ABILITY SCORES

STR	1d6 + 1d4
DEX	1d12 + 1d4
CON	1d6 + 1d4
WIS	1d10 + 1d4
INT	1d16 + 1d6
CHA	1d6 + 1d4

FEATS

- Thrown Weapons (STR) 1d6 (G)
- Fireball (INT) 1d6 + 1d6 (S)
- Feather Fall (INT) 1d8 (S)
- Magic Missile (INT) 1d6 (S)
- Animate Dead (CHA) 1d6 (S)
- Dispel Magic (WIS or INT) 1d6 (S)
- Shatter (INT) 1d8 (S)
- Invisibility (INT) 1d6 (S)

(S) = Spell, (T) = Trained, (G) = General

Dungeon Survivor
Arnolf the Amazing

PARALLEL DIMENSION GAMING

EQUIPMENT, ARMS, & ARMOR

1d10 & Larger is 2-Handed. Two-weapon fighting: main hand 1d8 max, off hand 1d6 max

Armor and shield. Shield adds once per round

CARRIED AND WORN

Darts 1d4	Darts 1d4	Darts 1d4	Fire starter 1d6
Hammer 1d4	Candles 1d6	Banket 1d6	
Cord 1d6	Potion of Healing 2d6 (single use)	Water 1d6	
50 GP	Spell Components 1d6		

D8 CONTAINER

D6 CONTAINER

NOTES

ONGOING EFFECTS

Die/Effect/Interval

XP

LANGUAGES

Common, Elven, Goblin, Draconic

Giant, Dwarven, Orc, Gnome

ABILITY SCORES

STR	1d6 + 1d4
DEX	1d10 + 1d4
CON	1d6 + 1d4
WIS	1d16 + 1d4
INT	1d6 + 1d4
CHA	1d12 + 1d4

Dungeon Survivor

Darlon the Daring

PARALLEL DIMENSION GAMING

FEATS

- Animal Summoning (CHA) 1d8 + 1d4 (S)
- Neutralize Poison (WIS) 1d6 (S)
- Shape Change (WIS) 1d8 (S)
- Silence (WIS) 1d8 + 1d4 (S)
- Duck and Weave (DEX) 1d6 (G)
- Fast to React (DEX) 1d6 + 1d6 (G)
- Magic Resitance (CON) 1d6 (T)
- Darkvision (WIS) 1d6 (T)

(S) = Spell, (T) = Trained, (G) = General

EQUIPMENT, ARMS, & ARMOR

CARRIED AND WORN

- Magic Bow 1d8 + 1d6
- Armor 1d8
  TN penalty +4

D8 CONTAINER

Torches 1d6		Dagger 1d4	Fire starter 1d6
Potion of Growth 1d6 (single use)	Candles 1d6	Rations 1d6	
50 GP		Blanket 1d6	
		Bedroll 1d6	

D6 CONTAINER

NOTES

ONGOING EFFECTS

Die/Effect/Interval

XP

LANGUAGES

Common, Elven, Goblin, Draconic

Giant, Dwarven, Orc, Gnome

ABILITY SCORES

STR	1d8 + 1d4
DEX	1d16 + 1d6
CON	1d6 + 1d4
WIS	1d10 + 1d4
INT	1d12 + 1d4
CHA	1d6 + 1d4

FEATS

- Melee Attack (STR) 1d6 (G)
- Missile Weapons (DEX) 1d8 (G)
- Sneak Attack (DEX) 1d8 (T)
- Climb Walls (STR) 1d6 (G)
- Disarm Trap (INT) 1d6 (G)
- Hide in Shadows (DEX) 1d6 + 1d4 (G)
- Move Silently (DEX) 1d8 (G)
- Fast to Act (DEX) 1d6 (G)

(S) = Spell, (T) = Trained, (G) = General

EQUIPMENT, ARMS, & ARMOR

CARRIED AND WORN

- Crossbow 1d8 + 1d4
- Magic Armor 1d8
  +2 TN Penalty

D8 CONTAINER

- 10-foot pole 1d8 (collapsible)
- Water 1d4
- 50 GP
- Lock Picks 1d8
- Rations (1d4)

D6 CONTAINER

- Short Sword 1d6
- Magic Bolts 1d6 (silence, 1 ft radius)
- Dagger1d4

NOTES

ONGOING EFFECTS

Die/Effect/Interval

XP

LANGUAGES

Common, Thieves' Cant

Dwarven, Orc, Gnome

Dungeon Survivor

Blaze the Sneak

PARALLEL DIMENSION GAMING

ABILITY SCORES

STR	1d16 + 1d6
DEX	1d10 + 1d4
CON	1d12 + 1d6
WIS	1d6 + 1d4
INT	1d6 + 1d4
CHA	1d6 + 1d4

