

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

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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*TM. 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.

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

* *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), hemp rope (50 ft.), 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 find 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.)

COMMON FEMALE RACE KITS

Common Female 1

Zarconia Villos
5' 6", 137 lbs., light green eyes, medium auburn hair, 19 yrs. old
Languages: Common
Secondary Skill: Swordsmith

Common Female 2

Venvorra Rhultose
5' 1", 142 lbs., dark brown eyes, dark red hair, 16 yrs. old
Languages: Common
Secondary Skill: Miner

Common Female 3

Caia Daitorros
5' 10", 148 lbs., dark blue eyes, medium brown hair, 19 yrs. old
Languages: Common
Secondary Skill: Barber

Common Female 4

Vunnesta Qultos
5' 4", 148 lbs., dark blue eyes, medium brown hair, 17 yrs. old
Languages: Common
Secondary Skill: Cooper

Common Female 5

Paivunna Gartentose
5' 5", 144 lbs., light brown eyes, medium brown hair, 18 yrs. old
Languages: Common
Secondary Skill: Scribe

Common Female 6

Cairia Denvairos
5' 1", 148 lbs., dark brown eyes, medium blond hair, 18 yrs. old
Languages: Common
Secondary Skill: Potter

Common Female 7

Venxanna Vaitose
5' 3", 143 lbs., light brown eyes, medium brown hair, 16 yrs. old
Languages: Common
Secondary Skill: Labourer

Common Female 8

Vallia Daitos
5' 10", 144 lbs., dark grey eyes, medium brown hair, 17 yrs. old
Languages: Common
Secondary Skill: Potter

Common Female 9

Vunnesta Yannos
5' 6", 141 lbs., light brown eyes, light blond hair, 17 yrs. old
Languages: Common
Secondary Skill: Jailer

Common Female 10

Qulla Xulsammos
5' 4", 143 lbs., light brown eyes, dark brown hair, 18 yrs. old
Languages: Common
Secondary Skill: Miller

Common Female 11

Velvallia Ventose
5' 1", 147 lbs., dark hazel eyes, black hair, 19 yrs. old
Languages: Common
Secondary Skill: Engineer

Common Female 12

Gannesta Xillos
5' 6", 132 lbs., dark grey eyes, black hair, 16 yrs. old
Languages: Common
Secondary Skill: Farmer

COMMON MALE RACE KITS

Common Male 1

Xell Naintose
5' 10", 173 lbs., light brown eyes and hair, 16 yrs. old
Languages: Common
Secondary Skill: Cooper

Common Male 2

Nalmorr Rennos
5' 11", 174 lbs., dark brown eyes, light brown hair, 16 yrs. old
Languages: Common
Secondary Skill: Tanner

Common Male 3

Xaitann Ventos
5' 10", 171 lbs., dark grey eyes, dark brown hair, 16 yrs. old
Languages: Common
Secondary Skill: Glassblower

Common Male 4

Kamm Darcairtos
5' 10", 169 lbs., dark blue eyes, medium red hair, 16 yrs. old
Languages: Common
Secondary Skill: Sailor

Common Male 5

Rhulpenn Zalrhentose
5' 10", 168 lbs., dark blue eyes, white hair, 19 yrs. old
Languages: Common
Secondary Skill: Innkeeper

Common Male 6

Parr Zалlos
6' 1", 167 lbs., dark grey eyes, dark blond hair, 16 yrs. old
Languages: Common
Secondary Skill: Scrivener

Common Male 7

Qull Zilsartose
5' 5", 179 lbs., dark blue eyes, light brown hair, 18 yrs. old
Languages: Common
Secondary Skill: Roper

Common Male 8

Cairall Dendunnos
5' 10", 174 lbs., dark blue eyes, black hair, 17 yrs. old
Languages: Common
Secondary Skill: Teamster

Common Male 9

Fenn Vondaltos
5' 8", 177 lbs., dark brown eyes, light blond hair, 17 yrs. old
Languages: Common
Secondary Skill: Fletcher

Common Male 10

Darr Rammos
5' 8", 167 lbs., light grey eyes, light brown hair, 19 yrs. old
Languages: Common
Secondary Skill: Fuller

Common Male 11

Dall Ramzarros
5' 7", 175 lbs., dark grey eyes, light brown hair, 17 yrs. old
Languages: Common
Secondary Skill: Weaponsmith

