

Carrying Capacity

Strength	Light	Medium	Heavy
6	0-20	21-40	41-60
7	0-23	24-46	47-70
8	0-26	27-53	54-80
9	0-30	31-60	61-90
10	0-33	34-66	67-100
11	0-38	39-76	77-115
12	0-43	44-86	87-130
13	0-50	51-100	101-150
14	0-58	59-116	117-175
15	0-66	67-133	134-200
16	0-76	77-153	154-230
17	0-86	87-173	174-260
18	0-100	101-200	201-300
19	0-116	117-233	234-350
20	0-133	134-266	267-400

Bonus Spells

Modifier	1st	2nd	3rd	4th	5th
+1	1				
+2	1	1			
+3	1	1	1		
+4	1	1	1	1	
+5	2	1	1	1	1

Armor Check Penalty
Balance, Climb
Escape Artist
Hide, Jump
Move Silently
Sleight of Hand
Swim (x2)
Tumble

Skill Synergies

Bluff	Diplomacy
Bluff	Disguise checks to act in character
Bluff	Intimidate
Bluff	Sleight of Hand
Craft	related Appraise Checks
Decipher Script	Use Magic Device (Scrolls)
Escape Artist	Use Rope (Binding)
Handle Animal	Ride
Handle Animal	Wild empathy
Jump	Tumble
Knowledge (arcana)	Spellcraft
Knowledge (architecture & engineering)	Search (f.e. secret doors)
Knowledge (dungeoneering)	Survival (underground)
Knowledge (geography)	Survival (hazards, getting lost)
Knowledge (history)	bardic knowledge
Knowledge (local)	Gather Information
Knowledge (nature)	Survival (aboveground)
Knowledge (nobility & royalty)	Diplomacy
Knowledge (religion)	Turn Undead
Knowledge (the planes)	Survival (Other Planes)
Search	Survival (Tracks)
Sense Motive	Diplomacy
Spellcraft	Use Magic Device (Scrolls)
Survival	Knowledge (nature)
Tumble	Balance
Tumble	Jump
Use Magic Device	Spellcraft (Spells on Scrolls)
Use Rope	Climb (Ropes)
Use Rope	Escape Artist (Ropes)

XP, Skills, Gold

Level	XP	CS	CCS	Wealth
2	1.000	5	2	900
3	3.000	6	3	2.700
4	6.000	7	3	5.400
5	10.000	8	4	9.000
6	15.000	9	4	13.000
7	21.000	10	5	19.000
8	28.000	11	5	27.000
9	36.000	12	6	36.000
10	45.000	13	6	49.000
11	55.000	14	7	66.000
12	66.000	15	7	88.000
13	78.000	16	8	110.000
14	91.000	17	8	150.000
15	105.000	18	9	200.000

