri-Keltic Male 6**
Donnan Macc Muireach  
5’ 8”, 171 lbs., dark grey eyes, black hair, 19 yrs. old  
Languages: Common, Keltic (Goidelic)  
Secondary Skill: Hunter

**Kimmeri-Keltic Male 7**
Leon the Curious  
5’ 10”, 177 lbs., light blue eyes, dark red hair, 19 yrs. old  
Languages: Common, Hellenic (Kimmerian)  
Secondary Skill: Glazier

**Kimmeri-Keltic Male 8**
Brógán Macc Urard  
5’ 11”, 178 lbs., dark grey eyes, black hair, 18 yrs. old  
Languages: Common, Keltic (Goidelic)  
Secondary Skill: Leatherworker

**Kimmeri-Keltic Male 9**
Cuán Macc Fionnlagh  
5’ 8”, 165 lbs., dark green eyes, black hair, 18 yrs. old  
Languages: Common, Keltic (Goidelic)  
Secondary Skill: Wire drawer

**Kimmeri-Keltic Male 10**
Olcán Macc Scáthach  
5’ 10”, 172 lbs., light green eyes, black hair, 16 yrs. old  
Languages: Common, Keltic (Goidelic)  
Secondary Skill: Gardener

**Kimmeri-Keltic Male 11**
Tóla Macc Conan  
6’ 2”, 171 lbs., dark hazel eyes, black hair, 17 yrs. old  
Languages: Common, Keltic (Goidelic)  
Secondary Skill: Farmer

**Kimmeri-Keltic Male 12**
Blár Macc Maolán  
5’ 10”, 171 lbs., dark green eyes, black hair, 18 yrs. old  
Languages: Common, Keltic (Goidelic)  
Secondary Skill: Mercenary
<table>
<thead>
<tr>
<th>Pictish Female 1</th>
<th>Pictish Female 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Verica</td>
<td>Barita</td>
</tr>
<tr>
<td>5’, 130 lbs., dark green eyes, light red-orange hair, 18 yrs. old</td>
<td>5’ 1”, 129 lbs., light green eyes, medium auburn hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Pictish Female 2</th>
<th>Pictish Female 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Verica</td>
<td>Bodicca</td>
</tr>
<tr>
<td>5’ 2”, 128 lbs., light green eyes, light red-orange hair, 19 yrs. old</td>
<td>5’, 133 lbs., dark green eyes, light red-orange hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
</tr>
<tr>
<td>Secondary Skill: Boatwright</td>
<td>Secondary Skill: Shipwright</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Pictish Female 3</th>
<th>Pictish Female 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vercissa</td>
<td>Barita</td>
</tr>
<tr>
<td>5’ 5”, 130 lbs., light green eyes, light red-orange hair, 19 yrs. old</td>
<td>5’ 2”, 134 lbs., light green eyes, light auburn hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
</tr>
<tr>
<td>Secondary Skill: Armourer</td>
<td>Secondary Skill: Merchant</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Pictish Female 4</th>
<th>Pictish Female 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cartimandua</td>
<td>Cunoarda</td>
</tr>
<tr>
<td>5’ 1”, 134 lbs., light blue eyes, medium red-orange hair, 18 yrs. old</td>
<td>5’ 1”, 134 lbs., light blue eyes, dark red-orange hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
</tr>
<tr>
<td>Secondary Skill: Tailor</td>
<td>Secondary Skill: Miller</td>
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</table>

<table>
<thead>
<tr>
<th>Pictish Female 5</th>
<th>Pictish Female 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vercissa</td>
<td>Boddica</td>
</tr>
<tr>
<td>5’ 2”, 128 lbs., dark green eyes, light red-orange hair, 16 yrs. old</td>
<td>5’, 138 lbs., dark blue eyes, medium auburn hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
</tr>
<tr>
<td>Secondary Skill: Woodcutter</td>
<td>Secondary Skill: Tinker</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Pictish Female 6</th>
<th>Pictish Female 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cunovinda</td>
<td>Cunoarda</td>
</tr>
<tr>
<td>5’ 2”, 136 lbs., light blue eyes, dark red-orange hair, 16 yrs. old</td>
<td>4’ 11”, 132 lbs., light green eyes, dark red-orange hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
<td>Languages: Common, Keltic <em>(Pictish)</em></td>
</tr>
<tr>
<td>Secondary Skill: Locksmith</td>
<td>Secondary Skill: Grocer</td>
</tr>
</tbody>
</table>
## PICTISH MALE RACE KITS

### Pictish Male 1
Argentocoxos nepos Vindomorucii  
5’ 6”, 164 lbs., dark blue eyes, medium red-orange hair, 19 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Weaponsmith

### Pictish Male 2
Cassivellaunos nepos Venutii  
5’ 5”, 161 lbs., light green eyes, dark red-orange hair, 16 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Mason

### Pictish Male 3
Crotos nepos Maslorii  
5’ 7”, 161 lbs., light green eyes, light red-orange hair, 18 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Monger

### Pictish Male 4
Enesinos nepos Cunitti  
5’ 7”, 159 lbs., light green eyes, dark red-orange hair, 16 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Scribe

### Pictish Male 5
Cogindubnos nepos Cunomori  
5’ 7”, 169 lbs., dark green eyes, dark red-orange hair, 19 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Miner

### Pictish Male 6
Cintusmos nepos Arviragi  
5’ 4”, 164 lbs., dark green eyes, medium red-orange hair, 19 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Trapper

### Pictish Male 7
Malorios nepos Venutii  
5’ 7”, 166 lbs., light green eyes, light red-orange hair, 16 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Atilliator

### Pictish Male 8
Vellocatos nepos Matugeni  
5’ 9”, 163 lbs., light blue eyes, medium red-orange hair, 16 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Swordsmith

### Pictish Male 9
Vindomorucios nepos Mandubracii  
5’ 4”, 165 lbs., dark green eyes, medium red-orange hair, 17 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Mortician

### Pictish Male 10
Senorix nepos Cogidubni  
5’10”, 161 lbs., light blue eyes, dark red-orange hair, 19 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Engineer

### Pictish Male 11
Catavignos nepos Cunobelini  
5’ 6”, 161 lbs., light green eyes, medium red-orange hair, 18 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Yardman

### Pictish Male 12
Cintugnatos nepos Cogidubni  
5’ 11”, 161 lbs., light green eyes, dark red-orange hair, 17 yrs. old  
Languages: Common, Keltic *(Pictish)*  
Secondary Skill: Slater
## HALF-BLOOD PICTISH FEMALE RACE KITS

<table>
<thead>
<tr>
<th>Name</th>
<th>Height</th>
<th>Weight</th>
<th>Eye Color</th>
<th>Hair Color</th>
<th>Age</th>
<th>Languages</th>
<th>Secondary Skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>Half-Blood Pictish Female 1</td>
<td>5' 2&quot;</td>
<td>133 lbs.</td>
<td>light brown eyes</td>
<td>black hair</td>
<td>17 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Cobbler</td>
</tr>
<tr>
<td>Yaaw Ģooch</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Half-Blood Pictish Female 2</td>
<td>5' 2&quot;</td>
<td>136 lbs.</td>
<td>dark hazel eyes</td>
<td>black hair</td>
<td>19 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Wire drawer</td>
</tr>
<tr>
<td>Ğooch Ģooch</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Half-Blood Pictish Female 3</td>
<td>5' 1&quot;</td>
<td>134 lbs.</td>
<td>dark hazel eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Grocer</td>
</tr>
<tr>
<td>Cháat Yéil</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Half-Blood Pictish Female 4</td>
<td>5' 7&quot;</td>
<td>136 lbs.</td>
<td>light hazel eyes</td>
<td>black hair</td>
<td>17 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Soldier</td>
</tr>
<tr>
<td>Dís Yéil</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Half-Blood Pictish Female 5</td>
<td>5' 5&quot;</td>
<td>135 lbs.</td>
<td>dark hazel eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Sailor</td>
</tr>
<tr>
<td>Dís Yéil</td>
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<td></td>
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</tr>
<tr>
<td>Half-Blood Pictish Female 6</td>
<td>5' 2&quot;</td>
<td>132 lbs.</td>
<td>dark hazel eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Skinner</td>
</tr>
<tr>
<td>Xîxch'i Ģooch</td>
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</tr>
<tr>
<td>Half-Blood Pictish Female 7</td>
<td>5' 6&quot;</td>
<td>139 lbs.</td>
<td>dark hazel eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Labourer</td>
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<tr>
<td>Tóos Ģooch</td>
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<tr>
<td>Half-Blood Pictish Female 8</td>
<td>5' 6&quot;</td>
<td>131 lbs.</td>
<td>light brown eyes</td>
<td>black hair</td>
<td>17 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Shoemaker</td>
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<tr>
<td>Ğagaan Ģooch</td>
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<tr>
<td>Half-Blood Pictish Female 9</td>
<td>5' 5&quot;</td>
<td>130 lbs.</td>
<td>light brown eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Cobbler</td>
</tr>
<tr>
<td>Shaa Ģooch</td>
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</tr>
<tr>
<td>Half-Blood Pictish Female 10</td>
<td>5' 2&quot;</td>
<td>131 lbs.</td>
<td>dark hazel eyes</td>
<td>black hair</td>
<td>18 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Soldier</td>
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<tr>
<td>Yaay Ģooch</td>
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</tr>
<tr>
<td>Half-Blood Pictish Female 11</td>
<td>5' 4&quot;</td>
<td>134 lbs.</td>
<td>light brown eyes</td>
<td>black hair</td>
<td>16 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Locksmith</td>
</tr>
<tr>
<td>Çajëis Ģooch</td>
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<tr>
<td>Half-Blood Pictish Female 12</td>
<td>4' 10&quot;</td>
<td>132 lbs.</td>
<td>light brown eyes</td>
<td>black hair</td>
<td>16 yrs.</td>
<td>Common, Keltic (Pictish)</td>
<td>Grocer</td>
</tr>
<tr>
<td>Tóos Yéil</td>
<td></td>
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</tr>
</tbody>
</table>
HALF-BLOOD PICTISH MALE RACE KITS

Half-Blood Pictish Male 1
Gooch Gooch
5' 5", 154 lbs., light brown eyes, black hair, 17 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Navigator

Half-Blood Pictish Male 2
X’atgu Gooch
5' 7", 170 lbs., dark brown eyes, black hair, 16 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Herdsman

Half-Blood Pictish Male 3
Dis Gooch
5' 10", 160 lbs., dark brown eyes, black hair, 17 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Wheelwright

Half-Blood Pictish Male 4
Ch’ic’i Gooch
5' 10", 164 lbs., light hazel eyes, black hair, 17 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Seaman

Half-Blood Pictish Male 5
Xik Yël
5' 8", 160 lbs., light hazel eyes, black hair, 19 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Teamster

Half-Blood Pictish Male 6
Tóos Gooch
5' 5", 163 lbs., light amber eyes, black hair, 19 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Glassblower

Half-Blood Pictish Male 7
Kéet Gooch
5' 5", 163 lbs., light hazel eyes, black hair, 17 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Gaffer

Half-Blood Pictish Male 8
Tax’ Yël
5' 11", 165 lbs., light hazel eyes, black hair, 17 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Miner

Half-Blood Pictish Male 9
Xaay Yël
5' 4", 168 lbs., light brown eyes, black hair, 18 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Cooper

Half-Blood Pictish Male 10
Xeit Gooch
5' 5", 165 lbs., light brown eyes, black hair, 17 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Navigator

Half-Blood Pictish Male 11
Gjook Yël
5' 7", 166 lbs., light hazel eyes, black hair, 18 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Wheelwright

Half-Blood Pictish Male 12
Taan Gooch
5' 8", 157 lbs., light hazel eyes, black hair, 19 yrs. old
Languages: Common, Keltic *(Pictish)*
Secondary Skill: Mercenary
### Viking Female Race Kits

<table>
<thead>
<tr>
<th>Viking Female</th>
<th>Name</th>
<th>Height</th>
<th>Weight</th>
<th>Hair</th>
<th>Eyes</th>
<th>Age</th>
<th>Languages</th>
<th>Secondary Skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Herdis Lodinsdóttir</td>
<td>5’ 9”, 149 lbs.</td>
<td>Light hazel eyes, medium red hair</td>
<td>16 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Thatcher</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Hólmfrídr Sǽbiarnardóttir</td>
<td>5’ 11”, 148 lbs.</td>
<td>Dark hazel eyes, light red hair</td>
<td>16 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Roper</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Ásfrídr Gunnsdóttir</td>
<td>5’ 9”, 153 lbs.</td>
<td>Light blue eyes, medium red hair</td>
<td>17 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Dyer</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Ullhildr Arnfastsdóttir</td>
<td>5’ 9”, 153 lbs.</td>
<td>Dark hazel eyes, light red hair</td>
<td>19 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Pack handler</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Steinfrídr Kvígbiarnardóttir</td>
<td>5’ 9”, 157 lbs.</td>
<td>Light hazel eyes, dark blond hair</td>
<td>16 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Animal trainer</td>
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</tr>
<tr>
<td>6</td>
<td>Hömlaug Áskelsdóttir</td>
<td>5’ 6”, 157 lbs.</td>
<td>Light hazel eyes, light blond hair</td>
<td>18 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Teamster</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Sigrídr Gunnúlfsdóttir</td>
<td>5’ 11”, 148 lbs.</td>
<td>Light hazel eyes, light red hair</td>
<td>17 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Clothier</td>
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</tr>
<tr>
<td>8</td>
<td>Ullgerdr Singsdóttir</td>
<td>5’ 8”, 154 lbs.</td>
<td>Light blue eyes, light red hair</td>
<td>19 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Bookbinder</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Heimlaug Hródmunardóttir</td>
<td>5’ 8”, 153 lbs.</td>
<td>Light blue eyes, dark blond hair</td>
<td>17 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Miner</td>
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<tr>
<td>10</td>
<td>Herthrúdr Hólmsteinsdóttir</td>
<td>5’ 9”, 146 lbs.</td>
<td>Dark hazel eyes, light blond hair</td>
<td>19 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Sculptor</td>
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<tr>
<td>11</td>
<td>Hlíf Ragnarsdóttir</td>
<td>5’ 9”, 150 lbs.</td>
<td>Dark blue eyes, light blond hair</td>
<td>18 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Furrier</td>
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<tr>
<td>12</td>
<td>Eybjörg Ullbranardóttir</td>
<td>5’ 11”, 150 lbs.</td>
<td>Light blue eyes, light blond hair</td>
<td>18 yrs.</td>
<td>Old</td>
<td>Common, Old Norse</td>
<td>Tanner</td>
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</tbody>
</table>
### VIKING MALE RACE KITS

