

**Half-elf harquebusier 1st level**

**HP 11 AC 2 front, 5 rear Armor: chainmail**

**Str 17 Int 12 Wis 11 Dex 17 Con 15 Cha 15**

Move 12" Ht. 5'3" Wt. 105# Age 35 AI CG

**Saving throws:**

Par/Poison	Pet/poly	R/S/W	Breath	Spell
14	15	16	17	17

*Languages:* Alignment, common, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc

*Special abilities:* Firearms use (bonus attack, +1 to hit/damage, Dex adj added to damage)

Bend bars/lift gates: 4% Open doors: 1-2/6

**Base number to hit AC 0: 20**

*Weapons:* Handgonne x2, damage 1d8+2/1d6+2,

RoF: 3/2, Range 70'/240'/210 (-2 per increment)

Long sword, damage 1d8/1d10

3 daggers, damage 1d4/1d3, Range 1"/2"/3"

Proficient in: all weapons listed + all firearms

**Equipment:** Set of clothes; cloak; boots, heavy; backpack; flint and steel; 4 torches; 4 candles, wax; bedroll; water skin; pouch with 10gp. (Torches illuminate a 40' radius and burn for 6 turns)

**Harquebusier supplies:** weapon's belt w/ back holster, 5' match cord, 50 vials gunpowder, 50 bullets.

Gunpowder: .....

Bullets: .....

**Dwarf harquebusier 1st level**

**HP 13 AC 1 front, 5 rear Armor: chainmail**

**Str 18/65 Int 14 Wis 14 Dex 18 Con 17 Cha 13**

Move 9" Ht. 4'7" Wt. 175# Age 46 AI LG

**Saving throws:**

Par/Poison	Pet/poly	R/S/W	Breath	Spell
14	15	16	17	17

*Languages:* Alignment, common, elf, goblin, halfling, hobgoblin, orc

*Special abilities:* Firearms use (bonus attack, +1 to hit/damage, Dex adj added to damage)

Bend bars/lift gates: 4% Open doors: 1-2/6

**Base number to hit AC 0: 20**

*Weapons:* Handgonne, damage 1d8+2/1d6+2,

RoF: 3/2, Range 70'/240'/210 (-2 per increment)

Battle axe, damage

Hammer; damage 1d4+1/1d4; Range 1"/2"/3"

Proficient in: all weapons listed + all firearms

**Equipment:** Set of clothes; cloak; boots, heavy; backpack; flint and steel; 4 torches; 4 candles, wax; bedroll; water skin; pouch with 10gp. (Torches illuminate a 40' radius and burn for 6 turns)

**Harquebusier supplies:** weapon's belt w/ waist holster, 5' match cord, 50 vials gunpowder, 50 bullets.

Gunpowder: .....

Bullets: .....

**Human harquebusier 1st level**

**HP 12 AC 2 front, 5 rear Armor: chainmail**

**Str 17 Int 11 Wis 10 Dex 17 Con 16 Cha 13**

Move 9" Ht. 6'3" Wt. 175# Age 22 AI NG

**Saving throws:**

Par/Poison	Pet/poly	R/S/W	Breath	Spell
14	15	16	17	17

*Languages:* Alignment, common, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc

*Special abilities:* Firearms use (bonus attack, +1 to hit/damage, Dex adj added to damage)

Bend bars/lift gates: 4% Open doors: 1-2/6

**Base number to hit AC 0: 20**

*Weapons:* Arquebus, damage 1d12/1d10, RoF: 1/1,

Range 120'/240'/360 (-2 per increment)

Bastard sword; damage

3 daggers, damage 1d4/1d3, Range 1"/2"/3"

Proficient in: all weapons listed + all firearms

**Equipment:** Set of clothes; cloak; boots, heavy; backpack; flint and steel; 4 torches; 4 candles, wax; bedroll; water skin; pouch with 10gp. (Torches illuminate a 40' radius and burn for 6 turns)

**Harquebusier supplies:** weapon's belt w/ back holster, 5' match cord, 50 vials gunpowder, 50 bullets.

Gunpowder: .....

Bullets: .....