

Third Level Pregenerated Characters

A Basic Fantasy RPG Play Aid

Release 1

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On the following pages, you will find pregenerated, third-level characters for your games. I always start my games at third level. This assumes that PC's have been adventuring a bit (and prevents them from getting wiped out in one orc swipe). Just a few notes on how I generated these characters.

- Characters get maximum hit points to start. As they level up from there, the players have to roll.
- We assume that characters have standard adventuring equipment. We don't list every torch or rope. If you like a bit more bookkeeping, feel free to change things as you like.
- Combination classes are not included.
- It is assumed that dwarves, elves, and halflings all speak their racial language.

Hopefully you will find this format for the character sheets handy. You can print them, cut the sheets, and be ready to go in a few minutes. Feel free to edit them in any way for your game, and let me know if you find any mistakes.

This supplement is divided into two sections: "Core Races/Classes" and "Optional Races/Classes." The first section only includes classes from the main rulebook, while the other uses races and classes from other supplements. Every race/class combination is not present, but there should be enough options here to give your players a lot of fun.

PART ONE: Core Races/Classes

DWARF CLERIC 3			HP (18)	AC (15)	
STR	DEX	CON	INT	WIS	CHA
14	8	10	12	16	13
COMBAT					
Mace:		+3 (1d6+1			
Brawl/Kick:		+3/+1 (1d3/1d4)			
Sling:		+1 (1d4)			
SAVING THROWS					
Death Ray/Poison		6			
Magic Wands		7			
Paralysis/Petrify		9			
Dragon Breath		12			
Spells		10			
SPECIAL ABILITIES					
Infravision, 60'					
Find traps and mining (2/6)					
TURN UNDEAD					
Skeleton		9			
Zombie		13			
Ghoul		17			
Wight		19			
Wraith		No			
Mummy		No			
Spectre		No			
FIRST LEVEL SPELLS (2/day)					
Cure Light Wounds					
Detect Evil					
Detect Magic					
Light					
Protection from Evil					
Purify Food and Water					
Remove Fear					
Resist cold					
GEAR					
Chainmail and Shield, Holy Symbol, Holy Water, Healing Potion (1d6+1)					

DWARF FIGHTER 3			HP (27) AC (15)		
STR	DEX	CON	INT	WIS	CHA
16	12	14	10	8	13
COMBAT					
Great Axe : +4 (1d10)					
Brawl/Kick: +4/+2 (1d3/1d4)					
SAVING THROWS					
Death Ray/Poison			7		
Magic Wands			8		
Paralysis/Petrify			10		
Dragon Breath			12		
Spells			10		
SPECIAL ABILITIES					
Infravision, 60'					
Find traps and mining (2/6)					
GEAR					
Chainmail, Great axe, Healing Potion (1d6+1)					

DWARF THIEF 3			HP (15)		AC (15)	
STR	DEX	CON	INT	WIS	CHA	
12	16	14	10	8	13	
COMBAT						
Short Sword: +2 (1d6)						
Dagger: +2 (1d4)						
Brawl/Kick: +2/+0 (1d3/1d4)						
Dagger, thrown: +4 (1d4)						
Backstab: (+4 and double DMG)						
SAVING THROWS						
Death Ray/Poison			8			
Magic Wands			10			
Paralysis/Petrify			8			
Dragon Breath			12			
Spells			10			
SPECIAL ABILITIES						
Infravision, 60'						
Find traps and mining (2/6)						
THIEVES' ABILITIES						
Open Locks			35%			
Remove Traps			30%			
Pick Pockets			40%			
Move Silently			35%			
Climb Walls			82%			
Hide			20%			
Listen			38%			
GEAR						
Leather Armor, Short sword, 2 daggers, Thieves tools, Healing Potion (1d6+1)						