Common Male 12

Narfell Zulvaitose
5' 10", 175 lbs., light green eyes, black hair, 17 yrs. old
Languages: Common
Secondary Skill: Riverman

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

Amazon Female 4

Alekto Agaueodoros
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 Theodorodoros
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 Ptolemaisidoros
5' 10", 160 lbs., light blue eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (*Amazon*)
Secondary Skill: Gemcutter

Amazon Female 9

Aglaia Theodorodoros
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

Athanaïs 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 Alkipedoros
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 Demonstratedoros
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

Atlantean Male 1

Platon Amphitrite
5' 11", 171 lbs., dark yellow eyes, medium blond hair,
18 yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Watchman

Atlantean Male 2

Lysimachos Triton
6' 2", 168 lbs., light yellow eyes, light blond hair, 17 yrs.
old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Boatwright

Atlantean Male 3

Platon Kymopoleia
5' 10", 174 lbs., light grey eyes, medium blond hair, 16
yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Bowyer

Atlantean Male 4

Sophokles Pontos
6' 2", 170 lbs., light grey eyes, medium blond hair, 18
yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Carpenter

Atlantean Male 5

Phaidros Amphitrite
5' 8", 170 lbs., light yellow eyes, light blond hair, 17 yrs.
old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Barkeeper

Atlantean Male 6

Eusebios Triton
5' 9", 177 lbs., dark yellow eyes, medium blond hair, 17
yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Furrier

Atlantean Male 7

Phoibos Glaukos
5' 8", 167 lbs., light yellow eyes, black hair, 19 yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Atilliator

Atlantean Male 8

Pankratios Eurybia
5' 10", 176 lbs., dark yellow eyes, black hair, 16 yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Linkboy

Atlantean Male 9

Hesperos Okeanos
5' 10", 169 lbs., light grey eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Merchant

Atlantean Male 10

Themistokles Pontos
5' 6", 176 lbs., light grey eyes, medium blond hair, 19
yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Glazier

Atlantean Male 11

Tryphon Proteos
5' 11", 179 lbs., light grey eyes, black hair, 18 yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Baker

Atlantean Male 12

Heron Pontos
6' 2", 172 lbs., dark yellow eyes, black hair, 19 yrs. old
Languages: Common, Hellenic (*Atlantean*)
Secondary Skill: Animal trainer

ESQUIMAUX FEMALE RACE KITS

Esquimaux Female 1

Assiminik
5' 5", 140 lbs., light brown eyes, black hair, 16 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Charcoaler

Esquimaux Female 2

Akiak
4' 11", 144 lbs., dark brown eyes, medium brown hair,
18 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Armourer

Esquimaux Female 3

Ningakpok
5' 1", 142 lbs., light brown eyes, black hair, 18 yrs. old
Languages: Common, Esquimaux (*Tundra*)
Secondary Skill: Locksmith

Esquimaux Female 4

Cikuq
5' 3", 142 lbs., light brown eyes, dark brown hair, 16
yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Weaver

Esquimaux Female 5

Tonrar
5', 138 lbs., dark brown eyes, black hair, 18 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Riverman

Esquimaux Female 6

Ulva
5' 5", 137 lbs., dark hazel eyes, dark brown hair, 17 yrs.
old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Gardener

Esquimaux Female 7

Maniitok
5' 1", 137 lbs., light brown eyes, black hair, 19 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Tailor

Esquimaux Female 8

Tungulria
5' 3", 137 lbs., dark hazel eyes, dark brown hair, 18 yrs.
old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Tinker

Esquimaux Female 9

Sangilak
5' 1", 143 lbs., light brown eyes, black hair, 17 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Turnkey

Esquimaux Female 10

Quigiq
5' 2", 146 lbs., light amber eyes, dark brown hair, 19
yrs. old
Languages: Common, Esquimaux (*Tundra*)
Secondary Skill: Mortician

Esquimaux Female 11

Issumatar
5' 1", 141 lbs., light brown eyes, black hair, 18 yrs. old
Languages: Common, Esquimaux (*Tundra*)
Secondary Skill: Guard

Esquimaux Female 12

Maguyuk
4' 11", 139 lbs., dark brown eyes, black hair, 19 yrs. old
Languages: Common, Esquimaux (*Tundra*)
Secondary Skill: Mortician

ESQUIMAUX MALE RACE KITS

Esquimaux Male 1

Tulugaq
5' 5", 167 lbs., dark brown eyes and hair, 17 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Roper