<table>
<thead>
<tr>
<th>Viking Male 1</th>
<th>Viking Male 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ullgísl Thjóðulfsson</td>
<td>Sunnvidr Alfkelsson</td>
</tr>
<tr>
<td>6' 6”, 178 lbs., light blue eyes, light blond hair, 18 yrs. old</td>
<td>6' 2”, 176 lbs., dark blue eyes, medium red hair, 18 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Old Norse</td>
<td>Languages: Common, Old Norse</td>
</tr>
<tr>
<td>Secondary Skill: Engineer</td>
<td>Secondary Skill: Farmer</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Viking Male 2</th>
<th>Viking Male 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gedda Ullsteinsson</td>
<td>Jórkell Stigsson</td>
</tr>
<tr>
<td>5' 8”, 183 lbs., light blue eyes, dark red hair, 19 yrs. old</td>
<td>6' 2”, 186 lbs., dark hazel eyes, medium blond hair, 16 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Old Norse</td>
<td>Languages: Common, Old Norse</td>
</tr>
<tr>
<td>Secondary Skill: Brewer</td>
<td>Secondary Skill: Bowyer</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Viking Male 3</th>
<th>Viking Male 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bjartr Geirbiarnarson</td>
<td>Nefgeirr Hallkelsson</td>
</tr>
<tr>
<td>5’ 11”, 180 lbs., light blue eyes, medium blond hair, 19 yrs. old</td>
<td>5’ 9”, 183 lbs., dark blue eyes, white hair, 18 yrs. old</td>
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<tr>
<td>Languages: Common, Old Norse</td>
<td>Languages: Common, Old Norse</td>
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<tr>
<td>Secondary Skill: Carpenter</td>
<td>Secondary Skill: Limner</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Viking Male 4</th>
<th>Viking Male 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hrödmundr Adalbranarson</td>
<td>Hröðstein Gunnviarson</td>
</tr>
<tr>
<td>6’ 1”, 186 lbs., light hazel eyes, dark blond hair, 16 yrs. old</td>
<td>5’ 9”, 189 lbs., dark hazel eyes, light red hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Old Norse</td>
<td>Languages: Common, Old Norse</td>
</tr>
<tr>
<td>Secondary Skill: Potter</td>
<td>Secondary Skill: Atillator</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Viking Male 5</th>
<th>Viking Male 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>Geirmundr Vigmarson</td>
<td>Steinn Hakason</td>
</tr>
<tr>
<td>6’ 3”, 187 lbs., light blue eyes, dark red hair, 18 yrs. old</td>
<td>5’ 9”, 185 lbs., light blue eyes, light red hair, 17 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Old Norse</td>
<td>Languages: Common, Old Norse</td>
</tr>
<tr>
<td>Secondary Skill: Painter</td>
<td>Secondary Skill: Gemcutter</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Viking Male 6</th>
<th>Viking Male 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Balli Geirraarson</td>
<td>Arngeirr Ketilson</td>
</tr>
<tr>
<td>5’ 10”, 182 lbs., light hazel eyes, light blond hair, 18 yrs. old</td>
<td>6’ 2”, 186 lbs., light blue eyes, light blond hair, 19 yrs. old</td>
</tr>
<tr>
<td>Languages: Common, Old Norse</td>
<td>Languages: Common, Old Norse</td>
</tr>
<tr>
<td>Secondary Skill: Fletcher</td>
<td>Secondary Skill: Minstrel</td>
</tr>
</tbody>
</table>
FIGHTER CLASS KITS (page 1)

**Fighter 1**
Str 15 Dex 14 Con 14 Int 11 Wis 10 Cha 12 AC 5 HP
11
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Battle axe, javelin
Distinguishing Features: Prematurely greying
Gear: Shield (small), scale armour, battle axe, hand axe, 2 javelins, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 2 gp (58 ½ lbs.)

**Fighter 2**
Str 15 Dex 15 Con 14 Int 12 Wis 12 Cha 12 AC 4 HP
10
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Long sword, short bow
Distinguishing Features: Broad build, weather-beaten
Gear: Shield (small), studded armour, long sword, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (59 ½ lbs.)

**Fighter 3**
Str 16 Dex 8 Con 13 Int 7 Wis 8 Cha 5 AC 6 HP 7
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Great hammer, hand axe
Distinguishing Features: Broad build, shrill voice
Gear: Studded armour, great hammer, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×2), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (59 ½ lbs.)

**Fighter 4**
Str 17 Dex 15 Con 13 Int 12 Wis 9 Cha 6 AC 4 HP 10
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Trident, dart
Distinguishing Features: Missing ear
Gear: Shield (large), scale armour, trident, darts (x6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (74 ½ lbs.)

**Fighter 5**
Str 15 Dex 15 Con 12 Int 7 Wis 10 Cha 11 AC 4 HP 7
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Morning star, short bow
Distinguishing Features: Slender build, gap-toothed
Gear: Shield (small), scale armour, morning star, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (56 ½ lbs.)

**Fighter 6**
Str 17 Dex 16 Con 13 Int 10 Wis 9 Cha 10 AC 5 HP 10
Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Two-handed sword, hand axe
Distinguishing Features: Huge build, distinctive birthmark
Gear: Scale armour, two-handed sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (48 ½ lbs.)
**FIGHTER CLASS KITS (page 2)**

**Fighter 7**
Str 15 Dex 13 Con 14 Int 8 Wis 9 Cha 10 AC 4 HP 8
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: War pick, short bow
Distinguishing Features: Broad build, prematurely greying
Gear: Shield (small), chain mail, war pick, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×2), 5 gp (59 ½ lbs.)

**Fighter 8**
Str 17 Dex 15 Con 15 Int 12 Wis 12 Cha 12 AC 4 HP 6
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Broad sword, light crossbow
Distinguishing Features: Waxy complexion
Gear: Shield (small), scale armour, broad sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (72 ½ lbs.)

**Fighter 9**
Str 14 Dex 13 Con 14 Int 7 Wis 11 Cha 12 AC 6 HP 6
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Spiked staff, hooked throwing knife
Distinguishing Features: Calloused hands
Gear: Scale armour, spiked staff, hooked throwing knife, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 2 gp (49 ½ lbs.)

**Fighter 10**
Str 13 Dex 10 Con 11 Int 7 Wis 8 Cha 6 AC 4 HP 9
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Battle axe, short bow
Distinguishing Features: Missing teeth
Gear: Shield (small), laminated armour, battle axe, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×2), 5 gp (59 ½ lbs.)

**Fighter 11**
Str 15 Dex 14 Con 14 Int 7 Wis 9 Cha 7 AC 5 HP 9
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Falcata, short bow
Distinguishing Features: Large build, missing finger
Gear: Shield (small), scale armour, falcata, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), 3 gp (59 ½ lbs.)

**Fighter 12**
Str 16 Dex 14 Con 14 Int 13 Wis 11 Cha 13 AC 5 HP 8
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Weapon Mastery: Long sword, light crossbow
Distinguishing Features: Broad build, dazzling teeth
Gear: Shield (small), studded armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (54 ½ lbs.)
MAGICIAN CLASS KITS (page 1)

Magician 1
Str 7 Dex 14 Con 13 Int 16 Wis 8 Cha 14 AC 9 HP 4+4
Height and Weight Adjustment: Height -10%, weight -30% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Dash, feather fall, magic missile
Distinguishing Features: Small build, full lips, Seeael (snake familiar – 4 hp)
Gear: Spell book, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 3 gp (28 ¾ lbs.)

Magician 2
Str 10 Dex 12 Con 12 Int 13 Wis 9 Cha 13 AC 9 HP 3+2
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Hold portal, identify, magic missile
Distinguishing Features: Lustrous hair, Cigfal (raven familiar – 2 hp)
Gear: Spell book, quarterstaff, silver dagger, darts (×8), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), silver mirror (3 × 5 inches), 5 gp (39 ¼ lbs.)

Magician 3
Str 6 Dex 13 Con 13 Int 17 Wis 12 Cha 5 AC 9 HP 3+2
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Two
Alignment: CE CG LE LG N
Spells in Book: Alarm, friends, identify
Distinguishing Features: Slender build, bow-legged, Mezram (rat familiar – 2 hp)
Gear: Spell book, dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask ×2), 2 gp (22 ¼ lbs.)

Magician 4
Str 6 Dex 11 Con 12 Int 16 Wis 9 Cha 13 AC 9 HP 3+3
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Feather fall, identify, sleep
Distinguishing Features: Heroic jawline, Tondor (raven familiar – 3 hp)
Gear: Spell book, dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, 3 gp (23 ¾ lbs.)

Magician 5
Str 8 Dex 16 Con 14 Int 16 Wis 14 Cha 14 AC 8 HP 3+4
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Alarm, floating disc, magic missile
Distinguishing Features: Slender build, full lips, Sholo (cat familiar – 4 hp)
Gear: Spell book, dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, 3 gp (28 ¾ lbs.)

Magician 6
Str 9 Dex 10 Con 12 Int 15 Wis 10 Cha 13 AC 9 HP 2+2
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Detect magic, sleep, sorcerous armour
Distinguishing Features: Resonant voice, Aelva (cat familiar – 2 hp)
Gear: Spell book, quarterstaff, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), silver mirror (3 × 5 inches), incendiary oil (flask), 5 gp (32 ¾ lbs.)
MAGICIAN CLASS KITS (page 2)

Magician 7
Str 11 Dex 17 Con 12 Int 17 Wis 11 Cha 14 AC 8 HP 4+3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Two
Alignment: CE CG LE LG N
Spells in Book: Identify, shield, sleep
Distinguishing Features: Slender build, clear eyes, Grinktreb (bare familiar – 3 hp)
Gear: Spell book, quarterstaff, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 3 gp (32 ¼ lbs.)

Magician 8
Str 6 Dex 13 Con 13 Int 16 Wis 12 Cha 7 AC 9 HP 4+2
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Mount, protection from evil, shocking grasp
Distinguishing Features: Slender build, pockmarked, Berdhan (raven familiar – 2 hp)
Gear: Spell book, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 2 gp (23 ½ lbs.)

Magician 9
Str 11 Dex 15 Con 12 Int 16 Wis 11 Cha 12 AC 8 HP 4+4
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Feather fall, friends, write spell
Distinguishing Features: Broad build, ruddy complexion, Jaxe (raven familiar – 4 hp)
Gear: Spell book, quarterstaff, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, incendiary oil (flask ×2), 4 gp (32 ¼ lbs.)

Magician 10
Str 9 Dex 13 Con 14 Int 15 Wis 12 Cha 14 AC 9 HP 3+3
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Alarm, friends, jump
Distinguishing Features: Slender build, good posture, Clazort (owl familiar – 3 hp)
Gear: Spell book, quarterstaff, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask ×2), 2 gp (30 ¼ lbs.)

Magician 11
Str 9 Dex 15 Con 14 Int 16 Wis 9 Cha 11 AC 8 HP 3+3
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Hold portal, melt ice, shocking grasp
Distinguishing Features: Facial mole, Tredel (raven familiar – 3 hp)
Gear: Spell book, quarterstaff, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, incendiary oil (flask ×2), 4 gp (32 ¼ lbs.)

Magician 12
Str 8 Dex 16 Con 14 Int 16 Wis 14 Cha 15 AC 8 HP 3+3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Magic missile, protection from evil, unseen servant
Distinguishing Features: Slender build, defined muscle tone, Tueto (falcon familiar – 3 hp)
Gear: Spell book, dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 3 gp (28 ½ lbs.)
CLERIC CLASS KITS (page 1)

**Cleric 1**
Str 14  Dex 12  Con 14  Int 10  Wis 18  Cha 14  AC 5  HP 5  
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: Create water, cure light wounds, magic stone  
Distinguishing Features: Large build, dashing facial scar  
Gear: Shield (small), scale armour, bastard sword, morning star, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, 2 gp (55 ½ lbs.)

**Cleric 2**
Str 15  Dex 11  Con 11  Int 7  Wis 16  Cha 15  AC 5  HP 5  
Height and Weight Adjustment: None (weight -10% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: Bless, ceremony of consecration, precipitate  
Distinguishing Features: Slender build, dazzling teeth  
Gear: Shield (small), scale armour, short spear, footman’s mace, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, steel mirror, 2 gp (58 lbs.)

**Cleric 3**
Str 12  Dex 9  Con 9  Int 8  Wis 15  Cha 9  AC 5  HP 4  
Height and Weight Adjustment: Height -10%, weight -30% (height -10%, weight -20% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: Cure light wounds, precipitate, sanctuary  
Distinguishing Features: Small build, mollen streak  
Gear: Shield (small), studded armour, short spear, footman’s flail, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×2), holy symbol (wooden), prayer beads (yellow ivory), writing stick, 5 gp (50 lbs.)

**Cleric 4**
Str 13  Dex 9  Con 12  Int 8  Wis 17  Cha 10  AC 6  HP 4  
Height and Weight Adjustment: None  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: Bless oil or water, light, precipitate  
Distinguishing Features: Eyes different colours (choose second colour or roll randomly)  
Gear: Studded armour, spiked staff, war club, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, 2 gp (47 lbs.)

**Cleric 5**
Str 14  Dex 15  Con 12  Int 11  Wis 15  Cha 6  AC 4  HP 4  
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: Cure light wounds, magic stone, protection from evil  
Distinguishing Features: Broad build, big ears  
Gear: Shield (small), scale armour, short spear, war hammer, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (yellow ivory), writing stick, 5 gp (56 ½ lbs.)

**Cleric 6**
Str 16  Dex 11  Con 14  Int 11  Wis 16  Cha 13  AC 5  HP 5  
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: Magic stone, remove fear, sanctuary  
Distinguishing Features: Large build, clear eyes  
Gear: Shield (small), scale armour, morning star, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, 2 gp (51 lbs.)
**CLERIC CLASS KITS (page 2)**

**Cleric 7**
Str 15  Dex 10  Con 12  Int 10  Wis 18  Cha 15  AC 4  HP 7  
Height and Weight Adjustment: None  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: **Cold resistance, precipitate, purify food and drink**  
Distinguishing Features: Heroic jawline  
Gear: Shield (small), laminated armour, footman’s mace, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, 4 gp (57 lbs.)

**Cleric 8**
Str 16  Dex 16  Con 14  Int 11  Wis 17  Cha 7  AC 3  HP 5  
Height and Weight Adjustment: None  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: **Detect magic, magic stone, remove fear**  
Distinguishing Features: Big nose  
Gear: Shield (small), chain mail, footman’s flail, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, 4 gp (57 lbs.)

**Cleric 9**
Str 14  Dex 9  Con 11  Int 8  Wis 14  Cha 13  AC 5  HP 4  
Height and Weight Adjustment: None  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: **Cold resistance, command, omen**  
Distinguishing Features: Clear eyes  
Gear: Shield (small), scale armour, short spear, broad sword, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), holy symbol (wooden), prayer beads (wooden), writing stick, 5 gp (51 lbs.)

**Cleric 10**
Str 14  Dex 11  Con 12  Int 12  Wis 15  Cha 10  AC 4  HP 6  
Height and Weight Adjustment: Weight +10%, weight +20% for Hyperborean  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: **Cure light wounds, detect malady, magic stone**  
Distinguishing Features: Broad build, nondescript  
Gear: Shield (small), chain mail, long sword, horseman’s hammer, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), holy symbol (wooden), prayer beads (wooden), writing stick, 2 gp (58 lbs.)

**Cleric 11**
Str 14  Dex 9  Con 12  Int 11  Wis 17  Cha 13  AC 5  HP 4  
Height and Weight Adjustment: None (weight -10% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: **Command, light, sanctuary**  
Distinguishing Features: Slender build, winning smile  
Gear: Shield (small), scale armour, morning star, horseman’s hammer, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), 2 gp, (58 ¾ lbs.)

**Cleric 12**
Str 14  Dex 9  Con 10  Int 9  Wis 15  Cha 7  AC 5  HP 4  
Height and Weight Adjustment: Weight +10%, weight +20% for Hyperborean  
Additional Languages: None  
Alignment: CE CG LE LG  
Spells Known: **Magic stone, perceive disguise, protection from evil**  
Distinguishing Features: Broad build, missing finger  
Gear: Shield (small), scale armour, short spear, footman’s mace, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, 5 gp (57 lbs.)
**THIEF CLASS KITS**

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**Thief 1**

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AC 4
HP 5

**Height and Weight Adjustment:** None

**Additional Languages:** Thieves’ Cant

**Alignment:** CE CG LE N

**Distinguishing Features:** Strong body odor

**Gear:**
- Shield (small), studded armour, long sword, dagger, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, thieves’ tools, wooden pole (10 ft.), 4 gp (59 ½ lbs.)

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**Thief 2**

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AC 4
HP 6

**Height and Weight Adjustment:** None (weight -10% for Hyperborean)

**Additional Languages:** Thieves’ Cant

**Alignment:** CE CG LE N

**Distinguishing Features:** Slender build, lilting voice

**Gear:**
- Shield (small), studded armour, long sword, silver dagger, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, thieves’ tools, wooden pole (10 ft.), 4 gp (59 ½ lbs.)

