

CAVALIER ACCICUDE

An Old School Roleplaying Zine

Volume III, Issue 2

BONUS HAND OUT: The Copper Hall of Naren Kaz, Pre-Generated PCs

NAME:

Halfling, thief, level 6, Age: 49 Al: NG

Str 13	Dex 18	Con 16	Int 13	Wis 11	Cha 13
	-4 AC/+3 missile	+2HP	-	-	+5 reaction

HP: 43

AC: 1 front (5 rear)

Armour: studded leather +2 / Move: 90'

Base number to hit AC 0: 19

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/Polymorph	Spell
12	15	12	11	13

Weapons: short sword +2, sling

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded;5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tools).

Languages: Common, NG, thieves' cant, dwarf, gnome, goblin, kobold, orc

Ammunition: 24 sling bullets +1

Thief skills:

Climb Walls	Find/Remove	Hear Noises	Hide in	Move Quietly	Open Locks	Pick Pockets	Read
	Traps		Shadows				Languages
75	55	30	70	70	65	75	20

Special: backstab, +4 save vs. magic & poison, infravision 60', surprise*, +3 to hit with bow/sling*

Bullets +1:

^{*}For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

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Bonus Handout: The Copper Hall of Naren Kaz (cont.)

NAME:

Human, ranger, level 5, Age: 31 Al: CG

Str 17	Dex 16	Con 16	Int 13	Wis 14	Cha 13
+1 to hit/dam	-2 AC/+1 missile	+2HP			+5 reaction

HP: 50

AC: 1 front (3 rear)

Armor: chain mail +2 / Move: 120'

Base number to hit AC 0: 16

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell
13	13	11	12	14

Weapons: bastard sword +2, longbow

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded;5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large.

Languages: Common, CG

Ammunition: 24 arrows +2

Special: +5 to hit (melee) vs. evil humanoids*, tracking*

Arrows+2:

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Bonus Handout: The Copper Hall of Naren Kaz (cont.)

NAME:

Elf, mage, level 5, Age: 162 Al: CG

Str 13	Dex 16	Con 15	Int 17	Wis 13	Cha 14
	-2 AC/+1 missile	+1HP	+6 languages		+10 reaction

HP: 25

AC: 4 front (6 rear)

Armor: *robes* + 1 / **Move**: 120'

Base number to hit AC 0: 20

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell	
11	15	14	13	12	

Weapons: staff+1, darts+1

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded;5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (spell book).

Languages: Common, CG, drow, dragon, dwarf, elf, giantish, gnoll, gnoll, gnome, goblin, halfling, hobgoblin, orc, and lizardfolk

Ammunition: 30 darts +1

Spells:

Level	Slots	Spells
First Level	4	
Second Level	2	
Third Level	1	

Special: 90% resistant to sleep/charm, infravision 60', surprise*, detect secret doors*

Darts +1:

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Bonus Handout: The Copper Hall of Naren Kaz (cont.)

NAME:

Half-Elf, cleric, level 5, Age: 33 Al: NG

Str 16	Dex 15	Con 15	Int 10	Wis 17	Cha 14
-/+1 damage	-1 AC	+1HP	1	2/2/1 bonus spells	+10 reaction

HP: 42

AC: 2 front (5 rear)

Armor: chain mail +1, shield/ Move: 120'

Base number to hit AC 0: 18

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell
13	15	9	12	14

Weapons: mace +1, 3 throwing hammers

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded;5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (holy symbol).

Languages: Common, NG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc

Ammunition: 3 throwing hammers

Spells:

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Level	Slots	Spells			
First Level	5				
Second Level	5				
Third Level	2				

Special: 30% resistant to sleep/charm spells, infravision 60', detect secret doors*, turn undead

Hammer:

^{*}For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

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