ELF CLERIC 3			HP (18) AC (15)		
STR	DEX	CON	INT	WIS	CHA
14	8	10	12	16	13
COMBAT					
Mace: +3 (1d6+1)					
Brawl/Kick: +3/+1 (1d3/1d4)					
Sling: +1 (1d4)					
SAVING THROWS					
Death Ray/Poison		10			
Magic Wands		9			
Paralysis/Petrify		12			
Dragon Breath		15			
Spells		12			
SPECIAL ABILITIES					
Infravision 60'					
Find secret doors (2/6)					
No ghoul paralysis					
TURN UNDEAD					
Skeleton		9			
Zombie		13			
Ghoul		17			
Wight		19			
Wraith		No			
Mummy		No			
Spectre		No			
FIRST LEVEL SPELLS (2/day)					
Cure Light Wounds					
Detect Evil					
Detect Magic					
Light					
Protection from Evil					
Purify Food and Water					
Remove Fear					
Resist cold					
GEAR					
Chainmail and Shield, Holy Symbol, Holy Water, Healing Potion (1d6+1)					

ELF FIGHTER 3 HP (21) AC (17)

HP (21) AC (17)

STR	DEX	CON	INT	WIS	CHA
12	16	13	10	8	14

COMBAT

Sword:	+2 (1d8)
Brawl/Kick:	+2/+0 (1d3/1d4)
Bow:	+4 (1d6)

SAVING THROWS

Death Ray/Poison	11
Magic Wands	10
Paralysis/Petrify	13
Dragon Breath	15
Spells	14

SPECIAL ABILITIES

Infravision 60'
Find secret doors (2/6)
No ghoul paralysis

GEAR

Chainmail, Sword, Bow, Healing Potion (1d6+1)

ELF MAGIC USER 3 HP (12) AC (12)

HP (12) AC (12)

STR	DEX	CON	INT	WIS	CHA
8	13	10	16	12	14

COMBAT

Dagger:	+0 (1d4)
Dagger, thrown:	+2(1d4)
Brawl/Kick:	+0/-2 (1d3/1d4)

SAVING THROWS

Death Ray/Poison	13
Magic Wands	12
Paralysis/Petrify	12
Dragon Breath	15
Spells	12

SPECIAL ABILITIES

Infravision 60'
Find secret doors (2/6)
No ghoul paralysis
Languages: *Sasquatch, Hobgoblin*

FIRST LEVEL SPELLS (2/day)

Magic missile
Sleep

SECOND LEVEL SPELLS (1/day)

Continual light Invisibility

GEAR

Spellbook, 2 daggers, Healing Potion (1d6+1)

HALFLING FIGHTER 3 HP (24) AC (16)

HP (24) AC (16)

STR	DEX	CON	INT	WIS	CHA
8	14	16	12	10	13

COMBAT

Short Sword : **+1 (1d6-1)**

Brawl/Kick: **+1/-1 (1d3/1d4)**

Bow: +3 (1d6)

SAVING THROWS

Death Ray/Poison **7**

Magic Wands 8

Paralysis/Petrify	10
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Dragon Breath 12

Spells 10

SPECIAL ABILITIES

+2 AC (large opponents)

Hide Outdoors (90%)

Hide Indoors (30%)

GEAR

Chainmail, Short Sword, Bow, Marbles, Healing
Potion (1d6+1)

HALFLING THIEF 3 HP (15) AC (15)

HP (15) AC (15)

STR	DEX	CON	INT	WIS	CHA
12	16	14	10	8	13

COMBAT

Short Sword: +2 (1d6)

Dagger: +2 (1d4)

Brawl/Kick: **+2/+0 (1d3/1d4)**

Dagger, thrown: +4 (1d4)

Backstab: (+4 and double DMG)

SAVING THROWS

Death Ray/Poison 8

Magic Wands **10**

Paralysis/Petrify 8

Dragon Breath **12**

Spells 10

SPECIAL ABILITIES

+2 AC (large opponents)

Hide Outdoors (90%)

Hide Indoors (30%)

THIEVES' ABILITIES

Open Locks **35%**

Remove Traps	30%
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Pick Pockets **40%**

Move Silently **35%**

Climb Walls **82%**

Hide **20%**

Listen **38%**

GEAR

Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion (1d6+1)