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**Thief 3**

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AC 5
HP 3

**Height and Weight Adjustment:** None (weight -10% for Hyperborean)

**Additional Languages:** Thieves’ Cant and one other

**Alignment:** CE CG LE N

**Distinguishing Features:** Slender build, frown lines

**Gear:**
- Shield (small), short sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), thieves’ tools, wooden pole (10 ft.), 2 gp (33 ½ lbs.)

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**Thief 4**

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AC 4
HP 3

**Height and Weight Adjustment:** Weight +20% (height +10%, weight +20% for Hyperborean)

**Additional Languages:** Thieves’ Cant

**Alignment:** CE CG LE N

**Distinguishing Features:** Broad build, prematurely greying

**Gear:**
- Shield (small), studded armour, long sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), thieves’ tools, wooden pole (10 ft.), steel mirror, 2 gp (55 ½ lbs.)

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**Thief 5**

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AC 4
HP 6

**Height and Weight Adjustment:** Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)

**Additional Languages:** Thieves’ Cant

**Alignment:** CE CG LE N

**Distinguishing Features:** Large build, good posture

**Gear:**
- Shield (small), studded armour, long sword, dagger, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, hemp rope (50 ft.), grappling hook, pry bar, hammer (small), iron spikes (×12), thieves’ tools, wooden pole (10 ft.), 5 gp (74 ½ lbs.)

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**Thief 6**

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AC 6
HP 3

**Height and Weight Adjustment:** None

**Additional Languages:** Thieves’ Cant and one other

**Alignment:** CE CG LE N

**Distinguishing Features:** Bow-legged

**Gear:**
- Shield (small), short sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), thieves’ tools, wooden pole (10 ft.), 2 gp (33 ½ lbs.)
THIEF CLASS KITS (page 2)

**Thief 7**
- **Attributes:** Str 14, Dex 15, Con 11, Int 10, Wis 10, Cha 13
- **Ability Scores:** AC 4, HP 3
- **Height and Weight Adjustment:** Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
- **Alignment:** CE, CG, LE, N
- **Distinguishing Features:** Large build, heroic jawline
- **Gear:** Shield (small), studded armour, long sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), hemp rope (50 ft.), torches (×3), thieves’ tools, wooden pole (10 ft.), 4 gp (59 ½ lbs.)

**Thief 8**
- **Attributes:** Str 16, Dex 16, Con 16, Int 12, Wis 12, Cha 15
- **Ability Scores:** AC 4, HP 4
- **Height and Weight Adjustment:** None
- **Alignment:** CE, CG, LE, N
- **Distinguishing Features:** Clear eyes
- **Gear:** Shield (small), studded armour, long sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), hemp rope (50 ft.), torches (×3), thieves’ tools, wooden pole (10 ft.), 4 gp (59 ½ lbs.)

**Thief 9**
- **Attributes:** Str 14, Dex 17, Con 14, Int 11, Wis 9, Cha 13
- **Ability Scores:** AC 6, HP 6
- **Height and Weight Adjustment:** Weight +20% (height +10%, weight +20% for Hyperborean)
- **Alignment:** CE, CG, LE, N
- **Distinguishing Features:** Broad build, dashing facial scar
- **Gear:** Shield (small), short sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, thieves’ tools, wooden pole (10 ft.), 2 gp (39 ½ lbs.)

**Thief 10**
- **Attributes:** Str 13, Dex 13, Con 12, Int 11, Wis 11, Cha 6
- **Ability Scores:** AC 5, HP 5
- **Height and Weight Adjustment:** None
- **Alignment:** CE, CG, LE, N
- **Distinguishing Features:** Stutter
- **Gear:** Shield (small), studded armour, long sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), hemp rope (50 ft.), torches (×3), thieves’ tools, wooden pole (10 ft.), 4 gp (59 ½ lbs.)

**Thief 11**
- **Attributes:** Str 15, Dex 15, Con 14, Int 12, Wis 11, Cha 13
- **Ability Scores:** AC 6, HP 6
- **Height and Weight Adjustment:** Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
- **Alignment:** CE, CG, LE, N
- **Distinguishing Features:** Large build, mesmerizing gaze
- **Gear:** Shield (small), hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, thieves’ tools, wooden pole (10 ft.), 2 gp (28 ½ lbs.)

**Thief 12**
- **Attributes:** Str 14, Dex 17, Con 14, Int 13, Wis 9, Cha 11
- **Ability Scores:** AC 4, HP 4
- **Height and Weight Adjustment:** Weight +20% (height +10%, weight +20% for Hyperborean)
- **Alignment:** CE, CG, LE, N
- **Distinguishing Features:** Broad build, facial scar
- **Gear:** Shield (small), studded armour, long sword, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, thieves’ tools, wooden pole (10 ft.), incendiary oil (flask), 4 gp (59 ½ lbs.)
Barbarian Class Kits (Page 1)

Barbarian 1
Str 16 Dex 15 Con 13 Int 12 Wis 11 Cha 7 AC 4 HP 13
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Bastard sword
Distinguishing Features: Broad build, bow-legged
Gear: Shield (large), studded armour, bastard sword, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), steel mirror, 3 gp (69 ½ lbs.)

Barbarian 2
Str 15 Dex 14 Con 13 Int 12 Wis 10 Cha 13 AC 6 HP 7
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Battle axe
Distinguishing Features: Heroic jawline
Gear: Shield (small), leather armour, battle axe, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), 4 gp (48 ½ lbs.)

Barbarian 3
Str 18 Dex 13 Con 13 Int 6 Wis 9 Cha 6 AC 6 HP 7
Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
Additional Languages: None (illiterate)
Alignment: CE CG
Weapon Mastery: Great axe
Distinguishing Features: Huge build, pronounced underbite
Gear: Studded armour, great axe, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (51 ½ lbs.)

Barbarian 4
Str 15 Dex 14 Con 13 Int 13 Wis 11 Cha 11 AC 5 HP 12
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG
Weapon Mastery: Long sword
Distinguishing Features: Broad build, swarthy complexion
Gear: Shield (small), studded armour, long sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 5 gp (59 ½ lbs.)

Barbarian 5
Str 15 Dex 15 Con 13 Int 11 Wis 9 Cha 8 AC 4 HP 7
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG
Weapon Mastery: War pick
Distinguishing Features: Limp hair
Gear: Shield (small), studded armour, war pick, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 2 gp (55 ½ lbs.)

Barbarian 6
Str 15 Dex 13 Con 13 Int 11 Wis 9 Cha 10 AC 6 HP 10
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Great mace
Distinguishing Features: Broad build, prematurely greying
Gear: Studded armour, great mace, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (51 ½ lbs.)
**Barbarian Class Kits (page 2)**

<table>
<thead>
<tr>
<th>Barbarian 7</th>
<th>Barbarian 10</th>
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<tbody>
<tr>
<td>Str 18</td>
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<td>AC 12</td>
<td>AC 5</td>
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<tr>
<td>HP 10</td>
<td>HP 13</td>
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<td>Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)</td>
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<td>Additional Languages: None</td>
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<td>Alignment: CE CG</td>
<td>Alignment: CE CG</td>
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<tr>
<td>Weapon Mastery: Bastard sword</td>
<td>Weapon Mastery: Broad sword</td>
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<tr>
<td>Distinguishing Features: Broad build, ruddy complexion</td>
<td>Distinguishing Features: Stutter</td>
</tr>
<tr>
<td>Gear: Shield (large), studded armour, bastard sword, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, pry bar, hammer (small), iron spikes (×12), wire (100-ft. spool), steel mirror, 5 gp (73 lbs.)</td>
<td>Gear: Shield (small), studded armour, broad sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 5 gp (59 ½ lbs.)</td>
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<tr>
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<th>Barbarian 11</th>
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<td>HP 7</td>
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<td>Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)</td>
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<td>Alignment: CE CG</td>
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<tr>
<td>Weapon Mastery: Bastard sword</td>
<td>Weapon Mastery: Battle axe</td>
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<tr>
<td>Distinguishing Features: Dashing facial scar</td>
<td>Distinguishing Features: Broad build, broken nose</td>
</tr>
<tr>
<td>Gear: Shield (large), studded armour, bastard sword, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, pry bar, hammer (small), iron spikes (×12), wire (100-ft. spool), steel mirror, 5 gp (73 lbs.)</td>
<td>Gear: Shield (small), studded armour, battle axe, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (55 ½ lbs.)</td>
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<th>Barbarian 9</th>
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<td>Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)</td>
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<td>Alignment: CE CG</td>
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<tr>
<td>Weapon Mastery: Long sword</td>
<td>Weapon Mastery: Long sword</td>
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<tr>
<td>Distinguishing Features: Huge build, bow-legged</td>
<td>Distinguishing Features: Large build, chiseled features</td>
</tr>
<tr>
<td>Gear: Shield (small), studded armour, long sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 5 gp (59 ½ lbs.)</td>
<td>Gear: Shield (small), studded armour, long sword, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, pry bar, hammer (small), iron spikes (×12), 3 gp (62 ½ lbs.)</td>
</tr>
</tbody>
</table>
BERSERKER CLASS KITS

 Berserker 1
 Str 18 Dex 15 Con 16 Int 13 Wis 10 Cha 15 AC 4 HP 7
 Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
 Additional Languages: One
 Alignment: CE CG
 Weapon Mastery: Great hammer
 Distinguishing Features: Huge build, charming smile
 Gear: Studded armour, great hammer, silver dagger, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, pty bar, hammer (small), iron spikes (×12), 4 gp (63 ½ lbs.)

 Berserker 2
 Str 15 Dex 11 Con 15 Int 13 Wis 11 Cha 13 AC 4 HP 12
 Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
 Additional Languages: One
 Alignment: CE CG
 Weapon Mastery: Bastard sword
 Distinguishing Features: Broad build, honest face
 Gear: Shield (small), studded armour, bastard sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (47 ½ lbs.)

 Berserker 3
 Str 15 Dex 11 Con 15 Int 11 Wis 9 Cha 13 AC 4 HP 11
 Height and Weight Adjustment: None (weight -10% for Hyperborean)
 Additional Languages: None
 Alignment: CE CG
 Weapon Mastery: Bastard sword
 Distinguishing Features: Slender build, clear eyes
 Gear: Shield (large), studded armour, bastard sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), steel mirror, 2 gp (53 ½ lbs.)

 Berserker 4
 Str 15 Dex 12 Con 15 Int 13 Wis 10 Cha 14 AC 4 HP 7
 Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
 Additional Languages: One
 Alignment: CE CG
 Weapon Mastery: Morning star
 Distinguishing Features: Large build, distinguished features
 Gear: Shield (small), studded armour, morning star, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (47 ½ lbs.)

 Berserker 5
 Str 17 Dex 10 Con 17 Int 9 Wis 9 Cha 7 AC 5 HP 11
 Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
 Additional Languages: None
 Alignment: CE CG
 Weapon Mastery: Two-handed sword
 Distinguishing Features: Huge build, stutter
 Gear: Studded armour, two-handed sword, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, 2 gp (50 ½ lbs.)

 Berserker 6
 Str 15 Dex 11 Con 15 Int 9 Wis 9 Cha 13 AC 5 HP 8
 Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
 Additional Languages: None
 Alignment: CE CG
 Weapon Mastery: Battle axe
 Distinguishing Features: Large build, good posture
 Gear: Shield (small), leather armour, battle axe, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), 4 gp (48 ½ lbs.)
BERSERKER CLASS KITS (page 2)

**Berserker 7**
Str 17 Dex 12 Con 17 Int 11 Wis 10 Cha 14 AC 5 HP 8
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Two-handed scimitar
Distinguishing Features: Broad build, husky voice
Gear: Studded armour, two-handed scimitar, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, pry bar, hammer (small), iron spikes (×12), hunting horn, fishing net (10 × 10 ft.), steel mirror, 5 gp (59 ½ lbs.)

**Berserker 8**
Str 17 Dex 12 Con 15 Int 13 Wis 12 Cha 14 AC 5 HP 9
Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG
Weapon Mastery: Great axe
Distinguishing Features: Huge build, honest face
Gear: Studded armour, great axe, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, 2 gp (54 ½ lbs.)

**Berserker 9**
Str 15 Dex 10 Con 15 Int 7 Wis 8 Cha 7 AC 5 HP 8
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Two-handed sword
Distinguishing Features: Stutter
Gear: Studded armour, two-handed sword, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, 2 gp (50 ½ lbs.)

**Berserker 10**
Str 15 Dex 12 Con 15 Int 8 Wis 9 Cha 5 AC 4 HP 13
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Bastard sword
Distinguishing Features: Slender build, stutter
Gear: Shield (small), studded armour, bastard sword, battle axe, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, 2 gp (57 ½ lbs.)

**Berserker 11**
Str 16 Dex 11 Con 15 Int 11 Wis 9 Cha 13 AC 5 HP 12
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Great mace
Distinguishing Features: Youthful countenance
Gear: Studded armour, great mace, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, 2 gp (54 ½ lbs.)

**Berserker 12**
Str 15 Dex 9 Con 15 Int 8 Wis 8 Cha 7 AC 5 HP 12
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Two-handed sword
Distinguishing Features: Missing ear
Gear: Studded armour, two-handed sword, 2 silver daggers, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, pry bar, hammer (small), iron spikes (×12), 2 gp (55 ½ lbs.)
**Cataphract Class Kits (page 1)**

**Cataphract 1**
Str 16 Dex 10 Con 13 Int 11 Wis 10 Cha 14 AC 4 HP 6
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Lance, short bow
Distinguishing Features: Broad build, lilting voice
Gear: Laminated armour, lance, morning star, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 2 gp (62 ½ lbs.)

**Cataphract 2**
Str 13 Dex 12 Con 13 Int 11 Wis 11 Cha 13 AC 5 HP 6
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Lance, short bow
Distinguishing Features: Slender build, lustrous hair
Gear: Scale armour, lance, battle axe, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 2 gp (58 ½ lbs.)

**Cataphract 3**
Str 16 Dex 11 Con 13 Int 11 Wis 9 Cha 14 AC 6 HP 6
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Lance, footman’s mace
Distinguishing Features: Chiseled features
Gear: Studded armour, lance, footman’s mace, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (61 ½ lbs.)

**Cataphract 4**
Str 17 Dex 12 Con 12 Int 11 Wis 9 Cha 12 AC 5 HP 6
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Lance, short bow
Distinguishing Features: Ruddy complexion
Gear: Scale armour, lance, battle axe, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (58 ½ lbs.)

**Cataphract 5**
Str 15 Dex 11 Con 12 Int 10 Wis 9 Cha 14 AC 4 HP 8
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Lance, short bow
Distinguishing Features: Broad build, lilting voice
Gear: Chain mail, lance, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 5 gp (59 ½ lbs.)

**Cataphract 6**
Str 17 Dex 10 Con 12 Int 4 Wis 9 Cha 15 AC 5 HP 8
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None (illiterate)
Alignment: CE CG LE LG N
Weapon Mastery: Lance, war pick
Distinguishing Features: Broad build, youthful countenance
Gear: Scale armour, lance, war pick, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (53 ½ lbs.)
**Cataphract Class Kits (page 2)**

**Cataphract 7**
- Str 17
- Dex 11
- Con 15
- Int 12
- Wis 10
- Cha 13
- AC 5
- HP 5
- Height and Weight Adjustment: None
- Additional Languages: None
- Alignment: CE CG LE LG N
- Weapon Mastery: Lance, short bow
- Distinguishing Features: Full lips
- Gear: Studded armour, lance, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), iron spikes (×12), 2 gp (56 ½ lbs.)