Esquimaux Male 2

Assiminik
5' 5", 165 lbs., light brown eyes and hair, 18 yrs. old
Languages: Common, Esquimaux (*Tundra*)
Secondary Skill: Waterman

Esquimaux Male 3

Olikpok
5' 2", 175 lbs., dark hazel eyes, medium brown hair, 16 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Watchman

Esquimaux Male 4

Arjalinerk
5' 4", 172 lbs., dark brown eyes and hair, 18 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Herdsman

Esquimaux Male 5

Arjalinerk
5' 5", 173 lbs., dark hazel eyes, black hair, 16 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Seaman

Esquimaux Male 6

Kussuyok
5' 9", 165 lbs., dark brown eyes and hair, 18 yrs. old
Languages: Common, Esquimaux (*Tundra*)
Secondary Skill: Fisherman

Esquimaux Male 7

Aguta
5' 7", 170 lbs., light hazel eyes, black hair, 18 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Cartwright

Esquimaux Male 8

Sangilak
5' 4", 169 lbs., dark brown eyes, light brown hair, 18 yrs. old
Languages: Common, Esquimaux (*Tundra*)
Secondary Skill: Whaler

Esquimaux Male 9

Tungulria
5' 7", 176 lbs., dark brown eyes, black hair, 19 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Pack handler

Esquimaux Male 10

Aguta
5' 7", 171 lbs., light brown eyes, black hair, 16 yrs. old
Languages: Common, Esquimaux (*Coastal*)
Secondary Skill: Engineer

Esquimaux Male 11

Siku
5' 10", 171 lbs., dark brown eyes, black hair, 17 yrs. old
Languages: Common, Esquimaux (*Tundra*)
Secondary Skill: Dyer

Esquimaux Male 12

Saomik
5' 3", 176 lbs., dark brown eyes, black hair, 19 yrs. old
Languages: Common, Esquimaux (*Tundra*)
Secondary Skill: Soldier

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 Klooon
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 RACE KITS

Hyperborean Male 1

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
7', 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

Zarizol Ghuul
6' 10", 202 lbs., light violet eyes, pale golden hair, 19 yrs. old
Languages: Common, Hellenic (*Hyperborean*)
Secondary Skill: Weaver

Hyperborean Male 9

Ganavul 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 thugatêrArosios
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

Aritê 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

Dandaxarths 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 Ouarzbalos
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 Cómhan
5' 4", 134 lbs., light hazel eyes, medium auburn hair, 18 yrs. old
Languages: Common, Keltic (*Goidelic*)
Secondary Skill: Animal trainer

Keltic Female 9

Líadan 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 hazel eyes, light auburn hair, 17 yrs. old
Languages: Common, Keltic (*Goidelic*)
Secondary Skill: Grocer

KIMMERIAN FEMALE RACE KITS

Kimmerian Female 1 (*Subterranean*)

Rhaskusucu the Pious
5' 8", 159 lbs., dark grey eyes, black hair, 19 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Bookbinder

Kimmerian Female 2 (*Subterranean*)

Dizasokos from Above
5' 6", 148 lbs., dark grey eyes, black hair, 17 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Armourer

Kimmerian Female 3 (*Subterranean*)

Dentusucu the Young
5' 4", 148 lbs., dark grey eyes, black hair, 18 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Trapper

Kimmerian Female 4 (*Subterranean*)

Kersésuchis of the Forgotten City
6' 2", 152 lbs., dark grey eyes, black hair, 18 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Gardener

Kimmerian Female 5 (*Plains*)

Athanasia the Merciless
6', 153 lbs., dark grey eyes, black hair, 16 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Scrivener

Kimmerian Female 6 (*Subterranean*)

Dentusucu the Gibbous
5' 9", 144 lbs., dark grey eyes, black hair, 17 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Teamster

Kimmerian Female 7 (*Plains*)

Euphemia the Veiled
5' 5", 155 lbs., dark grey eyes, black hair, 18 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Miner

Kimmerian Female 8 (*Subterranean*)

Eptésuchis the Archaic
6', 152 lbs., dark grey eyes, black hair, 16 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Miller

Kimmerian Female 9 (*Plains*)

Elpis the Black
5' 7", 144 lbs., dark grey eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Saddler

Kimmerian Female 10 (*Plains*)

Ptolemais the Haunted
5' 9", 154 lbs., dark grey eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Blacksmith