HUMAN CLERIC 3			HP (18)		AC (15)	
STR	DEX	CON	INT	WIS	CHA	
14	8	10	12	16	13	
COMBAT						
Mace:		+3 (1d6+1)				
Brawl/Kick:		+3/+1 (1d3/1d4)				
Sling:		+1 (1d4)				
SAVING THROWS						
Death Ray/Poison		10				
Magic Wands		11				
Paralysis/Petrify		13				
Dragon Breath		15				
Spells		14				
TURN UNDEAD						
Skeleton		9				
Zombie		13				
Ghoul		17				
Wight		19				
Wraith		No				
Mummy		No				
Spectre		No				
FIRST LEVEL SPELLS (2/day)						
Cure Light Wounds						
Detect Evil						
Detect Magic						
Light						
Protection from Evil						
Purify Food and Water						
Remove Fear						
Resist cold						
GEAR						
Chainmail and Shield, Holy Symbol, Holy Water, Healing Potion (1d6+1)						

HUMAN FIGHTER 3			HP (27) AC (16)		
STR	DEX	CON	INT	WIS	CHA
16	13	14	12	10	8
COMBAT					
2 handed sword:		+4 (1d10+2)			
Brawl/Kick:		+4/+2 (1d3/1d4)			
Bow:		+3 (1d6)			
SAVING THROWS					
Death Ray/Poison		11			
Magic Wands		12			
Paralysis/Petrify		14			
Dragon Breath		15			
Spells		16			
GEAR					
Chainmail, 2 Handed sword, Bow, Healing Potion (1d6+1)					

HUMAN MAGIC USER 3			HP (15)		AC (12)	
STR	DEX	CON	INT	WIS	CHA	
12	13	14	16	8	10	
COMBAT						
Dagger:		+1 (1d4)				
Dagger, thrown:		+2 (1d4)				
Brawl/Kick:		+1/-1 (1d3/1d4)				
SAVING THROWS						
Death Ray/Poison		13				
Magic Wands		14				
Paralysis/Petrify		13				
Dragon Breath		15				
Spells		14				
FIRST LEVEL SPELLS (2/day)						
Magic missile						
Charm Person						
SECOND LEVEL SPELLS (1/day)						
Web						
Mirror Image						
SPECIAL ABILITIES						
Languages: Orc, Dragon						
GEAR						
Spellbook, 2 daggers, Healing Potion (1d6+1)						

HUMAN THIEF 3			HP (15) AC (15)		
STR	DEX	CON	INT	WIS	CHA
12	16	14	10	8	13
COMBAT					
Short Sword:		+2 (1d6)			
Dagger:		+2 (1d4)			
Brawl/Kick:		+2/+0 (1d3/1d4)			
Dagger, thrown:		+4 (1d4)			
Backstab: (+4 and double DMG)					
SAVING THROWS					
Death Ray/Poison		12			
Magic Wands		14			
Paralysis/Petrify		11			
Dragon Breath		15			
Spells		14			
THIEVES' ABILITIES					
Open Locks		35%			
Remove Traps		30%			
Pick Pockets		40%			
Move Silently		35%			
Climb Walls		82%			
Hide		20%			
Listen		38%			
GEAR					
Leather Armor, Short sword, 2 daggers, Thieves tools, Healing Potion (1d6+1)					

PART TWO: Optional Races/Classes

DWARF BARBARIAN 3 HP (27) AC (16)

STR	DEX	CON	INT	WIS	CHA
16	13	14	12	10	8

COMBAT

Great Axe:	+4 (1d10+2)
Brawl/Kick:	+4/+2 (1d3/1d4)

SAVING THROWS

Death Ray/Poison	7
Magic Wands	8
Paralysis/Petrify	10
Dragon Breath	12
Spells	12

SPECIAL ABILITIES

- Alertness (Thief can only backstab if L +1 or greater)
- Animal Reflexes (Only surprised 1/6)
- Hunter (Surprise 3/6)
- Runner (+5' to movement)
- Diehard (Keep fighting at 0 HP)
- Rage (+2 AB, DMG, ST vs Spells (mind-altering), - 2 AC)

GEAR

Chainmail, Great Axe, Healing Potion (1d6+1)