**Cataphract 8**
- Str 15
- Dex 12
- Con 13
- Int 12
- Wis 11
- Cha 14
- AC 4
- HP 6
- Height and Weight Adjustment: None
- Additional Languages: None
- Alignment: CE CG LE LG N
- Weapon Mastery: Lance, short bow
- Distinguishing Features: Heroic jawline
- Gear: Laminated armour, lance, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 5 gp (59 ½ lbs.)

**Cataphract 9**
- Str 17
- Dex 13
- Con 13
- Int 12
- Wis 9
- Cha 13
- AC 5
- HP 6
- Height and Weight Adjustment: Height +20%, weight 100% (height +10%, weight +20% for Hyperborean)
- Additional Languages: None
- Alignment: CE CG LE LG N
- Weapon Mastery: Lance, short bow
- Distinguishing Features: Huge build, good posture
- Gear: Scale armour, lance, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (54 ½ lbs.)

**Cataphract 10**
- Str 16
- Dex 16
- Con 12
- Int 10
- Wis 10
- Cha 16
- AC 4
- HP 6
- Height and Weight Adjustment: None
- Additional Languages: None
- Alignment: CE CG LE LG N
- Weapon Mastery: Lance, short bow
- Distinguishing Features: Dashing facial scar
- Gear: Scale armour, lance, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (54 ½ lbs.)

**Cataphract 11**
- Str 17
- Dex 13
- Con 13
- Int 10
- Wis 9
- Cha 13
- AC 5
- HP 8
- Height and Weight Adjustment: None
- Additional Languages: None
- Alignment: CE CG LE LG N
- Weapon Mastery: Lance, short bow
- Distinguishing Features: Healthy complexion
- Gear: Scale armour, lance, morning star, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (58 ½ lbs.)

**Cataphract 12**
- Str 16
- Dex 9
- Con 10
- Int 9
- Wis 9
- Cha 16
- AC 6
- HP 5
- Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
- Additional Languages: None
- Alignment: CE CG LE LG N
- Weapon Mastery: Lance, short bow
- Distinguishing Features: Broad build, broad-chested
- Gear: Studded armour, lance, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (56 ½ lbs.)
**Paladin 1**
Str 13 Dex 12 Con 8 Int 7 Wis 11 Cha 15 AC 4 HP 6
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: LG
Weapon Mastery: Battle axe
Distinguishing Features: Broad build, broad-chested
Gear: Shield (small), chain mail, battle axe, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (57 ½ lbs.)

**Paladin 2**
Str 12 Dex 11 Con 11 Int 8 Wis 11 Cha 15 AC 5 HP 8
Height and Weight Adjustment: None
Additional Languages: None
Alignment: LG
Weapon Mastery: Long sword
Distinguishing Features: Defined muscle tone
Gear: Shield (small), scale armour, long sword, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), 2 torches, 5 gp (49 ½ lbs.)

**Paladin 3**
Str 18 Dex 11 Con 14 Int 8 Wis 11 Cha 17 AC 5 HP 6
Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: LG
Weapon Mastery: Morning star
Distinguishing Features: Huge build, youthful countenance
Gear: Shield (small), studded armour, morning star, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (47 ½ lbs.)

**Paladin 4**
Str 14 Dex 11 Con 13 Int 13 Wis 10 Cha 16 AC 4 HP 8
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: LG
Weapon Mastery: Bastard sword
Distinguishing Features: Broad build, broad-chested
Gear: Shield (small), laminated armour, bastard sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 2 gp (57 ½ lbs.)

**Paladin 5**
Str 11 Dex 10 Con 11 Int 9 Wis 9 Cha 16 AC 8 HP 5
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: LG
Weapon Mastery: Footman’s flail
Distinguishing Features: Slender build, commanding gaze
Gear: Shield (small), footman’s flail, dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (39 ½ lbs.)

**Paladin 6**
Str 13 Dex 12 Con 12 Int 10 Wis 10 Cha 15 AC 4 HP 10
Height and Weight Adjustment: None
Additional Languages: None
Alignment: LG
Weapon Mastery: Battle axe
Distinguishing Features: Winning smile
Gear: Shield (small), chain mail, battle axe, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (56 ½ lbs.)
**Paladin Class Kits (page 2)**

**Paladin 7**
Str 14  Dex 12  Con 7  Int 5  Wis 11  Cha 18  AC 4  HP 5
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: None (illiterate)
Alignment: LG
Weapon Mastery: Footman’s mace
Distinguishing Features: Slender build, lilting voice
Gear: Shield (small), chain mail, footman’s mace, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (56 ½ lbs.)

**Paladin 8**
Str 17  Dex 14  Con 14  Int 13  Wis 13  Cha 16  AC 6  HP 6
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: LG
Weapon Mastery: Great mace
Distinguishing Features: Large build, honest face
Gear: Scale armour, great mace, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 2 gp (52 ½ lbs.)

**Paladin 9**
Str 14  Dex 14  Con 8  Int 8  Wis 14  Cha 15  AC 5  HP 5
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: LG
Weapon Mastery: Broad sword
Distinguishing Features: Slender build, dazzling teeth
Gear: Shield (small), studded armour, broad sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (47 ½ lbs.)

**Paladin 10**
Str 14  Dex 12  Con 13  Int 13  Wis 9  Cha 18  AC 5  HP 7
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: LG
Weapon Mastery: Long sword
Distinguishing Features: Slender build, distinguished features
Gear: Shield (small), studded armour, long sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (47 ½ lbs.)

**Paladin 11**
Str 13  Dex 13  Con 13  Int 11  Wis 9  Cha 16  AC 4  HP 6
Height and Weight Adjustment: None
Additional Languages: None
Alignment: LG
Weapon Mastery: Broad sword
Distinguishing Features: Husky voice
Gear: Shield (small), laminated armour, broad sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (56 ½ lbs.)

**Paladin 12**
Str 16  Dex 12  Con 13  Int 7  Wis 12  Cha 15  AC 4  HP 6
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: LG
Weapon Mastery: Bastard sword
Distinguishing Features: Broad build, lilting voice
Gear: Shield (small), chain mail, bastard sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 2 gp (57 ½ lbs.)
RANGER CLASS KITS (page 1)

Ranger 1
Str 15 Dex 14 Con 13 Int 12 Wis 15 Cha 10 AC 5 HP 6
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Short bow
Distinguishing Features: Broad build, weather-beaten
Gear: Shield (small), studded armour, broad sword, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), 4 gp (56 ½ lbs.)

Ranger 2
Str 16 Dex 13 Con 12 Int 11 Wis 15 Cha 7 AC 5 HP 5
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Short bow
Distinguishing Features: Missing teeth
Gear: Shield (small), studded armour, bastard sword, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), grappling hook, pry bar, hammer (small), iron spikes (×12), steel mirror, 2 gp (68 ½ lbs.)

Ranger 3
Str 16 Dex 12 Con 7 Int 10 Wis 15 Cha 6 AC 5 HP 5
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Long spear
Distinguishing Features: Large build, big nose
Gear: Shield (small), studded armour, long spear, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), steel mirror, 2 gp (66 ½ lbs.)

Ranger 4
Str 15 Dex 12 Con 12 Int 10 Wis 13 Cha 10 AC 5 HP 9
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Battle axe
Distinguishing Features: Broad build, gap-toothed
Gear: Shield (small), studded armour, battle axe, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (47 ½ lbs.)

Ranger 5
Str 18 Dex 14 Con 13 Int 11 Wis 16 Cha 10 AC 5 HP 11
Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Bastard sword
Distinguishing Features: Huge build, pale complexion
Gear: Shield (small), studded armour, bastard sword, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), grappling hook, pry bar, hammer (small), iron spikes (×12), steel mirror, 2 gp (68 ½ lbs.)

Ranger 6
Str 12 Dex 9 Con 8 Int 9 Wis 10 Cha 6 AC 5 HP 9
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Long sword
Distinguishing Features: Slender build, big ears
Gear: Shield (small), studded armour, long sword, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 5 gp (49 ½ lbs.)
**Ranger Class Kits (page 2)**

**Ranger 7**
Str 14 Dex 13 Con 13 Int 13 Wis 14 Cha 12 AC 5 HP 9
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CG LG N
Weapon Mastery: Short bow
Distinguishing Features: Broad build, facial mole
Gear: Shield (small), studded armour, broad sword, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), 4 gp (56 ½ lbs.)

**Ranger 8**
Str 12 Dex 9 Con 7 Int 9 Wis 11 Cha 6 AC 5 HP 7
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Battle axe
Distinguishing Features: Slender build, lisp
Gear: Shield (small), studded armour, battle axe, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (46 ½ lbs.)

**Ranger 9**
Str 14 Dex 12 Con 10 Int 11 Wis 14 Cha 8 AC 5 HP 5
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Battle axe
Distinguishing Features: Broad build, disfiguring facial scar
Gear: Shield (small), studded armour, battle axe, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 5 gp (51 ½ lbs.)

**Ranger 10**
Str 18 Dex 15 Con 15 Int 14 Wis 18 Cha 8 AC 4 HP 6
Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CG LG N
Weapon Mastery: Short bow
Distinguishing Features: Huge build, piggish nose
Gear: Shield (small), studded armour, battle axe, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (63 ½ lbs.)

**Ranger 11**
Str 17 Dex 13 Con 12 Int 12 Wis 13 Cha 8 AC 5 HP 5
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Long sword
Distinguishing Features: Broad build, shrill voice
Gear: Shield (small), studded armour, long sword, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), 2 gp (62 ½ lbs.)

**Ranger 12**
Str 13 Dex 12 Con 11 Int 9 Wis 13 Cha 7 AC 5 HP 9
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CG LG N
Weapon Mastery: Battle axe
Distinguishing Features: Raspy voice
Gear: Shield (small), studded armour, battle axe, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), pry bar, 3 gp (59 ½ lbs.)
Warlock 1
Str 17 Dex 12 Con 14 Int 17 Wis 11 Cha 11 AC 5 HP 8
Height and Weight Adjustment: None
Additional Languages: Two
Alignment: CE CG LE LG N
Weapon Mastery: Battle axe
Spell in Book: Shocking grasp
Distinguishing Features: Laugh lines
Gear: Spell book, shield (small), studded armour, battle axe, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (58 ¾ lbs.)

Warlock 2 (fire lord)
Str 15 Dex 9 Con 10 Int 15 Wis 13 Cha 6 AC 5 HP 4
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Weapon Mastery: Morning star
Spell in Book: Influence normal fire
Distinguishing Features: Broad build, pockmarked
Gear: Spell book, shield (small), studded armour, morning star, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (50 ¾ lbs.)

Warlock 3
Str 15 Dex 10 Con 13 Int 14 Wis 10 Cha 5 AC 5 HP 6
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Weapon Mastery: War pick
Spell in Book: Sleep
Distinguishing Features: Slender build, facial tic
Gear: Spell book, shield (small), studded armour, war pick, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (50 ¾ lbs.)

Warlock 4 (fire lord)
Str 15 Dex 11 Con 11 Int 15 Wis 14 Cha 8 AC 5 HP 4
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Weapon Mastery: Morning star
Spell in Book: Smoke cloud
Distinguishing Features: Slender build, bow-legged
Gear: Spell book, shield (small), studded armour, morning star, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (50 ¾ lbs.)

Warlock 5
Str 14 Dex 10 Con 11 Int 12 Wis 10 Cha 8 AC 5 HP 4
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Weapon Mastery: Footman’s flail
Spell in Book: Burning hands
Distinguishing Features: Large build, bow-legged
Gear: Spell book, shield (small), studded armour, footman’s flail, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (58 ¾ lbs.)

Warlock 6 (death soldier)
Str 17 Dex 12 Con 12 Int 13 Wis 12 Cha 9 AC 5 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Weapon Mastery: Broad sword
Spell in Book: Serpent charm
Distinguishing Features: Mallen streak
Gear: Spell book, shield (small), studded armour, broad sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (49 ¾ lbs.)
Warlock 7 (fire lord)
Str 15 Dex 12 Con 13 Int 14 Wis 12 Cha 12 AC 5 HP 6
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Weapon Mastery: Scimitar
Spell in Book: Faerie fire
Distinguishing Features: Broken nose
Gear: Spell book, shield (small), studded armour, scimitar, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, 2 gp (50 ¾ lbs.)

Warlock 8
Str 16 Dex 12 Con 13 Int 13 Wis 11 Cha 12 AC 5 HP 5
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Weapon Mastery: Long sword
Spell in Book: Burning hands
Distinguishing Features: Broad build, hirsute
Gear: Spell book, shield (small), studded armour, long sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (49 ¾ lbs.)

Warlock 9 (fire lord)
Str 14 Dex 11 Con 11 Int 13 Wis 12 Cha 9 AC 5 HP 6
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Weapon Mastery: Scimitar
Spell in Book: Burning hands
Distinguishing Features: Heavily tanned
Gear: Spell book, shield (small), studded armour, scimitar, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, 2 gp (50 ¾ lbs.)

Warlock 10
Str 16 Dex 10 Con 12 Int 13 Wis 7 Cha 6 AC 5 HP 8
Height and Weight Adjustment: Weight +10%, weight +10%, weight +20% for Hyperborean
Additional Languages: One
Alignment: CE CG LE LG N
Weapon Mastery: Bastard sword
Spell in Book: Grease
Distinguishing Features: Broad build, missing ear
Gear: Spell book, shield (small), studded armour, bastard sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (50 ¾ lbs.)

Warlock 11 (ice lord)*
Str 17 Dex 9 Con 9 Int 15 Wis 12 Cha 7 AC 5 HP 7
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: LE LG N
Weapon Mastery: Long spear
Spell in Book: Shocking grasp
Distinguishing Features: Large build, hairy facial mole
Gear: Spell book, shield (small), scale armour, long spear, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (57 ¾ lbs.)

* Reroll if information for this class is not available.

Warlock 12
Str 18 Dex 11 Con 13 Int 15 Wis 8 Cha 6 AC 5 HP 9
Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Weapon Mastery: Morning star
Spell in Book: Charm person
Distinguishing Features: Huge build, piggish nose
Gear: Spell book, shield (small), scale armour, morning star, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, 2 gp (64 ¾ lbs.)
CRYOMANCER CLASS KITS (page 1)

Cryomancer 1
Str 10 Dex 10 Con 10 Int 14 Wis 13 Cha 8 AC 8 HP 4
Height and Weight Adjustment: Weight -10% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: LE LG N
Spells in Book: Detect magic, hold portal, shocking grasp
Distinguishing Features: Slender build, missing finger
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, 3 gp (40 ½ lbs.)

Cryomancer 2
Str 15 Dex 15 Con 14 Int 17 Wis 15 Cha 7 AC 8 HP 5
Height and Weight Adjustment: None
Additional Languages: Two
Alignment: LE LG N
Spells in Book: Decipher language, freezing hands, hold portal
Distinguishing Features: Hairy facial mole
Gear: Spell book, short spear, hand axe, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, 3 gp (38 ½ lbs.)

Cryomancer 3
Str 13 Dex 12 Con 8 Int 16 Wis 15 Cha 5 AC 9 HP 2
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: LE LG N
Spells in Book: Hold portal, magic ice dart, melt ice
Distinguishing Features: Broad build, piggy nose
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, holy water (vial), 2 gp (40 ¾ lbs.)

Cryomancer 4
Str 13 Dex 10 Con 10 Int 14 Wis 14 Cha 12 AC 9 HP 2
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: LE LG N
Spells in Book: Chill touch, precipitate, shield
Distinguishing Features: Broad build, facial piercing
Gear: Spell book, short spear, horseman’s pick, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, 3 gp (39 ½ lbs.)

Cryomancer 5
Str 13 Dex 9 Con 8 Int 17 Wis 13 Cha 13 AC 9 HP 4
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Two
Alignment: LE LG N
Spells in Book: Freezing hands, shield, write spell
Distinguishing Features: Slender build, youthful countenance
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, holy water (vial), 3 gp (40 ¾ lbs.)