Kimmerian Female 11 (*Subterranean*)

Rhaskusucu of the Jagged Peaks
5' 10", 149 lbs., dark grey eyes, black hair, 17 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Tinker

Kimmerian Female 12 (*Subterranean*)

Dizasokos the Barbarian
5' 4", 143 lbs., dark grey eyes, black hair, 16 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Logger

KIMMERIAN MALE RACE KITS

Kimmerian Male 1 (*Plains*)

Euphemios from Above
5' 10", 181 lbs., dark grey eyes, black hair, 19 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Soldier

Kimmerian Male 2 (*Subterranean*)

Eptaporis the Red
6' 3", 184 lbs., dark grey eyes, black hair, 18 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Grocer

Kimmerian Male 3 (*Plains*)

Euphemios the Tenth
6' 1", 186 lbs., dark grey eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Hunter

Kimmerian Male 4 (*Subterranean*)

Ketriporis the Delver
6', 180 lbs., dark grey eyes, black hair, 19 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Boatwright

Kimmerian Male 5 (*Plains*)

Tychon the Weird
6' 1", 182 lbs., dark grey eyes, black hair, 16 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Roper

Kimmerian Male 6 (*Plains*)

Photios the Decadent
6', 177 lbs., dark grey eyes, black hair, 19 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Linkboy

Kimmerian Male 7 (*Plains*)

Zotikos the Arcane
6' 4", 178 lbs., dark grey eyes, black hair, 19 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Gaffer

Kimmerian Male 8 (*Plains*)

Kleon the Collector
6' 6", 187 lbs., dark grey eyes, black hair, 19 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Navigator

Kimmerian Male 9 (*Plains*)

Lysandros the Unknowable
6' 1", 176 lbs., dark grey eyes, black hair, 19 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Cooper

Kimmerian Male 10 (*Plains*)

Athanasios the Great
6' 6", 184 lbs., dark grey eyes, black hair, 18 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Yardman

Kimmerian Male 11 (*Plains*)

Prokopios of the Howling Hills
6' 2", 184 lbs., dark grey eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Fuller

Kimmerian Male 12 (*Subterranean*)

Zipaibes the Unknowable
6' 1", 180 lbs., dark grey eyes, black hair, 18 yrs. old
Languages: Common, Thracian (*Kimmerian*)
Secondary Skill: Bookbinder

KIMMERI-KELTIC FEMALE RACE KITS

Kimmeri-Keltic Female 1

Mòr Inghean Lomán
5' 3", 147 lbs., light green eyes, black hair, 19 yrs. old
Languages: Common, Keltic (*Goidelic*)
Secondary Skill: Wainwright

Kimmeri-Keltic Female 2

Helene the Veiled
5' 3", 146 lbs., light green eyes, black hair, 18 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Tinker

Kimmeri-Keltic Female 3

Chrysanthe the Explorer
5' 4", 141 lbs., light hazel eyes, black hair, 17 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Charcoaler

Kimmeri-Keltic Female 4

Sidheag Inghean Lasair
5' 5", 141 lbs., dark grey eyes, dark brown hair, 16 yrs. old
Languages: Common, Keltic (*Goidelic*)
Secondary Skill: Sailor

Kimmeri-Keltic Female 5

Sophia the Fickle
5' 6", 141 lbs., light hazel eyes, black hair, 19 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Bowyer

Kimmeri-Keltic Female 6

Muireall Inghean Fionn
5' 4", 142 lbs., dark grey eyes, black hair, 18 yrs. old
Languages: Common, Keltic (*Goidelic*)
Secondary Skill: Mortician

Kimmeri-Keltic Female 7

Sostrate the Rough
5' 11", 144 lbs., light grey eyes, black hair, 16 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Fuller

Kimmeri-Keltic Female 8

Athanasia the Loathsome
5' 8", 145 lbs., dark grey eyes, black hair, 18 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Navigator

Kimmeri-Keltic Female 9

Eunike the Irreverant
5' 6", 145 lbs., dark grey eyes, black hair, 18 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Grocer

Kimmeri-Keltic Female 10

Líadan Inghean Lomán
5' 8", 136 lbs., dark blue eyes, medium brown hair, 18 yrs. old
Languages: Common, Keltic (*Goidelic*)
Secondary Skill: Labourer