HUMAN ASSASIN 3 HP (15) AC (15)

STR	DEX	CON	INT	WIS	CHA
8	16	13	14	10	12

COMBAT

Short Sword:	+1 (1d6)
Dagger:	+1 (1d4)
Brawl/Kick:	+1/-1 (1d3/1d4)
Dagger, thrown:	+3 (1d4)
Backstab:	(+4 and double DMG)

SAVING THROWS

Death Ray/Poison	12
Magic Wands	14
Paralysis/Petrify	11
Dragon Breath	15
Spells	14

THIEVES' ABILITIES

Open Locks	25%
Remove Traps	20%
Pick Pockets	30%
Move Silently	25%
Climb Walls	80%
Hide	10%
Listen	30%

ASSASSINS' ABILITIES

Disguise	40%
Poison	35%
Shadowing	20%
Waylay	+4
Assassinate	+4

GEAR

Leather Armor, Short Sword, 2 Daggers, Thieves Tools, Healing Potion (1d6+1)

HUMAN BARBARIAN 3 HP (27) AC (14)

STR	DEX	CON	INT	WIS	CHA
16	13	14	12	10	8

COMBAT

2-Handed Sword:	+4 (1d10+2)
Brawl/Kick:	+4/+2 (1d3/1d4)
Bow:	+3 (1d6+1)

SAVING THROWS

Death Ray/Poison	11
Magic Wands	12
Paralysis/Petrify	14
Dragon Breath	15
Spells	16

SPECIAL ABILITIES

Alertness (Thief can only backstab if L +1 or greater)
Animal Reflexes (Only surprised 1/6)
Hunter (Surprise 3/6)
Runner (+5' to movement)
Diehard (Keep fighting at 0 HP)
Rage (+2 AB, DMG, ST vs Spells (mind-altering), - 2 AC)

GEAR

Leather Armor, 2 Handed Sword, Bow, Healing Potion (1d6+1)

HUMAN PALADIN 3 HP (27) AC (16)

STR	DEX	CON	INT	WIS	CHA
16	12	14	8	10	13

COMBAT

2 handed sword:	+4 (1d10+2)
Brawl/Kick:	+4/+2 (1d3/1d4)

SAVING THROWS

Death Ray/Poison	11
Magic Wands	12
Paralysis/Petrify	14
Dragon Breath	15
Spells	16

SPECIAL ABILITIES

Protection From Evil, 10' (+2 AC & Saves)
Detect Evil, 60'
Lay on hands (3 pts/2X daily)
Turn undead as 1st level Cleric

TURN UNDEAD

Skeleton	13
Zombie	17
Ghoul	19
Wight	No
Wraith	No
Mummy	No
Spectre	No

GEAR

Chainmail, 2 Handed sword, Holy Water, Holy Symbol, Healing Potion (1d6+1)

CARVEN CLERIC 3			HP (19) AC (16)		
STR	DEX	CON	INT	WIS	CHA
14	8	10	12	16	13
COMBAT					
Mace:		+3 (1d6+1)			
Brawl/Kick:		+3/+1 (1d3/1d4)			
Sling:		+1 (1d4)			
SAVING THROWS					
Death Ray/Poison		7			
Magic Wands		11			
Paralysis/Petrify		13			
Dragon Breath		15			
Spells		12			
SPECIAL ABILITIES					
90% Hide, 70% Scout (in forested environment)					
Do not need to eat, drink, or sleep					
Gain only ½ HP from healing potions					
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))					
TURN UNDEAD					
Skeleton		9			
Zombie		13			
Ghoul		17			
Wight		19			
Wraith		No			
Mummy		No			
Spectre		No			
FIRST LEVEL SPELLS (2/day)					
Cure Light Wounds					
Detect Evil					
Detect Magic					
Light					
Protection from Evil					
Purify Food and Water					
Remove Fear					
Resist cold					
GEAR					
Chainmail and Shield, Holy Symbol, Holy Water, Healing Potion (1d6+1)					