Cryomancer 6
Str 13 Dex 10 Con 10 Int 14 Wis 13 Cha 8 AC 9 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: LE LG N
Spells in Book: Shield, shocking grasp, sorcerer mark
Distinguishing Features: Bushy eyebrows
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, holy water (vial), 2 gp (40 ¾ lbs.)
CRYOMANCER CLASS KITS (page 2)

Cryomancer 7
Str 14 Dex 10 Con 13 Int 17 Wis 16 Cha 13 AC 9 HP 5
Height and Weight Adjustment: None
Additional Languages: Two
Alignment: LE LG N
Spells in Book: Decipher language, protection from evil, shove
Distinguishing Features: Good posture
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), holy water (vial), 3 gp (44 ¼ lbs.)

Cryomancer 8
Str 10 Dex 10 Con 11 Int 13 Wis 13 Cha 6 AC 9 HP 3
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: LE LG N
Spells in Book: Hold portal, shove, unseen servant
Distinguishing Features: Broad build, big nose
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, holy water (vial), 2 gp (40 ¾ lbs.)

Cryomancer 9
Str 13 Dex 9 Con 8 Int 16 Wis 14 Cha 13 AC 9 HP 4
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: LE LG N
Spells in Book: Melt ice, protection from evil, shove
Distinguishing Features: Large build, full lips
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), holy water (vial), 2 gp (41 ¼ lbs.)

Cryomancer 10
Str 14 Dex 12 Con 13 Int 17 Wis 14 Cha 6 AC 9 HP 3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Two
Alignment: LE LG N
Spells in Book: Chill touch, shield, sorcerer mark
Distinguishing Features: Slender build, bow-legged
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), holy water (vial), 3 gp (44 ¼ lbs.)

Cryomancer 11
Str 13 Dex 12 Con 13 Int 15 Wis 15 Cha 13 AC 9 HP 3
Height and Weight Adjustment: None
Additional Languages: One
Alignment: LE LG N
Spells in Book: Cold resistance, identify, shocking grasp
Distinguishing Features: Broad-chested
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), holy water (vial), 3 gp (44 ¼ lbs.)

Cryomancer 12
Str 12 Dex 9 Con 11 Int 12 Wis 12 Cha 10 AC 9 HP 4
Height and Weight Adjustment: None
Additional Languages: None
Alignment: LE LG N
Spells in Book: Freezing hands, light, shield
Distinguishing Features: Freckled
Gear: Spell book, short spear, horseman’s pick, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), ink and quill, parchment (sheet), writing stick, chalk (piece), fishing net (10 × 10 ft.), wire (100-ft. spool), steel mirror, 5 gp (43 ½ lbs.)
ILLUSIONIST CLASS KITS (page 1)

Illusionist 1
Str 10 Dex 12 Con 11 Int 16 Wis 10 Cha 11 AC 9 HP 4
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Disguise self, light, scare
Distinguishing Features: Slender build, facial piercing
Gear: Spell book, quarterstaff, dagger, darts (∗6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 4 gp (38 ½ lbs.)

Illusionist 2
Str 11 Dex 15 Con 12 Int 15 Wis 10 Cha 14 AC 8 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Mirror gaze, phantasm, ventriloquism
Distinguishing Features: Distinguished features
Gear: Spell book, quarterstaff, silver dagger, darts (∗6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask), 4 gp (40 lbs.)

Illusionist 3
Str 9 Dex 13 Con 12 Int 18 Wis 11 Cha 12 AC 9 HP 3
Height and Weight Adjustment: None
Additional Languages: Three
Alignment: CE CG LE LG N
Spells in Book: Darkness, terrify, unseen servant
Distinguishing Features: Nondescript
Gear: Spell book, quarterstaff, silver dagger, darts (∗6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), holy water (vial), incendiary oil (flask), 4 gp (40 lbs.)

Illusionist 4
Str 10 Dex 16 Con 10 Int 16 Wis 9 Cha 14 AC 8 HP 2
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Disguise self, reflection, terrify
Distinguishing Features: Broad-chested
Gear: Spell book, quarterstaff, silver dagger, darts (∗6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 4 gp (38 ½ lbs.)

Illusionist 5
Str 12 Dex 14 Con 13 Int 16 Wis 12 Cha 14 AC 9 HP 5
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Colour spray, mirror image, sorcerer mark
Distinguishing Features: Honest face
Gear: Spell book, quarterstaff, dagger, darts (∗6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (35 ½ lbs.)

Illusionist 6
Str 8 Dex 14 Con 12 Int 15 Wis 8 Cha 8 AC 9 HP 2
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Light, mirror image, terrify
Distinguishing Features: Disfiguring facial scar
Gear: Spell book, silver dagger, sling, lead sling bullets (∗20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, prayer beads (yellow ivory), 5 gp (29 ½ lbs.)
ILLUSIONIST CLASS KITS (page 2)

Illusionist 7
Str 9 Dex 14 Con 12 Int 16 Wis 8 Cha 5 AC 9 HP 2
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Dancing lights, scare, wall of vapours
Distinguishing Features: Lisp
Gear: Spell book, quarterstaff, dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (35 ¾ lbs.)

Illusionist 8
Str 7 Dex 15 Con 14 Int 15 Wis 12 Cha 14 AC 8 HP 3
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Colour spray, detect silence, wall of vapours
Distinguishing Features: Slender build, honest face
Gear: Spell book, dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, 5 gp (29 ¾ lbs.)

Illusionist 9
Str 10 Dex 13 Con 11 Int 15 Wis 9 Cha 4 AC 9 HP 3
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE LG N
Spells in Book: Hypnotism, mending, wall of vapours
Distinguishing Features: Broad build, big nose
Gear: Spell book, quarterstaff, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask), 4 gp (40 ¾ lbs.)

Illusionist 10
Str 10 Dex 16 Con 13 Int 17 Wis 9 Cha 15 AC 8 HP 3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Two
Alignment: CE CG LE LG N
Spells in Book: Colour spray, detect silence, mirror image
Distinguishing Features: Slender build, defined muscle tone
Gear: Spell book, quarterstaff, dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 4 gp (38 ¾ lbs.)

Illusionist 11
Str 13 Dex 15 Con 13 Int 18 Wis 10 Cha 14 AC 8 HP 5
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Three
Alignment: CE CG LE LG N
Spells in Book: Hypnotism, mirror gaze, reflection
Distinguishing Features: Broad build, dashing facial scar
Gear: Spell book, quarterstaff, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask), 4 gp (40 ¾ lbs.)

Illusionist 12
Str 11 Dex 15 Con 12 Int 18 Wis 9 Cha 10 AC 8 HP 3
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: Three
Alignment: CE CG LE LG N
Spells in Book: Mirror image, phantasm, ventriloquism
Distinguishing Features: Slender build, broken nose
Gear: Spell book, quarterstaff, dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), hemp rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 4 gp (38 ¾ lbs.)
NECROMANCER CLASS KITS (page 1)

Necromancer 1
Str 11 Dex 11 Con 14 Int 17 Wis 15 Cha 13 AC 9 HP 4
Height and Weight Adjustment: None
Additional Languages: Two
Alignment: CE LE N
Spells in Book: Animate carrion, detect magic, shocking grasp
Distinguishing Features: Commanding gaze
Gear: Spell book, quarterstaff, whip, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 3 gp (38 ¾ lbs.)

Necromancer 2
Str 12 Dex 13 Con 14 Int 16 Wis 15 Cha 7 AC 9 HP 3
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Spells in Book: Animate carrion, command, detect magic
Distinguishing Features: Missing ear
Gear: Spell book, quarterstaff, whip, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, 3 gp (27 ¾ lbs.)

Necromancer 3
Str 11 Dex 12 Con 12 Int 15 Wis 15 Cha 13 AC 9 HP 3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: CE LE N
Spells in Book: Extermination, locate the dead, protection from evil
Distinguishing Features: Slender build, dazzling teeth
Gear: Spell book, quarterstaff, whip, dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask), 3 gp (29 ¾ lbs.)

Necromancer 4
Str 10 Dex 11 Con 12 Int 15 Wis 14 Cha 10 AC 9 HP 3
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Spells in Book: Chill touch, protection from evil, sorcerer mark
Distinguishing Features: Hirsute
Gear: Spell book, quarterstaff, whip, dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 3 gp (38 ¾ lbs.)

Necromancer 5
Str 13 Dex 13 Con 13 Int 15 Wis 15 Cha 8 AC 9 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Spells in Book: Identify, scare, skeleton servant
Distinguishing Features: Missing teeth
Gear: Spell book, quarterstaff, whip, dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask), 4 gp (28 ¾ lbs.)

Necromancer 6
Str 9 Dex 9 Con 12 Int 14 Wis 13 Cha 11 AC 9 HP 2
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE LE N
Spells in Book: Command, protection from evil, write spell
Distinguishing Features: Large build, receding hair
Gear: Spell book, quarterstaff, whip, dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask), 4 gp (28 ¾ lbs.)
Necromancer 7
Str 13 Dex 14 Con 14 Int 15 Wis 15 Cha 14 AC 9 HP 3
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Spells in Book: Animate carrion, locate the dead, scare
Distinguishing Features: Resonant voice
Gear: Spell book, quarterstaff, whip, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 3 gp (38 ¾ lbs.)

Necromancer 8
Str 9 Dex 10 Con 11 Int 16 Wis 15 Cha 7 AC 9 HP 2
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Spells in Book: Command, detect undead, protection from evil
Distinguishing Features: Damaged hair
Gear: Spell book, quarterstaff, whip, silver dagger, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 3 gp (38 ¾ lbs.)

Necromancer 9
Str 11 Dex 13 Con 14 Int 17 Wis 15 Cha 4 AC 9 HP 3
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Two
Alignment: CE LE N
Spells in Book: Animate carrion, extermination, scare
Distinguishing Features: Broad build, big ears
Gear: Spell book, whip, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, 5 gp (22 ¾ lbs.)

Necromancer 10
Str 11 Dex 13 Con 13 Int 13 Wis 13 Cha 5 AC 9 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Spells in Book: Extermination, skeleton servant, write spell
Distinguishing Features: Stutter
Gear: Spell book, quarterstaff, whip, dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 3 gp (32 ¾ lbs.)

Necromancer 11
Str 11 Dex 12 Con 13 Int 17 Wis 14 Cha 7 AC 9 HP 3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Two
Alignment: CE LE N
Spells in Book: Extermination, shocking grasp, sorcerer mark
Distinguishing Features: Slender build, pronounced overbite
Gear: Spell book, quarterstaff, whip, dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 3 gp (32 ¾ lbs.)

Necromancer 12
Str 10 Dex 12 Con 13 Int 16 Wis 16 Cha 7 AC 9 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Spells in Book: Chill touch, invisibility to undead, skeleton servant
Distinguishing Features: Big ears
Gear: Spell book, quarterstaff, whip, dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 3 gp (32 ¾ lbs.)
Pyromancer 1
Str 14 Dex 15 Con 13 Int 16 Wis 15 Cha 11 AC 8 HP 5
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Spells in Book: Dancing lights, faerie fire, sorcerous armor
Distinguishing Features: Facial tattoo
Gear: Spell book, scimitar, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 2 gp (29 ¾ lbs.)

Pyromancer 2
Str 10 Dex 10 Con 12 Int 13 Wis 12 Cha 6 AC 9 HP 4
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Spells in Book: Decipher language, faerie fire, sorcerous armor
Distinguishing Features: Broad build, stutter
Gear: Spell book, scimitar, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 2 gp (24 ¼ lbs.)

Pyromancer 3
Str 11 Dex 9 Con 10 Int 13 Wis 13 Cha 13 AC 9 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Spells in Book: Fire resistance, flaming missile, flash
Distinguishing Features: Defined muscle tone
Gear: Spell book, morning star, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 2 gp (24 ¾ lbs.)

Pyromancer 4
Str 14 Dex 9 Con 14 Int 16 Wis 15 Cha 13 AC 9 HP 3
Height and Weight Adjustment: Weight +10%, weight +20% for Hyperborean
Additional Languages: One
Alignment: CE CG N
Spells in Book: Burning hands, protection from evil, sorcerer mark
Distinguishing Features: Broad build, lustrous hair
Gear: Spell book, scimitar, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 2 gp (29 ¾ lbs.)

Pyromancer 5
Str 11 Dex 10 Con 13 Int 14 Wis 14 Cha 10 AC 9 HP 5
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Spells in Book: Detect magic, fire resistance, flash
Distinguishing Features: Slender build, facial tattoo
Gear: Spell book, morning star, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (29 ¾ lbs.)

Pyromancer 6
Str 10 Dex 10 Con 13 Int 14 Wis 13 Cha 11 AC 9 HP 4
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Spells in Book: Flash, melt ice, sorcerous armor
Distinguishing Features: Broad build, heavily tanned
Gear: Spell book, scimitar, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask ×2), 5 gp (26 ¾ lbs.)
### Pyromancer 7
- **Strength (Str)**: 13
- **Dexterity (Dex)**: 11
- **Constitution (Con)**: 13
- **Intelligence (Int)**: 16
- **Wisdom (Wis)**: 14
- **Charisma (Cha)**: 11
- **Armor Class (AC)**: 9
- **Hit Points (HP)**: 4
- **Height and Weight Adjustment**: Weight +20% (height +10%, weight +20% for Hyperborean)
- **Alignment**: CE
- **Spells in Book**: *Faerie fire, influence normal fire, smoke cloud*
- **Distinguishing Features**: Broad build, nondescript
- **Gear**: Spell book, scimitar, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask ×2), 4 gp (31 ¾ lbs.)

### Pyromancer 8
- **Strength (Str)**: 10
- **Dexterity (Dex)**: 15
- **Constitution (Con)**: 10
- **Intelligence (Int)**: 16
- **Wisdom (Wis)**: 15
- **Charisma (Cha)**: 10
- **Armor Class (AC)**: 8
- **Hit Points (HP)**: 2
- **Height and Weight Adjustment**: Weight +20% (height +10%, weight +20% for Hyperborean)
- **Alignment**: CE
- **Spells in Book**: *Dancing lights, flaming missile, protection from evil*
- **Distinguishing Features**: Broad build, prematurely greying
- **Gear**: Spell book, morning star, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (29 ¾ lbs.)

### Pyromancer 9
- **Strength (Str)**: 14
- **Dexterity (Dex)**: 9
- **Constitution (Con)**: 13
- **Intelligence (Int)**: 15
- **Wisdom (Wis)**: 14
- **Charisma (Cha)**: 13
- **Armor Class (AC)**: 9
- **Hit Points (HP)**: 3
- **Height and Weight Adjustment**: None
- **Alignment**: CE
- **Spells in Book**: *Fire resistance, flash, identify*
- **Distinguishing Features**: Large build, freckled
- **Gear**: Spell book, scimitar, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 2 gp (29 ¾ lbs.)

### Pyromancer 10
- **Strength (Str)**: 14
- **Dexterity (Dex)**: 9
- **Constitution (Con)**: 13
- **Intelligence (Int)**: 15
- **Wisdom (Wis)**: 14
- **Charisma (Cha)**: 11
- **Armor Class (AC)**: 8
- **Hit Points (HP)**: 3
- **Height and Weight Adjustment**: Weight +20% (height +10%, weight +20% for Hyperborean)
- **Alignment**: CE
- **Spells in Book**: *Burning hands, fire resistance, light*
- **Distinguishing Features**: Honest face
- **Gear**: Spell book, scimitar, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, incendiary oil (flask), 2 gp (31 ¼ lbs.)

### Pyromancer 11
- **Strength (Str)**: 10
- **Dexterity (Dex)**: 15
- **Constitution (Con)**: 13
- **Intelligence (Int)**: 17
- **Wisdom (Wis)**: 16
- **Charisma (Cha)**: 11
- **Armor Class (AC)**: 8
- **Hit Points (HP)**: 4
- **Height and Weight Adjustment**: None
- **Alignment**: CE
- **Spells in Book**: *Flash, influence normal fire, sorcerous armor*
- **Distinguishing Features**: Facial mole
- **Gear**: Spell book, scimitar, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, incendiary oil (flask), 2 gp (29 ¾ lbs.)