Kimmeri-Keltic Female 11

Eulalia the Hooded
5' 4", 145 lbs., dark green eyes, medium auburn hair, 18 yrs. old
Languages: Common, Hellenic (*Kimmerian*)
Secondary Skill: Cook

Kimmeri-Keltic Female 12

Mòrag Inghean Moireach
5' 8", 150 lbs., dark green eyes, black hair, 17 yrs. old
Languages: Common, Keltic (*Goidelic*)
Secondary Skill: Metalsmith

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

PICTISH FEMALE RACE KITS

Pictish Female 1

Verica
5', 130 lbs., dark green eyes, light red-orange hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Pack handler

Pictish Female 2

Verica
5' 2", 128 lbs., light green eyes, light red-orange hair, 19 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Boatwright

Pictish Female 3

Vertissa
5' 5", 130 lbs., light green eyes, light red-orange hair, 19 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Armourer

Pictish Female 4

Cartimandua
5' 1", 134 lbs., light blue eyes, medium red-orange hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Tailor

Pictish Female 5

Vertissa
5' 2", 128 lbs., dark green eyes, light red-orange hair, 16 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Woodcutter

Pictish Female 6

Cunovina
5' 2", 136 lbs., light blue eyes, dark red-orange hair, 16 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Locksmith

Pictish Female 7

Barita
5' 1", 129 lbs., light green eyes, medium auburn hair, 19 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Baker

Pictish Female 8

Bodicca
5', 133 lbs., dark green eyes, light red-orange hair, 19 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Shipwright

Pictish Female 9

Barita
5' 2", 134 lbs., light green eyes, light auburn hair, 17 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Merchant

Pictish Female 10

Cunarda
5' 1", 134 lbs., light blue eyes, dark red-orange hair, 17 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Miller

Pictish Female 11

Boddica
5', 138 lbs., dark blue eyes, medium auburn hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Tinker

Pictish Female 12

Cunarda
4' 11", 132 lbs., light green eyes, dark red-orange hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Grocer

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

Half-Blood Pictish Female 1

Ÿaaw Ȝooch
5' 2", 133 lbs., light brown eyes, black hair, 17 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Cobbler

Half-Blood Pictish Female 2

Ȝooch Ȝooch
5' 2", 135 lbs., dark hazel eyes, black hair, 19 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Wire drawer

Half-Blood Pictish Female 3

Cháatl Yéil
5' 1", 134 lbs., dark hazel eyes, black hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Grocer

Half-Blood Pictish Female 4

Dís Yéil
5' 7", 136 lbs., light hazel eyes, black hair, 17 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Soldier

Half-Blood Pictish Female 5

Dís Yéil
5' 5", 135 lbs., dark hazel eyes, black hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Sailor

Half-Blood Pictish Female 6

Xíxch'í Ȝooch
5' 5", 132 lbs., dark hazel eyes, black hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Skinner

Half-Blood Pictish Female 7

Tóos Ȝooch
5' 6", 139 lbs., dark hazel eyes, black hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Labourer

Half-Blood Pictish Female 8

Ȝagaan Ȝooch
5' 6", 131 lbs., light brown eyes, black hair, 17 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Shoemaker

Half-Blood Pictish Female 9

Shaa Ȝooch
5' 5", 130 lbs., light brown eyes, black hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Cobbler

Half-Blood Pictish Female 10

ŸaaŸ Ȝooch
5' 2", 131 lbs., dark hazel eyes, black hair, 18 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Locksmith

Half-Blood Pictish Female 11

ȜaŸéis Ȝooch
5' 4", 134 lbs., light brown eyes, black hair, 16 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Guard

Half-Blood Pictish Female 12

Tóos Yéil
4' 10", 132 lbs., light hazel eyes, black hair, 16 yrs. old
Languages: Common, Keltic (*Pictish*)
Secondary Skill: Grocer

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

Dís 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

Chéx'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 Yéil

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' Yéil

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 Yéil

5' 4", 168 lbs., light brown eyes, black hair, 18 yrs. old

Languages: Common, Keltic (*Pictish*)

Secondary Skill: Cooper

Half-Blood Pictish Male 10

Xeitl 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

Gijook Yéil

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

Viking Female 1

Herdis Lodinsdóttir
5' 9", 149 lbs., light hazel eyes, medium red hair, 16 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Thatcher

Viking Female 2

Hólfrídr Sæbiarnardóttir
5' 11", 148 lbs., dark hazel eyes, light red hair, 16 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Roper