CARVEN FIGHTER 3			HP (28) AC (17)		
STR	DEX	CON	INT	WIS	CHA
16	13	14	12	10	8
COMBAT					
2 handed sword:		+4 (1d10+2)			
Brawl/Kick:		+4/+2 (1d3/1d4)			
Bow:		+3 (1d6)			
SAVING THROWS					
Death Ray/Poison		8			
Magic Wands		12			
Paralysis/Petrify		14			
Dragon Breath		15			
Spells		14			
SPECIAL ABILITIES					
90% Hide, 70% Scout (in forested environment)					
Do not need to eat, drink, or sleep					
Gain only ½ HP from healing potions					
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))					
GEAR					
Chainmail, 2 Handed sword, Bow, Healing Potion (1d6+1)					

CARVEN MAGIC USER 3 HP (16) AC (13)

STR	DEX	CON	INT	WIS	CHA
12	13	14	16	8	10

COMBAT

Dagger:	+1 (1d4)
Dagger, thrown:	+2 (1d4)
Brawl/Kick:	+1/-1 (1d3/1d4)

SAVING THROWS

Death Ray/Poison	10
Magic Wands	14
Paralysis/Petrify	13
Dragon Breath	15
Spells	14

FIRST LEVEL SPELLS (2/day)

Magic missile
Charm Person

SECOND LEVEL SPELLS (1/day)

Web
Mirror Image

SPECIAL ABILITIES

90% Hide, 70% Scout (in forested environment)
Do not need to eat, drink, or sleep
Gain only ½ HP from healing potions
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))
Languages: *Goblin, Dryad*

GEAR

Spellbook, 2 daggers, Healing Potion (1d6+1)

WANDERWOOD CLERIC 3 HP (21) AC (14)

STR	DEX	CON	INT	WIS	CHA
10	8	14	12	16	13

COMBAT

Mace:	+2 (1d6)
Brawl/Kick:	+2/+0 (1d3/1d4)
Sling:	+1 (1d4)

SAVING THROWS

Death Ray/Poison	8
Magic Wands	11
Paralysis/Petrify	10
Dragon Breath	15
Spells	14

SPECIAL ABILITIES

95% Hide (in forested environment if still)
Immune to *Charm Person*
Speak with Plants (1/day)
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))

TURN UNDEAD

Skeleton	9
Zombie	13
Ghoul	17
Wight	19
Wraith	No
Mummy	No
Spectre	No

FIRST LEVEL SPELLS (2/day)

Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Water
Remove Fear
Resist cold

GEAR

Mace, Sling, Slingstones (20) Holy Symbol, Holy Water, Healing Potion (1d6+1)

WANDERWOOD FIGHTER 3 HP (27) AC (15)

STR	DEX	CON	INT	WIS	CHA
16	14	13	12	8	10

COMBAT

2 handed sword:	+4 (1d10+2)
Brawl/Kick:	+4/+2 (1d3/1d4)
Bow:	+3 (1d6)

SAVING THROWS

Death Ray/Poison	9
Magic Wands	12
Paralysis/Petrify	11
Dragon Breath	15
Spells	16

SPECIAL ABILITIES

95% Hide (in forested environment if still)
Immune to *Charm Person*
Speak with Plants (1/day)
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))

GEAR

2 Handed sword, Bow, Healing Potion (1d6+1)

WANDERWOOD THIEF 3 HP(15) AC(14)

STR	DEX	CON	INT	WIS	CHA
12	16	13	14	8	10

COMBAT

Dagger:	+2 (1d4)
Dagger, thrown:	+4 (1d4)
Brawl/Kick:	+2/+0 (1d3/1d4)

SAVING THROWS

Death Ray/Poison	10
Magic Wands	14
Paralysis/Petrify	9
Dragon Breath	15
Spells	14

SPECIAL ABILITIES

95% Hide (in forested environment if still)
Immune to *Charm Person*
Speak with Plants (1/day)
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))

THIEVES' ABILITIES

Open Locks	35%
Remove Traps	30%
Pick Pockets	40%
Move Silently	35%
Climb Walls	82%
Hide	20%
Listen	38%

GEAR

Spellbook, 2 daggers, Healing Potion (1d6+1)

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