### Pyromancer 12
- **Strength (Str)**: 9
- **Dexterity (Dex)**: 10
- **Constitution (Con)**: 12
- **Intelligence (Int)**: 14
- **Wisdom (Wis)**: 12
- **Charisma (Cha)**: 3
- **Armor Class (AC)**: 9
- **Hit Points (HP)**: 3
- **Height and Weight Adjustment**: None (weight -10% for Hyperborean)
- **Alignment**: CE
- **Spells in Book**: *Faerie fire, identify, sorcerous armor*
- **Distinguishing Features**: Slender build, piggish nose
- **Gear**: Spell book, scimitar, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), wire (100-ft. spool), steel mirror, incendiary oil (flask), 2 gp (31 ¼ lbs.)
WITCH CLASS KITS (page 1)

Witch 1
Str 12 Dex 12 Con 12 Int 18 Wis 10 Cha 16 AC 8 HP 2
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: Three
Alignment: CE CG N
Spells in Book: Enlargement, hold portal, influence normal fire
Distinguishing Features: Large build, heroic jawline, Falho (rat familiar – 2 hp)
Gear: Spell book, quarterstaff, whip, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 4 gp (36 ½ lbs.)

Witch 2
Str 8 Dex 10 Con 11 Int 13 Wis 12 Cha 12 AC 9 HP 3
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Spells in Book: Charm person, detect magic, light
Distinguishing Features: Weather-beaten, Gazort (snake familiar – 4 hp)
Gear: Spell book, whip, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 2 gp (29 ¾ lbs.)

Witch 3
Str 6 Dex 10 Con 8 Int 14 Wis 12 Cha 14 AC 9 HP 2
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Spells in Book: Charm person, protection from evil, unseen servant
Distinguishing Features: Slender build, honest face, Erharg (weasel familiar – 2 hp)
Gear: Spell book, whip, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, holy water (vial), incendiary oil (flask), 2 gp (31 lbs.)

Witch 4
Str 9 Dex 11 Con 11 Int 14 Wis 12 Cha 14 AC 9 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Spells in Book: Protection from evil, shocking grasp, sorcerer mark
Distinguishing Features: Mesmerizing gaze, Tonton (cat familiar – 2 hp)
Gear: Spell book, whip, dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, holy water (vial), incendiary oil (flask), 2 gp (31 lbs.)

Witch 5
Str 9 Dex 15 Con 11 Int 17 Wis 12 Cha 15 AC 8 HP 3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Two
Alignment: CE CG N
Spells in Book: Light, scare, unseen servant
Distinguishing Features: Slender build, distinguished features, Ays (toad familiar – 2 hp)
Gear: Spell book, quarterstaff, whip, darts (×6), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (37 ¾ lbs.)

Witch 6
Str 5 Dex 12 Con 11 Int 18 Wis 9 Cha 14 AC 9 HP 2
Height and Weight Adjustment: Height -10%, weight -30% (height -10%, weight -20% for Hyperborean)
Additional Languages: Three
Alignment: CE CG N
Spells in Book: Detect illusion, enlargement, spider climb
Distinguishing Features: Small build, clear eyes, Teebes (fox familiar – 1 hp)
Gear: Spell book, whip, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), incendiary oil (flask), 2 gp (29 ¾ lbs. – encumbered)
WITCH CLASS KITS (page 2)

Witch 7
Str 5 Dex 10 Con 8 Int 11 Wis 9 Cha 13 AC 9 HP 2
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG N
Spells in Book: **Friends, spider climb, write spell**
Distinguishing Features: Honest face, **Cigbar** (cat familiar – 3 gp)
Gear: Spell book, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask ×2), 2 gp (29 ¾ lbs. – encumbered)

Witch 8
Str 6 Dex 9 Con 11 Int 17 Wis 12 Cha 12 AC 9 HP 2
Height and Weight Adjustment: Height -10%, weight -30% (height -10%, weight -20% for Hyperborean)
Additional Languages: Two
Alignment: CE CG N
Spells in Book: **Detect malady, enlargement, sleep**
Distinguishing Features: Small build, freckled, **Falyor** (weasel familiar – 1 gp)
Gear: Spell book, whip, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, holy water (vial), incendiary oil (flask), 2 gp (31 lbs.)

Witch 9
Str 11 Dex 11 Con 11 Int 17 Wis 13 Cha 14 AC 9 HP 2
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Two
Alignment: CE CG N
Spells in Book: **Charm person, detect evil, protection from evil**
Distinguishing Features: Broad build, good posture, **Cigharg** (falcon familiar – 2 gp)
Gear: Spell book, quarterstaff, whip, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (27 ¾ lbs.)

Witch 10
Str 10 Dex 15 Con 13 Int 18 Wis 12 Cha 17 AC 8 HP 5
Height and Weight Adjustment: Weight +10%, weight +20% for Hyperborean
Additional Languages: Three
Alignment: CE CG N
Spells in Book: **Light, locate dead, shocking grasp**
Distinguishing Features: Broad build, honest face, **Amhol** (toad familiar – 1 gp)
Gear: Spell book, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask ×2), 2 gp (29 ¾ lbs.)

Witch 11
Str 8 Dex 11 Con 11 Int 16 Wis 11 Cha 15 AC 9 HP 2
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Spells in Book: **Light, shocking grasp, ventriloquism**
Distinguishing Features: Good posture, **Xorzort** (snake familiar – 2 gp)
Gear: Spell book, silver dagger, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), steel mirror, incendiary oil (flask ×2), 2 gp (29 ¾ lbs.)

Witch 12
Str 6 Dex 13 Con 8 Int 16 Wis 13 Cha 13 AC 9 HP 2
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Spells in Book: **Alter self, reflection, sleep**
Distinguishing Features: Slender build, full lips, **Risdo** (squirrel familiar – 2 gp)
Gear: Spell book, quarterstaff, whip, dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), silk rope (50 ft.), grappling hook, ink and quill, parchment (sheet), writing stick, chalk (piece), 2 gp (32 ¾ lbs.)
DRUID CLASS KITS (page 1)

Druid 1
Str 11  Dex 10  Con 11  Int 7  Wis 16  Cha 14  AC 5  HP 4
Height and Weight Adjustment: None
Additional Languages: Druidic
Alignment: N
Spells Known: Entangle, influence normal fire, 
purify food and drink
Distinguishing Features: Lilting voice
Gear: Shield (small), studded armour, scimitar, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), 2 gp (49 ½ lbs.)

Druid 2
Str 13  Dex 11  Con 12  Int 4  Wis 17  Cha 15  AC 5  HP 5
Height and Weight Adjustment: None
Additional Languages: Druidic (illiterate)
Alignment: N
Spells Known: Locate ordinary animal, pass without trace, shillelagh
Distinguishing Features: Dashing facial scar
Gear: Shield (large), studded armour, scimitar, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), steel mirror, 2 gp (55 ½ lbs.)

Druid 3
Str 13  Dex 10  Con 12  Int 8  Wis 16  Cha 16  AC 6  HP 6
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: Druidic
Alignment: N
Spells Known: Detect venom, influence normal fire, magic stone
Distinguishing Features: Large build, winning smile
Gear: Studded armour, spiked staff, darts (×3), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), 2 gp (46 ½ lbs.)

Druid 4
Str 11  Dex 11  Con 11  Int 10  Wis 11  Cha 14  AC 7  HP 4
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Druidic
Alignment: N
Spells Known: Detect magic, fire resistance, precipitate
Distinguishing Features: Slender build, defined muscle tone
Gear: Leather armour, spiked staff, darts (×3), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), 2 gp (41 ½ lbs.)

Druid 5
Str 13  Dex 16  Con 13  Int 10  Wis 17  Cha 16  AC 6  HP 5
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: Druidic
Alignment: N
Spells Known: Detect venom, goodberry, magic stone
Distinguishing Features: Large build, clear eyes
Gear: Leather armour, spiked staff, darts (×3), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), 2 gp (41 ½ lbs.)

Druid 6
Str 11  Dex 9  Con 8  Int 6  Wis 16  Cha 12  AC 5  HP 6
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: Druidic (illiterate)
Alignment: N
Spells Known: Befriend animals, light, magic stone
Distinguishing Features: Slender build, weather-beaten
Gear: Shield (small), studded armour, scimitar, dagger, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (49 ½ lbs.)
DRUID CLASS KITS (page 2)

Druid 7
Str 13 Dex 11 Con 12 Int 9 Wis 16 Cha 15 AC 6 HP 6
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Druidic
Alignment: N
Spells Known: Faerie fire, influence normal fire, pass without trace
Distinguishing Features: Broad build, defined muscle tone
Gear: Studded armour, spiked staff, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), 2 gp (48 ½ lbs.)

Druid 8
Str 12 Dex 10 Con 11 Int 11 Wis 15 Cha 13 AC 5 HP 4
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: Druidic
Alignment: N
Spells Known: Befriend animals, detect venom, precipitate
Distinguishing Features: Large build, broad-chested
Gear: Shield (small), studded armour, scimitar, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (49 ½ lbs.)

Druid 9
Str 14 Dex 10 Con 12 Int 6 Wis 14 Cha 14 AC 5 HP 5
Height and Weight Adjustment: None
Additional Languages: Druidic (illiterate)
Alignment: N
Spells Known: Detect venom, shillelagh, speak with animals
Distinguishing Features: Distinguished features
Gear: Shield (small), studded armour, scimitar, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), 2 gp (45 ½ lbs.)

Druid 10
Str 14 Dex 12 Con 12 Int 7 Wis 14 Cha 14 AC 5 HP 4
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Druidic
Alignment: N
Spells Known: Goodberry, sanctuary from animals, shillelagh
Distinguishing Features: Slender build, youthful countenance
Gear: Shield (small), studded armour, morning star, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), 2 gp (51 ½ lbs.)

Druid 11
Str 11 Dex 9 Con 9 Int 7 Wis 13 Cha 12 AC 5 HP 6
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Druidic
Alignment: N
Spells Known: Detect snares and pits, faerie fire, locate ordinary animal
Distinguishing Features: Slender build, laugh lines
Gear: Shield (small), studded armour, scimitar, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (49 ½ lbs.)

Druid 12
Str 13 Dex 15 Con 13 Int 12 Wis 17 Cha 16 AC 4 HP 9
Height and Weight Adjustment: None
Additional Languages: Druidic
Alignment: N
Spells Known: Detect magic, fire resistance, shillelagh
Distinguishing Features: Liltiing voice
Gear: Shield (small), studded armour, morning star, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), 2 gp (51 ½ lbs.)
**MONK CLASS KITS** (page 1)

**Monk 1**
Str 11 Dex 13 Con 10 Int 10 Wis 12 Cha 9 AC 8 HP 4  
Height and Weight Adjustment: None (weight -10% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG N  
Distinguishing Features: Slender build, callused hands  
Gear: Quarterstaff, dagger, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, incendiary oil (flask), 2 gp (35 ½ lbs.)

**Monk 2**
Str 12 Dex 17 Con 12 Int 11 Wis 16 Cha 4 AC 8 HP 8  
Height and Weight Adjustment: None  
Additional Languages: None  
Alignment: CE CG LE LG N  
Distinguishing Features: Bow-legged  
Gear: Quarterstaff, hooked throwing knife, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (22 ½ lbs.)

**Monk 3**
Str 14 Dex 16 Con 13 Int 12 Wis 14 Cha 12 AC 8 HP 8  
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG N  
Distinguishing Features: Large build, broken nose  
Gear: Quarterstaff, dagger, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, incendiary oil (flask), 2 gp (35 ½ lbs.)

**Monk 4**
Str 15 Dex 16 Con 12 Int 11 Wis 16 Cha 11 AC 8 HP 4  
Height and Weight Adjustment: None  
Additional Languages: None  
Alignment: CE CG LE LG N  
Distinguishing Features: Facial scar  
Gear: Falcatas ×2, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), incendiary oil (flask), 2 gp (30 ½ lbs.)

**Monk 5**
Str 12 Dex 14 Con 13 Int 11 Wis 13 Cha 7 AC 8 HP 5  
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG N  
Distinguishing Features: Broad build, pronounced underbite  
Gear: Quarterstaff, dagger, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), silk rope (50 ft.), grappling hook, incendiary oil (flask), 2 gp (35 ½ lbs.)

**Monk 6**
Str 12 Dex 17 Con 13 Int 11 Wis 16 Cha 9 AC 8 HP 8  
Height and Weight Adjustment: None (weight -10% for Hyperborean)  
Additional Languages: None  
Alignment: CE CG LE LG N  
Distinguishing Features: Slender build, missing ear  
Gear: Falcatas ×2, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), silk rope (50 ft.), grappling hook, incendiary oil (flask), 2 gp (35 ½ lbs.)
Monk 7
Str 14 Dex 15 Con 14 Int 11 Wis 14 Cha 13 AC 8 HP 5
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG N
Distinguishing Features: Broad-chested
Gear: Quarterstaff, dagger, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), silk rope (50 ft.), grappling hook, incendiary oil (flask), 2 gp (35 ½ lbs.)

Monk 8
Str 14 Dex 16 Con 14 Int 8 Wis 15 Cha 11 AC 8 HP 5
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Distinguishing Features: Broad build, broken nose
Gear: Quarterstaff, dagger, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), incendiary oil (flask), 2 gp (30 ½ lbs.)

Monk 9
Str 9 Dex 13 Con 9 Int 8 Wis 10 Cha 7 AC 8 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG N
Distinguishing Features: Croaky voice
Gear: Quarterstaff, dagger, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), incendiary oil (flask), 2 gp (30 ½ lbs.)

Monk 10
Str 13 Dex 16 Con 14 Int 11 Wis 14 Cha 5 AC 8 HP 9
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG N
Distinguishing Features: Missing teeth
Gear: Quarterstaff, dagger, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, incendiary oil (flask), 2 gp (35 ½ lbs.)

Monk 11
Str 13 Dex 15 Con 13 Int 11 Wis 14 Cha 12 AC 8 HP 5
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Distinguishing Features: Broad build, facial piercing
Gear: Quarterstaff, dagger, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), incendiary oil (flask), 2 gp (30 ½ lbs.)

Monk 12
Str 11 Dex 17 Con 11 Int 10 Wis 13 Cha 8 AC 8 HP 4
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG N
Distinguishing Features: Slender build, missing teeth
Gear: Quarterstaff, dagger, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), incendiary oil (flask), 2 gp (30 ½ lbs.)
PRIEST CLASS KITS (page 1)

Priest 1
Str 9  Dex 9  Con 11  Int 12  Wis 14  Cha 12  AC 9  HP 2
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Ceremony of consecration, light, precipitate, purify food and drink
Distinguishing Features: Large build, weather-beaten
Gear: Quarterstaff, whip, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), incendiary oil (flask), 2 gp (24 ½ lbs.)

Priest 2
Str 10  Dex 11  Con 12  Int 11  Wis 16  Cha 12  AC 9  HP 2
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Bless, cure light wounds, light, purify food and drink
Distinguishing Features: Facial piercing
Gear: Quarterstaff, whip, dagger, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), 2 gp (28 ½ lbs.)

Priest 3
Str 9  Dex 13  Con 13  Int 7  Wis 14  Cha 14  AC 9  HP 3
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Bless, create water, light, perceive disguise
Distinguishing Features: Distinguished features
Gear: Quarterstaff, whip, dagger, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), incendiary oil (flask), 2 gp (30 ½ lbs.)