Viking Female 3

Ásfrídr Gunnsdóttir
5' 9", 153 lbs., light blue eyes, medium red hair, 17 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Dyer

Viking Female 4

Ullhildr Arnfastsdóttir
5' 9", 153 lbs., dark hazel eyes, light red hair, 19 yrs. old
Languages: Common, Old Norse
Secondary Skill: Pack handler

Viking Female 5

Steinfrídr Kvígbiarnardóttir
5' 9", 157 lbs., light hazel eyes, dark blond hair, 16 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Animal trainer

Viking Female 6

Hólmlaug Áskelsdóttir
5' 6", 157 lbs., light hazel eyes, light blond hair, 18 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Teamster

Viking Female 7

Sigrídr Gunnúlfsdóttir
5' 11", 148 lbs., light hazel eyes, light red hair, 17 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Clothier

Viking Female 8

Ullgerdr Stigsdóttir
5' 8", 154 lbs., light blue eyes, light red hair, 19 yrs. old
Languages: Common, Old Norse
Secondary Skill: Bookbinder

Viking Female 9

Heimlaug Hródmunardóttir
5' 8", 153 lbs., light blue eyes, dark blond hair, 17 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Miner

Viking Female 10

Herthrúdr Hólmsteinsdóttir
5' 9", 146 lbs., dark hazel eyes, light blond hair, 19 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Sculptor

Viking Female 11

Hlíf Ragnarsdóttir
5' 9", 150 lbs., dark blue eyes, light blond hair, 18 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Furrier

Viking Female 12

Eybjörg Ullbranardóttir
5' 11", 150 lbs., light blue eyes, light blond hair, 18 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Tanner

VIKING MALE RACE KITS

Viking Male 1

Ullgísl Thjóðulfsson
6' 6", 178 lbs., light blue eyes, light blond hair, 18 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Engineer

Viking Male 2

Gedda Ullsteinsson
5' 8", 183 lbs., light blue eyes, dark red hair, 19 yrs. old
Languages: Common, Old Norse
Secondary Skill: Brewer

Viking Male 3

Bjartr Geirbiarnarson
5' 11", 180 lbs., light blue eyes, medium blond hair, 19
yrs. old
Languages: Common, Old Norse
Secondary Skill: Carpenter

Viking Male 4

Hródmundr Adalbrararson
6' 1", 186 lbs., light hazel eyes, dark blond hair, 16 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Potter

Viking Male 5

Geirmundr Vígmarrson
6' 3", 187 lbs., light blue eyes, dark red hair, 18 yrs. old
Languages: Common, Old Norse
Secondary Skill: Painter

Viking Male 6

Balli Geirrararson
5' 10", 182 lbs., light hazel eyes, light blond hair, 18 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Fletcher

Viking Male 7

Sunnvidr Alfkelsson
6' 2", 176 lbs., dark blue eyes, medium red hair, 18 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Farmer

Viking Male 8

Jórkell Stígsson
6' 2", 186 lbs., dark hazel eyes, medium blond hair, 16
yrs. old
Languages: Common, Old Norse
Secondary Skill: Bowyer

Viking Male 9

Nefgeirr Hallkelsson
5' 9", 183 lbs., dark blue eyes, white hair, 18 yrs. old
Languages: Common, Old Norse
Secondary Skill: Limner

Viking Male 10

Hróðsteinn Gunnviararson
5' 9", 189 lbs., dark hazel eyes, light red hair, 19 yrs. old
Languages: Common, Old Norse
Secondary Skill: Atilliator

Viking Male 11

Steinn Hakason
5' 9", 185 lbs., light blue eyes, light red hair, 17 yrs. old
Languages: Common, Old Norse
Secondary Skill: Gemcutter

Viking Male 12

Arngeirr Ketilson
6' 2", 186 lbs., light blue eyes, light blond hair, 19 yrs.
old
Languages: Common, Old Norse
Secondary Skill: Minstrel

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 (×6), 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: Callused 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 ³/₄ 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 ¹/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 (hare 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 ¾ 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 ¾ 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, 5 gp (34 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 ¾ 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 ¾ 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, mellen 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 +20% (height +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), torches (×3), 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), lamp oil (flask), hemp rope (50 ft.), 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 +20% (height +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 (page 1)

Thief 1

Str 13 Dex 16 Con 11 Int 11 Wis 10 Cha 4 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.)