FEATS

- Melee Attack (STR) 1d8 + 1d6 (G)
- Second Attack (STR or DEX) 1d8 (T)
- Thrown Weapon (STR) 1d8 + 1d4 (G)
- Parry (STR) 1d8 (T)
- Open Door (STR) 1d6 + 1d4 (G)
- Stone Sense (INT or WIS) 1d6
- Grapple (STR) 1d8 (G)
- Invisibility (INT) 1d6 (S)

(S) = Spell, (T) = Trained, (G) = General

Dungeon Survivor

Sam Strongarm

PARALLEL DIMENSION GAMING

EQUIPMENT, ARMS, & ARMOR

CARRIED AND WORN

- Magic Axe 1d10 + 1d6 + 1d4 fire
- Armor 1d16 + 1d8
  TN penalty +8

D8 CONTAINER

- Digging and Mining Tools 1d8
- 50 GP
- Potion of Giant Strength 1d6 (single use)
- Dungeoneer's Oil 1d8
- Crowbar 1d6
- Lantern Oil 1d6
- Lantern 1d12

D6 CONTAINER

- Throwing Axes 1d8

NOTES

ONGOING EFFECTS

Die/Effect/Interval

XP

LANGUAGES

Common, Goblin, Dwarven

ABILITY SCORES

STR	1d6 + 1d6
DEX	1d16 + 1d4
CON	1d12 + 1d4 + 1d4
WIS	1d6+ 1d6
INT	1d10 + 1d4
CHA	1d6 + 1d4

Dungeon Survivor

Feliz

PARALLEL DIMENSION GAMING

FEATS

- Melee Weapons (STR) 1d6 (G)
- Missile Weapons (DEX) 1d8 + 1d6 (G)
- Fast to Act (DEX) 1d6 (G)
- Tracking (WIS) 1d8 (G)
- Medic (INT) 1d4 + 1d4 (T)
- Animal Control (CHA) 1d6 (S)
- Hear Sounds (WIS) 1d6 (G)
- Climb Walls (STR) 1d6 (G)

(S) = Spell, (T) = Trained, (G) = General

EQUIPMENT, ARMS, & ARMOR

CARRIED AND WORN

- Magic Longbow 1d8 + 1d4
- Armor 1d16 + 1d4
  +8 TN penalty

D8 CONTAINER

Cord 1d6	Potion of Flying 1d6 (single use)	Mirror1d6	Spikes 1d8
Hammer 1d6	50 GP	Cord 1d12	
Water 1d6			

D6 CONTAINER

Short Sword 1d6		Arrows 1d6	

NOTES

ONGOING EFFECTS

Die/Effect/Interval

XP

LANGUAGES

Common, Elven, Goblin,
Orc, Gnome

ABILITY SCORES

STR	1d10 + 1d4
DEX	1d6 + 1d4
CON	1d12 + 1d4
WIS	1d16 + 1d4
INT	1d6 + 1d4
CHA	1d8 + 1d4

Dungeon Survivor

Cedrille the Constant

PARALLEL DIMENSION GAMING

FEATS

- Melee Attack (STR) 1d6 + 1d4 (G)
- Cure Wounds (WIS) 1d8 + 1d4 (S)
- Cure Disease (WIS) 1d8 + 1d4 (S)
- Dispel Magic (WIS or INT) 1d6 (S)
- Hear Sounds (WIS) 1d6 (G)
- Counsel (CHA) 1d4 (T)
- Snakes(WIS) 1d6 (S)
- Turn Undead (CHA) 1d8 (T)

(S) = Spell, (T) = Trained, (G) = General

EQUIPMENT, ARMS, & ARMOR

CARRIED AND WORN

- Magic Mace 1d8 + 1d4
  Shield 1d4 (1/round)
- Armor 1d16 + 1d6
  TN penalty +8

D8 CONTAINER

Holy Water 1d6	Holy Water 1d6	Fire Starter 1d4	Fire starter 1d4
Cord 1d8		Lantern 1d12	
50 GP	Lantern Oil 1d6	Water 1d8	

D6 CONTAINER

NOTES

ONGOING EFFECTS

Die/Effect/Interval

XP

LANGUAGES

Common, Draconic, Giant