Priest 4
Str 11  Dex 15  Con 12  Int 10  Wis 16  Cha 15  AC 8  HP 2
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Ceremony of consecration, light, perceive disguise, purify food and drink
Distinguishing Features: Husky voice
Gear: Quarterstaff, whip, dagger, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, wire (100-ft. spool), steel mirror, holy water (vial), incendiary oil (flask), 2 gp (32 lbs.)

Priest 5
Str 11  Dex 14  Con 13  Int 8  Wis 15  Cha 14  AC 9  HP 3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Cold resistance, omen, precipitate, remove fear
Distinguishing Features: Slender build, husky voice
Gear: Quarterstaff, whip, dagger, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, wire (100-ft. spool), steel mirror, holy water (vial), incendiary oil (flask), 2 gp (32 lbs.)

Priest 6
Str 9  Dex 9  Con 12  Int 14  Wis 18  Cha 15  AC 9  HP 3
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE LG
Spells Known: Bless oil or water, detect malady, omen, protection from evil
Distinguishing Features: Chiseled features
Gear: Quarterstaff, whip, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), 2 gp (24 ½ lbs.)
PRIEST CLASS KITS (page 2)

Priest 7
Str 12 Dex 15 Con 15 Int 8 Wis 15 Cha 15 AC 8 HP 5
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Cerimony of consecration, command, detect malady, protection from evil
Distinguishing Features: Slender build, chiseled features
Gear: Quarterstaff, whip, silver dagger, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), incendiary oil (flask), 2 gp (30 ½ lbs.)

Priest 8
Str 10 Dex 12 Con 13 Int 9 Wis 15 Cha 15 AC 9 HP 4
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Cold resistance, command, light, sanctuary
Distinguishing Features: Slender build, dazzling teeth
Gear: Quarterstaff, whip, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), 2 gp (28 ½ lbs.)

Priest 9
Str 9 Dex 9 Con 12 Int 7 Wis 13 Cha 13 AC 9 HP 2
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Bless or water, cure light wounds, detect malady, light
Distinguishing Features: Chiseled features
Gear: Quarterstaff, whip, silver dagger, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), incendiary oil (flask), 2 gp (30 ½ lbs.)

Priest 10
Str 9 Dex 10 Con 10 Int 8 Wis 14 Cha 14 AC 9 HP 2
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Detect magic, detect malady, magic stone, omen
Distinguishing Features: Slender build, broad-chested
Gear: Quarterstaff, whip, silver dagger, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), incendiary oil (flask), 2 gp (30 ½ lbs.)

Priest 11
Str 12 Dex 9 Con 13 Int 8 Wis 16 Cha 15 AC 9 HP 4
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Bless, magic stone, precipitate, protection from evil
Distinguishing Features: Slender build, healthy complexion
Gear: Quarterstaff, whip, silver dagger, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), incendiary oil (flask), 2 gp (30 ½ lbs.)

Priest 12
Str 8 Dex 11 Con 9 Int 7 Wis 15 Cha 14 AC 9 HP 4
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE LG
Spells Known: Cure light wounds, detect magic, detect malady, remove fear
Distinguishing Features: Broad build, broad-chested
Gear: Quarterstaff, whip, dagger, darts (×5), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, holy water (vial), incendiary oil (flask), 2 gp (30 ½ lbs.)
Shaman 1 (cleric/magician)
Str 13 Dex 13 Con 13 Int 14 Wis 18 Cha 7 AC 6 HP 6
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Spell Known: **Protection from evil**
Distinguishing Features: Pronounced overbite
Gear: Studded armour, quarterstaff, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), wooden mask, 4 gp (46 ¼ lbs.)

Shaman 2 (druid/necromancer)
Str 13 Dex 12 Con 14 Int 15 Wis 16 Cha 6 AC 6 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE N
Spell Known: **Pass without trace**
Distinguishing Features: Stutter
Gear: Studded armour, quarterstaff, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (48 ¼ lbs.)

Shaman 3 (cleric/magician)
Str 11 Dex 10 Con 8 Int 13 Wis 13 Cha 7 AC 6 HP 5
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Spell Known: **Protection from evil**
Distinguishing Features: Slender build, disfiguring facial scar
Gear: Studded armour, quarterstaff, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (48 ¼ lbs.)

Shaman 4 (druid/necromancer)
Str 11 Dex 9 Con 12 Int 14 Wis 14 Cha 9 AC 6 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE N
Spell Known: **Influence normal fire**
Distinguishing Features: Facial mole
Gear: Studded armour, quarterstaff, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (46 ¼ lbs.)

Shaman 5 (cleric/magician)
Str 14 Dex 12 Con 13 Int 14 Wis 15 Cha 13 AC 6 HP 6
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Spell Known: **Bless**
Distinguishing Features: Large build, resonant voice
Gear: Studded armour, quarterstaff, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (48 ¼ lbs.)

Shaman 6 (druid/magician)
Str 13 Dex 13 Con 12 Int 15 Wis 16 Cha 6 AC 7 HP 6
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Spell Known: **Messenger bird**
Distinguishing Features: Facial tic
Gear: Leather armour, quarterstaff, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (38 ¼ lbs.)
SHAMAN CLASS KITS (page 2)

**Shaman 7 (cleric/necromancer)**
Str 11 Dex 10 Con 14 Int 14 Wis 15 Cha 6 AC 7 HP 4  
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)  
Additional Languages: One  
Alignment: CE N  
Spell Known: Omen  
Distinguishing Features: Slender build, piggish nose  
Gear: Leather armour, quarterstaff, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (38 ¼ lbs.)

**Shaman 8 (cleric/magician)**
Str 12 Dex 10 Con 12 Int 14 Wis 15 Cha 10 AC 7 HP 3  
Height and Weight Adjustment: None  
Additional Languages: One  
Alignment: CE CG N  
Spell Known: Detect evil  
Distinguishing Features: Distinctive birthmark  
Gear: Leather armour, quarterstaff, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (38 ¼ lbs.)

**Shaman 9 (cleric/necromancer)**
Str 12 Dex 9 Con 13 Int 13 Wis 15 Cha 10 AC 6 HP 6  
Height and Weight Adjustment: None  
Additional Languages: One  
Alignment: CE N  
Spell Known: Sanctuary  
Distinguishing Features: Facial piercing  
Gear: Studded armour, quarterstaff, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), holy symbol (wooden), prayer beads (wooden), writing stick, steel mirror, wooden rattle, wooden mask, 4 gp (49 ¼ lbs.)

**Shaman 10 (cleric/magician)**
Str 14 Dex 14 Con 14 Int 14 Wis 15 Cha 10 AC 6 HP 7  
Height and Weight Adjustment: None (weight -10% for Hyperborean)  
Additional Languages: One  
Alignment: CE CG N  
Spell Known: Precipitate  
Distinguishing Features: Slender build, facial mole  
Gear: Studded armour, quarterstaff, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (48 ¼ lbs.)

**Shaman 11 (cleric/magician)**
Str 10 Dex 10 Con 10 Int 13 Wis 15 Cha 11 AC 6 HP 3  
Height and Weight Adjustment: None (weight -10% for Hyperborean)  
Additional Languages: One  
Alignment: CE CG N  
Spell Known: Command  
Distinguishing Features: Slender build, facial tattoo  
Gear: Studded armour, quarterstaff, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (46 ¼ lbs.)

**Shaman 12 (cleric/magician)**
Str 12 Dex 15 Con 12 Int 16 Wis 17 Cha 7 AC 5 HP 3  
Height and Weight Adjustment: None  
Additional Languages: One  
Alignment: CE CG N  
Spell Known: Remove fear  
Distinguishing Features: Missing teeth  
Gear: Studded armour, quarterstaff, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (46 ¼ lbs.)
ASSASSIN CLASS KITS (page 1)

Assassin 1
Str 15  Dex 16  Con 14  Int 15  Wis 9  Cha 14  AC 6  HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Distinguishing Features: Defined muscle tone
Gear: Shield (small), long sword, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), thieves’ tools, 2 gp (41 ½ lbs.)

Assassin 2
Str 13  Dex 16  Con 13  Int 14  Wis 9  Cha 13  AC 4  HP 5
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: CE LE N
Distinguishing Features: Slender build, commanding gaze
Gear: Shield (small), studded armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), thieves’ tools, 3 gp (58 ½ lbs.)

Assassin 3
Str 15  Dex 17  Con 14  Int 16  Wis 12  Cha 13  AC 4  HP 7
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Distinguishing Features: Youthful countenance
Gear: Shield (small), studded armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), thieves’ tools, 3 gp (57 ½ lbs.)

Assassin 4
Str 12  Dex 15  Con 11  Int 12  Wis 9  Cha 7  AC 6  HP 3
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE LE N
Distinguishing Features: Large build, pronounced underbite
Gear: Shield (small), long sword, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, thieves’ tools, 3 gp (50 ½ lbs.)

Assassin 5
Str 14  Dex 16  Con 13  Int 16  Wis 10  Cha 11  AC 5  HP 5
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: CE LE N
Distinguishing Features: Slender build, distinctive birthmark
Gear: Shield (small), leather armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), thieves’ tools, 2 gp (58 ½ lbs.)

Assassin 6
Str 15  Dex 17  Con 15  Int 17  Wis 12  Cha 7  AC 4  HP 7
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: Two
Alignment: CE LE N
Distinguishing Features: Large build, pockmarked
Gear: Shield (small), studded armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), thieves’ tools, 3 gp (57 ½ lbs.)
<table>
<thead>
<tr>
<th>Assassin Class Kit</th>
<th>Stats</th>
<th>Height and Weight Adjustment</th>
<th>Additional Languages</th>
<th>Alignment</th>
<th>Distinguishing Features</th>
<th>Gear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assassin 7</td>
<td>Str 10 Dex 13 Con 10 Int 12 Wis 9 Cha 10</td>
<td>AC 7 HP 5</td>
<td>None</td>
<td>CE LE N</td>
<td>Thin hair</td>
<td>Leather armour, long sword, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), thieves’ tools, 3 gp (46 ½ lbs.)</td>
</tr>
<tr>
<td>Assassin 8</td>
<td>Str 14 Dex 16 Con 11 Int 14 Wis 11 Cha 8</td>
<td>AC 4 HP 3</td>
<td>Weight +20% (height +10%, weight +20% for Hyperborean)</td>
<td>One</td>
<td>Broad build, big ears</td>
<td>Shield (small), studded armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), thieves’ tools, 3 gp (58 ½ lbs.)</td>
</tr>
<tr>
<td>Assassin 9</td>
<td>Str 15 Dex 16 Con 14 Int 15 Wis 8 Cha 13</td>
<td>AC 4 HP 4</td>
<td>None</td>
<td>CE LE N</td>
<td>Honest face</td>
<td>Shield (small), studded armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), thieves’ tools, 3 gp (58 ½ lbs.)</td>
</tr>
<tr>
<td>Assassin 10</td>
<td>Str 15 Dex 16 Con 15 Int 15 Wis 12 Cha 13</td>
<td>AC 5 HP 4</td>
<td>Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)</td>
<td>One</td>
<td>Large build, husky voice</td>
<td>Shield (small), leather armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), thieves’ tools, 2 gp (58 ½ lbs.)</td>
</tr>
<tr>
<td>Assassin 11</td>
<td>Str 15 Dex 17 Con 15 Int 17 Wis 12 Cha 12</td>
<td>AC 6 HP 7</td>
<td>Weight +20% (height +10%, weight +20% for Hyperborean)</td>
<td>Two</td>
<td>Broad build, mallen streak</td>
<td>Shield (small), short sword, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), thieves’ tools, 2 gp (40 ½ lbs.)</td>
</tr>
<tr>
<td>Assassin 12</td>
<td>Str 13 Dex 16 Con 13 Int 16 Wis 9 Cha 10</td>
<td>AC 5 HP 4</td>
<td>None (weight -10% for Hyperborean)</td>
<td>One</td>
<td>Slender build, bushy hair</td>
<td>Shield (small), leather armour, short hair, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), 2 gp (52 ½ lbs.)</td>
</tr>
</tbody>
</table>
Bard 1
Str 12 Dex 14 Con 8 Int 12 Wis 10 Cha 18 AC 5 HP 5
Height and Weight Adjustment: Weight -20% (height - 10%, weight -20% for Hyperborean)
Additional Languages: None
Alignment: CE CG N
Spell Known: Light
Distinguishing Features: Slender build, honest face
Gear: Shield (small), studded armour, bastard sword, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×2), wooden flute, 5 gp (49 ¾ lbs.)

Bard 2
Str 15 Dex 16 Con 13 Int 13 Wis 10 Cha 15 AC 4 HP 5
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Spell Known: Goodberry
Distinguishing Features: Lilting voice
Gear: Shield (small), studded armour, bastard sword, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), wooden flute, 2 gp (57 ¾ lbs.)

Bard 3
Str 14 Dex 17 Con 13 Int 13 Wis 10 Cha 16 AC 4 HP 8
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG N
Spell Known: Faerie fire
Distinguishing Features: Large build, full lips
Gear: Shield (small), studded armour, battle axe, hand axes ×2, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), wooden flute, 2 gp (58 ¾ lbs.)

Bard 4
Str 14 Dex 18 Con 13 Int 13 Wis 12 Cha 17 AC 3 HP 5
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG N
Spell Known: Purify food and drink
Distinguishing Features: Good posture
Gear: Shield (small), studded armour, battle axe, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), wooden flute, 2 gp (57 ¾ lbs.)

Bard 5
Str 10 Dex 16 Con 7 Int 10 Wis 9 Cha 15 AC 4 HP 4
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG N
Spell Known: Messenger bird
Distinguishing Features: Dashing facial scar
Gear: Shield (small), studded armour, battle axe, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×2), wooden flute, 4 gp (49 ¾ lbs.)

Bard 6
Str 13 Dex 14 Con 11 Int 11 Wis 10 Cha 15 AC 5 HP 7
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG N
Spell Known: Faerie fire
Distinguishing Features: Resonant voice
Gear: Shield (small), studded armour, bastard sword, silver dagger, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), wooden flute, 2 gp (56 ¾ lbs.)
Bard 7
Str 14 Dex 16 Con 13 Int 9 Wis 10 Cha 15 AC 4 HP 7
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG N
Spell Known: **Speak with animals**
Distinguishing Features: Good posture
Gear: Shield (small), studded armour, long sword, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), wooden flute, 2 gp (56 ¾ lbs.)

Bard 8
Str 13 Dex 14 Con 12 Int 9 Wis 9 Cha 15 AC 5 HP 5
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG N
Spell Known: **Speak with animals**
Distinguishing Features: Large build, heroic jawline
Gear: Shield (small), studded armour, battle axe, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), wooden flute, 2 gp (54 ¾ lbs.)

Bard 9
Str 15 Dex 16 Con 13 Int 11 Wis 9 Cha 16 AC 7 HP 5
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG N
Spell Known: **Shillelagh**
Distinguishing Features: Broad build, full lips
Gear: Shield (small), battle axe, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), wooden flute, 4 gp (41 ¼ lbs.)

Bard 10
Str 14 Dex 18 Con 13 Int 10 Wis 9 Cha 16 AC 3 HP 5
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG N
Spell Known: **Sanctuary from animals**
Distinguishing Features: Broad build, mesmerizing gaze
Gear: Shield (small), studded armour, long sword, hand axe, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), wooden flute, 2 gp (56 ¾ lbs.)

Bard 11
Str 10 Dex 11 Con 8 Int 9 Wis 9 Cha 17 AC 8 HP 4
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE CG N
Spell Known: **Light**
Distinguishing Features: Dashing facial scar
Gear: Shield (small), battle axe, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), hemp rope (50 ft.), pry bar, hammer (small), iron spikes (×12), wooden flute, 4 gp (41 ¼ lbs.)