Thief 2

Str 15 Dex 17 Con 10 Int 12 Wis 9 Cha 15 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.)

Thief 3

Str 14 Dex 18 Con 12 Int 13 Wis 9 Cha 12 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.)

Thief 4

Str 13 Dex 14 Con 11 Int 8 Wis 9 Cha 12 AC 5 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.)

Thief 5

Str 16 Dex 16 Con 12 Int 12 Wis 11 Cha 15 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.)

Thief 6

Str 13 Dex 15 Con 12 Int 13 Wis 10 Cha 7 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

Str 14 Dex 15 Con 11 Int 10 Wis 10 Cha 13 AC 4 HP 3
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, 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

Str 16 Dex 16 Con 16 Int 12 Wis 12 Cha 15 AC 4 HP 4
Height and Weight Adjustment: None
Additional Languages: Thieves' Cant
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

Str 14 Dex 17 Con 14 Int 11 Wis 9 Cha 13 AC 6 HP 6
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, 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

Str 13 Dex 13 Con 12 Int 11 Wis 11 Cha 6 AC 5 HP 5
Height and Weight Adjustment: None
Additional Languages: Thieves' Cant
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

Str 15 Dex 15 Con 14 Int 12 Wis 11 Cha 13 AC 6 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, 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

Str 14 Dex 17 Con 14 Int 13 Wis 9 Cha 11 AC 4 HP 4
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Thieves' Cant and one other
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)

Barbarian 7

Str 18 Dex 18 Con 15 Int 8 Wis 9 Cha 12 AC 3 HP 10
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, 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), hemp rope (50 ft.), grappling hook, pry bar, hammer (small), iron spikes (×12), wire (100-ft. spool), steel mirror, 5 gp (73 lbs.)

Barbarian 8

Str 16 Dex 15 Con 15 Int 13 Wis 12 Cha 13 AC 4 HP 7
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE CG
Weapon Mastery: Bastard sword
Distinguishing Features: Dashing facial scar
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.)

Barbarian 9

Str 18 Dex 16 Con 16 Int 12 Wis 12 Cha 8 AC 4 HP 7
Height and Weight Adjustment: Height +20%, weight +100% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Long sword
Distinguishing Features: Huge build, bow-legged
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 10

Str 14 Dex 14 Con 13 Int 6 Wis 8 Cha 5 AC 5 HP 13
Height and Weight Adjustment: None
Additional Languages: None (illiterate)
Alignment: CE CG
Weapon Mastery: Broad sword
Distinguishing Features: Stutter
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.)

Barbarian 11

Str 14 Dex 13 Con 13 Int 10 Wis 10 Cha 10 AC 5 HP 9
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: None
Alignment: CE CG
Weapon Mastery: Battle axe
Distinguishing Features: Broad build, broken nose
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.)

Barbarian 12

Str 17 Dex 17 Con 15 Int 14 Wis 10 Cha 15 AC 4 HP 8
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE CG
Weapon Mastery: Long sword
Distinguishing Features: Large build, chiseled features
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.)

BERSERKER CLASS KITS (page 1)

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, pry 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 11 Int 8 Wis 10 Cha 13 AC 6 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), hemp rope (50 ft.), pry bar, hammer (small), 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 16 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 CLASS KITS (page 1)

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 CLASS KITS (page 1)

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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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: Mullen 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 ³/₄ lbs.)

WARLOCK CLASS KITS (page 2)

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 ³/₄ 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 ³/₄ 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 ³/₄ lbs.)

Warlock 10

Str 16 Dex 10 Con 12 Int 13 Wis 7 Cha 6 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: 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 ³/₄ 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 ³/₄ 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, piggy 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 ³/₄ lbs.)

CRYOMANCER CLASS KITS (page 1)

Cryomancer 1

Str 10 Dex 10 Con 10 Int 14 Wis 13 Cha 8 AC 9 HP 4
Height and Weight Adjustment: Weight -20% (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, holy water (vial ×2), 2 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, piggish 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 ¾ 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 ¾ 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 ¾ 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 ¾ 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 ¾ 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 ¾ 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 ¾ 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 ¼ 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 ¼ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ lbs.)

NECROMANCER CLASS KITS (page 2)

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 CLASS KITS (page 1)

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 ³/₄ 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 ³/₄ 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 ³/₄ lbs.)

