# RAMPAGE AMID THE RUINS CHARACTER SHEET CHARACTER NAME Red Jim the Pirate <br> CLASS/LEVEL <br> Fighter/Thief 6 species Human <br> Player: Hireling of Shump ALIGNMENT <br> Neutral 

GOD (If Initiated): $\qquad$ Size M M $\qquad$ Base Move: 30
$\qquad$

INTELLIGENCE
WISDOM
14 16 13

Saving Throw:
11 - adj.

## Save Bonuses:

Thief: +2 bonus on saves against Poison and all sorts of mechanical and magical traps. Fighter: +2 bonus to saving throws against Breath Weapons, Energy Drain Attacks, Fumbles, Weapon Effects and Paralysis causing spells or effects.

ARMOR CLASS



WOUNDS




Con 15
 [][][][][]


## COMBAT INFO

ADJ. MOVE: 30
Attack Bonus: Thief L6: +3
Max Rampages: 6 Damage Bonus: +2 Attack Bonus. Thief L6: +3 Backstab Bonus: 3x

Combat Bonuses: STR: +1 damage with melee and hurled weapons. Fighters: +1 to hit with melee weapons if $15+$; Additional +1 damage if $\operatorname{Str}$ 17-18. DEX: +1 to hit with missile weapons [TOTAL: Melee $+7 /+4$ Missiles: $+7 /-(+4$ Hurled)]

| Weapon | Total Attack Bonus | Damage | Size | Hands | Range | ROF/Features |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Cutlass | +7 | $\mathrm{~d} 6+4$ | M | 1 | m | FD, DA |
| Longbow | +7 | d 6 | M | 2 | $70 / 140 / 210$ | ROF: 2 |
| +1 Hatchet of Returning | $+8(+8)$ | $\mathrm{d} 4+5(\mathrm{~d} 4+5)$ | S | 1 | $\mathrm{~m} /(10 / 20 / 30)$ | H: ROF: 1 |
| Ironwood Mace | +7 | $\mathrm{~d} 6+4$ | S | 1 | m | AP, not metal |
| +1 Spear Dog-slayer* | +8 | $\mathrm{~d} 6+5$ | M | $1 / 2$ | m | SS |

Adventuring Skills and Other Abilities of Note (Skill Roll):

Lunge attack: (D6)
Split Fire
Too Stubborn to Die (D6)
Searcher (D6)
Great Blow: []/per combat

Languages: Common, Lizardo, Mermaid, Crabbish Thieves' Skills: (D6) Climb Walls, Hear Noise, Pick Pocket Hide in Shadows, Move Silently, Open Lock, Trap Work Read Language, Read Scroll, Use Wand

| WEALTH | EXP |  |
| :--- | :--- | :--- |
| 2832 gp | $71,460 \mathrm{xp}$ |  |
|  |  | of 100,000 (L7) |


| ITEM Location | Item Location |
| :---: | :---: |
| - Leather Armor <br> - Buckler <br> - Cutlass <br> - Ironwood Mace <br> - +1 Spear Dog-slayer** <br> - Longbow <br> - Quiver w/ 20 Arrows [ ] [][][][][][][][][] [][][][][][][][][][] <br> - Bandoleer w/ <br> - Silver Dagger <br> - +1 Hatchet of Returning** <br> - Dagger <br> - Military Oil x2 [ ] [ ] <br> - Cling Fire [ ] <br> - Belt Pouch w/ <br> - Flint \& Steel <br> - Healing Potion [ ] [ ] [ ] <br> - Thieves' Tools <br> - Sandals of the Kobold** | Backpack w/ <br> - Iron Rations (14 days) [][][][][][][] <br> [][][][][][][] <br> - Flint \& Steel <br> - 2 wine skins (wine) [ ] [ ] <br> - Crowbar <br> - Large Sack <br> - Blanket <br> - Spare bow string <br> - Spare arrows [][][][][][][][][][] [][][][][][][][][][] <br> - Large Sack x2 <br> - Dagger <br> - Scroll of disguise <br> - potion of see in darkness <br> - 6 regular oils <br> - 3 pots of devil grease |

## WILL

## OTHER NOTES:

** Sandals of the Kobolds: Wearers of these
Shump \& Jim have:
sandals can walk along a wall as if it were a floor, seemingly defying gravity. Kobolds in these sandals can also walk along the ceiling.

Warhorse (w/ tack): [3d8 HP:17] 35' / 30' / 20'
Silvered Battle Axe (at castle)

2 Oxen and Cart w-

- Fodder $\times 10$ [][][][][][][][][][]
- Grain x10 [][][][][][][][][][]
- St'd Rations x 10 [][][][][][][][][][]
- Chickens x6 [][][][][][]
- Pigs x2
- Sheep x2