Bard 12
Str 12 Dex 16 Con 8 Int 9 Wis 10 Cha 15 AC 4 HP 7
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: None
Alignment: CE CG N
Spell Known: **Faerie fire**
Distinguishing Features: Slender build, husky voice
Gear: Shield (small), studded armour, bastard sword, dagger, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×2), wooden flute, 5 gp (49 ¾ lbs.)
LEGERDEMAINIST CLASS KITS (page 1)

**Legerdemainist 1**
Str 15 Dex 18 Con 13 Int 16 Wis 10 Cha 11 AC 3 HP 6
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Thieves’ Cant and one other
Alignment: CE CG LE N
Spell in Book: *Shield*
Distinguishing Features: Broad build, weather-beaten
Gear: Spell book, shield (small), studded armour, long sword, hand axe, sling, lead sling bullets (∗20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinkerbox, torches (∗3), ink and quill, parchment (sheet), writing stick, chalk (piece), thieves’ tools, 2 gp (56 ⅓ lbs.)

**Legerdemainist 2** *(mountebank)*
Str 12 Dex 15 Con 12 Int 13 Wis 11 Cha 7 AC 4 HP 4
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Thieves’ Cant and one other
Alignment: CE CG LE N
Spell in Book: *Darkness*
Distinguishing Features: Slender build, bow-legged
Gear: Spell book, shield (small), studded armour, long sword, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, ink and quill, parchment (sheet), writing stick, chalk (piece), thieves’ tools, 3 gp (49 ¼ lbs.)

**Legerdemainist 3** *(ice thief)*
Str 7 Dex 15 Con 7 Int 12 Wis 12 Cha 6 AC 6 HP 5
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Thieves’ Cant
Alignment: LE N
Spell in Book: *Chill touch*
Distinguishing Features: Slender build, lisp
Gear: Spell book, shield (small), long sword, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, ink and quill, parchment (sheet), writing stick, chalk (piece), thieves’ tools, 5 gp (32 ¼ lbs.)

**Legerdemainist 4**
Str 14 Dex 16 Con 9 Int 15 Wis 9 Cha 12 AC 4 HP 3
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Thieves’ Cant and one other
Alignment: CE CG LE N
Spell in Book: *Sleep*
Distinguishing Features: Broad build, eyes different colours *(choose second colour or roll randomly)*
Gear: Spell book, shield (small), studded armour, long sword, hand axe, sling, lead sling bullets (∗20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinkerbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), thieves’ tools, 2 gp (55 ⅔ lbs.)

**Legerdemainist 5** *(fire thief)*
Str 13 Dex 14 Con 10 Int 14 Wis 13 Cha 9 AC 7 HP 3
Height and Weight Adjustment: None
Additional Languages: Thieves’ Cant and one other
Alignment: CE CG N
Spell in Book: *Flash*
Distinguishing Features: Waxy complexion
Gear: Spell book, shield (small), falchata, dagger, sling, lead sling bullets (∗20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinkerbox, torches (∗3), ink and quill, parchment (sheet), writing stick, chalk (piece), thieves’ tools, 2 gp (34 ¾ lbs.)

**Legerdemainist 6** *(fire thief)*
Str 13 Dex 17 Con 13 Int 17 Wis 11 Cha 5 AC 4 HP 4
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Thieves’ Cant and two others
Alignment: CE CG N
Spell in Book: *Flaming missile*
Distinguishing Features: Broad build, limp hair
Gear: Spell book, shield (small), studded armour, falchata, sling, lead sling bullets (∗20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinkerbox, torches (∗3), ink and quill, parchment (sheet), writing stick, chalk (piece), thieves’ tools, 2 gp (53 ⅔ lbs.)

* Reroll if information for this class is not available.
LEGERDEMAINIST CLASS KITS (page 2)

**LEGERDEMAINIST 7 (ice thief)**
Str 8 Dex 12 Con 8 Int 12 Wis 12 Cha 7 AC 7 HP 6
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Thieves’ Cant
Alignment: LE N
Spell in Book: **Shocking grasp**
Distinguishing Features: Slender build, missing finger
Gear: Spell book, shield (small), horseman’s pick, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), thieves’ tools, 5 gp (32 1/2 lbs.)

**LEGERDEMAINIST 10 (fire thief)**
Str 10 Dex 16 Con 10 Int 13 Wis 13 Cha 9 AC 6 HP 4
Height and Weight Adjustment: None
Additional Languages: Thieves’ Cant and one other
Alignment: CE CG N
Spell in Book: **Dancing lights**
Distinguishing Features: Callused hands
Gear: Spell book, shield (small), hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), thieves’ tools, 2 gp (29 1/2 lbs.)

* Reroll if information for this class is not available.

**LEGERDEMAINIST 8 (fire thief)**
Str 11 Dex 16 Con 8 Int 15 Wis 13 Cha 7 AC 6 HP 4
Height and Weight Adjustment: None
Additional Languages: Thieves’ Cant and one other
Alignment: CE CG N
Spell in Book: **Melt ice**
Distinguishing Features: Piggish nose
Gear: Spell book, shield (small), short sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), thieves’ tools, 2 gp (32 1/2 lbs.)

**LEGERDEMAINIST 9 (mountebank)**
Str 15 Dex 15 Con 9 Int 15 Wis 9 Cha 14 AC 4 HP 3
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Thieves’ Cant and one other
Alignment: CE CG LE N
Spell in Book: **Colour spray**
Distinguishing Features: Broad build, clear eyes
Gear: Spell book, shield (small), studded armour, short sword, hand axe, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), thieves’ tools, 2 gp (55 3/4 lbs.)

**LEGERDEMAINIST 11**
Str 11 Dex 16 Con 10 Int 15 Wis 10 Cha 8 AC 5 HP 3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Thieves’ Cant and one other
Alignment: CE CG LE N
Spell in Book: **Ventriloquism**
Distinguishing Features: Slender build, nasal voice
Gear: Spell book, studded armour, short sword, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), thieves’ tools, 2 gp (48 3/4 lbs.)

**LEGERDEMAINIST 12 (ice thief)**
Str 13 Dex 15 Con 12 Int 14 Wis 12 Cha 8 AC 4 HP 3
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Thieves’ Cant and one other
Alignment: LE N
Spell in Book: **Melt ice**
Distinguishing Features: Slender build, big ears
Gear: Spell book, shield (small), studded armour, short sword, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), thieves’ tools, 3 gp (56 3/4 lbs.)

* Reroll if information for this class is not available.
**PURLOINER CLASS KITS (page 1)**

**Purloiner 1**

Str 11  Dex 17  Con 8  Int 8  Wis 13  Cha 7  AC 4  HP 3  
Height and Weight Adjustment: None  
Additional Languages: Thieves’ Cant  
Alignment: CE CG LE N  
Spells Known: **Magic stone, perceive disguise**  
Distinguishing Features: Croaky voice  
Gear: Shield (small), studded armour, long sword, dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 5 gp (49 lbs.)

**Purloiner 2**

Str 15  Dex 17  Con 14  Int 7  Wis 16  Cha 13  AC 4  HP 7  
Height and Weight Adjustment: None  
Additional Languages: Thieves’ Cant  
Alignment: CE CG LE N  
Spells Known: **Cure light wounds, purify food and drink**  
Distinguishing Features: Winning smile  
Gear: Shield (small), studded armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 4 gp (58 lbs.)

**Purloiner 3**

Str 14  Dex 16  Con 13  Int 9  Wis 14  Cha 9  AC 4  HP 5  
Height and Weight Adjustment: None (weight -10% for Hyperborean)  
Additional Languages: Thieves’ Cant  
Alignment: CE CG LE N  
Spells Known: **Detect malady, light**  
Distinguishing Features: Slender build, facial mole  
Gear: Shield (small), studded armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 4 gp (58 lbs.)

**Purloiner 4**

Str 12  Dex 16  Con 12  Int 10  Wis 13  Cha 11  AC 4  HP 3  
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)  
Additional Languages: Thieves’ Cant  
Alignment: CE CG LE N  
Spells Known: **Precipitate, sanctuary**  
Distinguishing Features: Broad build, eyes different colours (choose second colour or roll randomly)  
Gear: Shield (small), studded armour, long sword, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 5 gp (49 lbs.)

**Purloiner 5**

Str 12  Dex 15  Con 12  Int 9  Wis 12  Cha 10  AC 4  HP 3  
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)  
Additional Languages: Thieves’ Cant  
Alignment: CE CG LE N  
Spells Known: **Bless oil or water, command**  
Distinguishing Features: Slender build, mallen streak  
Gear: Shield (small), studded armour, long sword, silver dagger, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 5 gp (49 lbs.)

**Purloiner 6**

Str 12  Dex 14  Con 12  Int 12  Wis 13  Cha 7  AC 6  HP 6  
Height and Weight Adjustment: None  
Additional Languages: Thieves’ Cant  
Alignment: CE CG LE N  
Spells Known: **Bless, sanctuary**  
Distinguishing Features: Stutter  
Gear: Studded armour, long sword, dagger, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 5 gp (48 lbs.)
PURLOINER CLASS KITS (page 2)

Purloiner 7
Str 14 Dex 15 Con 13 Int 14 Wis 15 Cha 11 AC 4 HP 4
Height and Weight Adjustment: None
Additional Languages: Thieves’ Cant and one other
Alignment: CE CG LE N
Spells Known: Bless, perceive disguise
Distinguishing Features: Ruddy complexion
Gear: Shield (small), studded armour, long sword, hand axe, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 2 gp (53 lbs.)

Purloiner 8
Str 13 Dex 17 Con 12 Int 11 Wis 15 Cha 7 AC 4 HP 3
Height and Weight Adjustment: None
Additional Languages: Thieves’ Cant
Alignment: CE CG LE N
Spells Known: Command, protection from evil
Distinguishing Features: Torn ear
Gear: Shield (small), studded armour, long sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 4 gp (58 lbs.)

Purloiner 9
Str 14 Dex 15 Con 14 Int 10 Wis 14 Cha 13 AC 4 HP 7
Height and Weight Adjustment: Height +10%, weight +10%, (height +10%, weight +20% for Hyperborean)
Additional Languages: Thieves’ Cant
Alignment: CE CG LE N
Spells Known: Bless, cold resistance
Distinguishing Features: Large build, good posture
Gear: Shield (small), studded armour, long sword, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 2 gp (48 lbs.)

Purloiner 10
Str 15 Dex 17 Con 14 Int 9 Wis 16 Cha 13 AC 4 HP 4
Height and Weight Adjustment: None
Additional Languages: Thieves’ Cant
Alignment: CE CG LE N
Spells Known: Omen, sanctuary
Distinguishing Features: Commanding gaze
Gear: Shield (small), studded armour, long sword, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 2 gp (48 lbs.)

Purloiner 11
Str 13 Dex 15 Con 12 Int 12 Wis 14 Cha 12 AC 4 HP 5
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: Thieves’ Cant
Alignment: CE CG LE N
Spells Known: Omen, protection from evil
Distinguishing Features: Slender build, heavily tanned
Gear: Shield (small), studded armour, long sword, hand axe, sling, lead sling bullets (×20), backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 2 gp (53 lbs.)

Purloiner 12
Str 14 Dex 15 Con 9 Int 9 Wis 14 Cha 13 AC 4 HP 5
Height and Weight Adjustment: None
Additional Languages: Thieves’ Cant
Alignment: CE CG LE N
Spells Known: Omen, sanctuary
Distinguishing Features: Honest face
Gear: Shield (small), studded armour, long sword, short bow, quiver of 12 arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), silk rope (50 ft.), grappling hook, holy symbol (wooden), prayer beads (wooden), writing stick, thieves’ tools, 5 gp (57 lbs.)
**Scout Class Kits**

**Scout 1**
Str 12 Dex 15 Con 12 Int 12 Wis 11 Cha 7 AC 5 HP 5  
Height and Weight Adjustment: None  
Additional Languages: None  
Alignment: CE CG LE N  
Distinguishing Features: Bow-legged  
Gear: Shield (small), leather armour, short sword, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), thieves’ tools, 2 gp (49 ½ lbs.)

**Scout 2**
Str 10 Dex 17 Con 8 Int 13 Wis 8 Cha 8 AC 5 HP 3  
Height and Weight Adjustment: None  
Additional Languages: One  
Alignment: CE CG LE N  
Distinguishing Features: Missing finger  
Gear: Shield (small), leather armour, short sword, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), thieves’ tools, 2 gp (49 ½ lbs.)

**Scout 3**
Str 12 Dex 17 Con 12 Int 16 Wis 9 Cha 10 AC 5 HP 3  
Height and Weight Adjustment: None  
Additional Languages: One  
Alignment: CE CG LE N  
Distinguishing Features: Nondescript  
Gear: Studded armour, long sword, dagger, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, thieves’ tools, 2 gp (49 ½ lbs.)

**Scout 4**
Str 12 Dex 17 Con 12 Int 17 Wis 10 Cha 10 AC 5 HP 3  
Height and Weight Adjustment: None  
Additional Languages: Two  
Alignment: CE CG LE N  
Distinguishing Features: Swarthy complexion  
Gear: Studded armour, long sword, hand axe, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, lantern (hooded), lamp oil (flask), thieves’ tools, incendiary oil (flask), 2 gp (49 ½ lbs.)

**Scout 5**
Str 12 Dex 15 Con 12 Int 14 Wis 10 Cha 5 AC 5 HP 3  
Height and Weight Adjustment: None (weight -10% for Hyperborean)  
Additional Languages: One  
Alignment: CE CG LE N  
Distinguishing Features: Slender build, missing teeth  
Gear: Studded armour, long sword, dagger, light crossbow, case of 16 bolts and 4 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, thieves’ tools, 2 gp (49 ½ lbs.)

**Scout 6**
Str 11 Dex 15 Con 10 Int 13 Wis 8 Cha 7 AC 5 HP 3  
Height and Weight Adjustment: None (weight -10% for Hyperborean)  
Additional Languages: One  
Alignment: CE CG LE N  
Distinguishing Features: Slender build, disfiguring facial scar  
Gear: Studded armour, long sword, dagger, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torch, thieves’ tools, 2 gp (49 ½ lbs.)
SCOUT CLASS KITS (page 2)

Scout 7
Str 13 Dex 14 Con 9 Int 14 Wis 8 Cha 7 AC 6 HP 3
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE N
Distinguishing Features: Large build, missing finger
Gear: Shield (small), leather armour, short sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (48 ½ lbs.)

Scout 8
Str 14 Dex 16 Con 14 Int 15 Wis 13 Cha 13 AC 4 HP 4
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE N
Distinguishing Features: Broad build, good posture
Gear: Shield (small), studded armour, short sword, hand axe, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), 2 gp (53 ½ lbs.)

Scout 9
Str 11 Dex 15 Con 11 Int 12 Wis 9 Cha 5 AC 4 HP 3
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG LE N
Distinguishing Features: Broad build, missing teeth
Gear: Shield (small), studded armour, short sword, hand axe, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), tinderbox, torches (×3), 2 gp (46 ½ lbs.)

Scout 10
Str 13 Dex 17 Con 12 Int 13 Wis 11 Cha 12 AC 5 HP 3
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG LE N
Distinguishing Features: Hirsute
Gear: Shield (small), leather armour, short sword, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), thieves’ tools, 2 gp (49 ½ lbs.)

Scout 11
Str 12 Dex 17 Con 12 Int 15 Wis 9 Cha 10 AC 5 HP 6
Height and Weight Adjustment: Weight -20% (height -10%, weight -20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE N
Distinguishing Features: Slender build, frown lines
Gear: Shield (small), leather armour, short sword, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), thieves’ tools, 2 gp (49 ½ lbs.)

Scout 12
Str 15 Dex 17 Con 14 Int 15 Wis 9 Cha 14 AC 5 HP 4
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG LE N
Distinguishing Features: Broad build, distinguished features
Gear: Shield (small), leather armour, short sword, light crossbow, case of 20 bolts, backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small), torches (×3), thieves’ tools, 2 gp (49 ½ lbs.)