Pyromancer 4

Str 14 Dex 9 Con 14 Int 16 Wis 15 Cha 13 AC 9 HP 3

Height and Weight Adjustment: Weight +20% (height +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 ³/₄ 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 ³/₄ 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 ³/₄ lbs.)

PYROMANCER CLASS KITS (page 2)

Pyromancer 7

Str 13 Dex 11 Con 13 Int 16 Wis 14 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: **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

Str 10 Dex 15 Con 10 Int 16 Wis 15 Cha 10 AC 8 HP 2

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

Additional Languages: One

Alignment: CE CG N

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

Str 9 Dex 10 Con 12 Int 17 Wis 13 Cha 11 AC 9 HP 2

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

Additional Languages: Two

Alignment: CE CG N

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

Str 14 Dex 9 Con 13 Int 15 Wis 14 Cha 13 AC 9 HP 3

Height and Weight Adjustment: None

Additional Languages: One

Alignment: CE CG N

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

Str 10 Dex 15 Con 13 Int 17 Wis 16 Cha 11 AC 8 HP 4

Height and Weight Adjustment: None

Additional Languages: Two

Alignment: CE CG N

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), incendiary oil (flask), 2 gp (29 ¾ lbs.)

Pyromancer 12

Str 9 Dex 9 Con 10 Int 14 Wis 12 Cha 3 AC 9 HP 3

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

Additional Languages: One

Alignment: CE CG N

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 15 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 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), 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 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 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 hp)
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 +20% (height +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 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), 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 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), 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 hp)
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: Liling 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 CLASS KITS (page 2)

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, 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: **Ceremony 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 oil 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 CLASS KITS (page 1)

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), tinderbox, lantern (hooded), lamp oil (flask), silk rope (50 ft.), grappling hook, holy symbol (wooden), prayer beads (wooden), writing stick, wooden rattle, wooden mask, 4 gp (53 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 (40 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.)

ASSASSIN CLASS KITS (page 2)

Assassin 7

Str 10 Dex 13 Con 10 Int 12 Wis 9 Cha 10 AC 7 HP 5
Height and Weight Adjustment: None
Additional Languages: None
Alignment: CE LE N
Distinguishing Features: Thin hair
Gear: 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.)

Assassin 8

Str 14 Dex 16 Con 11 Int 14 Wis 11 Cha 8 AC 4 HP 3
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE LE N
Distinguishing Features: Broad build, big ears
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 9

Str 15 Dex 16 Con 14 Int 15 Wis 8 Cha 13 AC 4 HP 4
Height and Weight Adjustment: None
Additional Languages: One
Alignment: CE LE N
Distinguishing Features: Honest face
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 10

Str 15 Dex 16 Con 15 Int 15 Wis 12 Cha 13 AC 5 HP 4
Height and Weight Adjustment: Height +10%, weight +50% (height +10%, weight +20% for Hyperborean)
Additional Languages: One
Alignment: CE LE N
Distinguishing Features: Large build, husky voice
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 11

Str 15 Dex 17 Con 15 Int 17 Wis 12 Cha 12 AC 6 HP 7
Height and Weight Adjustment: Weight +20% (height +10%, weight +20% for Hyperborean)
Additional Languages: Two
Alignment: CE LE N
Distinguishing Features: Broad build, mallen streak
Gear: 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.)

Assassin 12

Str 13 Dex 16 Con 13 Int 16 Wis 9 Cha 10 AC 5 HP 4
Height and Weight Adjustment: None (weight -10% for Hyperborean)
Additional Languages: One
Alignment: CE LE N
Distinguishing Features: Slender build, bushy hair
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), tinderbox, torches (×3), hemp rope (50 ft.), 2 gp (52 ½ lbs.)

BARD CLASS KITS (page 1)

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 ³/₄ 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: Liltng 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ lbs.)

BARD CLASS KITS (page 2)

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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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 ³/₄ 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), tinderbox, torches (×3), ink and quill, parchment (sheet), writing stick, chalk (piece), thieves' tools, 2 gp (56 ¾ 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 ¾ 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 ¾ lbs.)

* Reroll if information for this class is not available.

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), tinderbox, lantern (hooded), lamp oil (flask), ink and quill, parchment (sheet), writing stick, chalk (piece), thieves' tools, 2 gp (55 ¾ 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), falcata, 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), 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, falcata, 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 (53 ¾ lbs.)

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 ½ 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 ½ 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 ¾ 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 ½ 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 ¾ 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 ¾ 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 +50% (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 (page 1)

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.)