Ausrüstung

Gegenstand	Kosten	Gewicht	Gegenstand	Kosten	Gewicht
Behälter (Org.) für Schriftrollen	1(5) gp	0,5	Instandhaltung		
Geldgürtel	4 gp	0,0	Wartungssset für Rüstungen	1 gp	1,0
Gürteltasche	1 gp	0,5	Waffenöl	1 gp	0,5
Rucksack	2 gp	2,0	Wetzstein	2 cp	1,0
Sack	1 sp	0,5	Sonstiges		
Trankgürteltasche	1 gp	1,0	Heilertasche	50 gp	1,0
Trankgürteltasche (m)	60 gp	1,0	Heiliges Symbol (Holz)	1 gp	0,0
Zauberkomponententasche	5 gp	2,0	Heiliges Symbol (Silber)	25 gp	1,0
Scheiden			Papier	4 sp	0,0
Köcherscheide	10 gp	2,0	Pergament	2 sp	0,0
Handgelenkscheide	20 gp	0,0	Schreibfeder	1 sp	0,0
Schildscheide	+25 gp	0,0	Seife	5 sp	1,0
Stiefelscheide	30 gp	0,0	Siegelring	5 gp	0,0
Zelte etc.			Siegelwax	1 gp	1,0
Bettrolle	1 sp	5,0	Tinte	8 gp	0,0
Zelt – eine Person	5 gp	10,0	Zauberbuch	15 gp	3,0
Zelt – zwei Personen	10 gp	20,0	Magische Gegenstände u.ä.		
Zelt – vier Personen	20 gp	40,0	Schutzring + 1	2000 gp	
Nahrung			Schutzring + 2	8000 gp	
Brot	2 cp	0,5	Meisterhafte Rüstung	+150 gp	
Tagesration	5 sp	1,0	Meisterhafte Waffe	+300 gp	
Wasserbeutel	1 gp	4,0	Waffe +1	2000 gp	
Dwarfhead stout	30gp	1,0	Waffe +2	8000 gp	
Beleuchtung			Rüstung (Schild) +1	1000 gp	
Fackel	1 cp	1,0	Rüstung (Schild) +2	4000 gp	
Kerze	1 cp	---	Rüstung (Schild) +3	9000 gp	
Lampe (gewöhnlich)	1 sp	1,0	Attributstränke	300 gp	
Lampe (hooded)	7 gp	2,0	Tr: Leichte Wunden heilen	50 gp	
Lampe (bullseye)	12 gp	3,0	Tr: Mittelschwere Wunden h.	300 gp	
Lampenöl	1 sp	1,0	Heiliges Wasser	25 gp	1,0
Kleidung			Schildwappen (nicht-magisch)	+50 gp	
Gute Kleidung	30 gp	6,0	Mounts		
Priestergewand/Scholarsgewand	5 gp	6,0	Pony	30 gp	
Reisekleidung	1 gp	5,0	Leichtes Pferd	75 gp	
Sehr gute Kleidung	75 gp	10,0	Kräftiges Pferd	200 gp	
Warme Kleidung	8 gp	7,0	Kriegspony	100 gp	
Seile etc.			Leichtes Streitross	150 gp	
Seil (Hanf), 50 ft.	1 gp	10,0	Schweres Streitross	500 gp	
Seil (Seide), 50 ft.	10 gp	5,0	Esel, Maultier	8 gp	
Greifhaken	1 gp	4,0	Wachhund	25 gp	
Greifhaken (einklappbar)	3 gp	2,0	Reithund	150 gp	
Häufig benutzte magische Gegenstände					
Amulett der natürlichen Rüstung	(text)	0,0	AC*AC*2500 gp		
Attributserh. Gegenstände	(text)	1,0	Preis: Attr.*Attr.*1000 gp		
Bag of Holding I	2500 gp	15,0	Max.: 250 lb. weight limit, 30 cu. ft.		
Bag of Holding II	5000 gp	25,0	Max.: 500 lb. weight limit, 70 cu. ft.		
Bracers of Archery, Lesser	5000 gp	1,0	+1 ranged attack rolls		
Bracers of Armor	(text)	1,0	Preis: AC*AC*1000 gp		
Choker of Eloquence, Lesser	6000 gp	0,0	+5 Bluff, Diplomacy, Perform(vocal only)		
Cloak of Resistance	(text)	1,0	Res.*Res.*1000 gp		
Everfull Mug	800 gp	0,0			
Heward's Handy Haversack	2000 gp	5,0	Bag of Holding deluxe		
IS: Clear (Spindle)	4000 gp	---	Sustains creature without food or water		
IS: Dusty rose (Prism)	5000 gp	---	+1 insight bonus to AC		
IS: Deep red (Sphere)	8000 gp	---	+2 enhancement bonus to Dexterity		
IS: Incandescent blue (Sphere)	8000 gp	---	+2 enhancement bonus to Wisdom		
IS: Pale blue (Rhomboid)	8000 gp	---	+2 enhancement bonus to Strength		
IS: Pink (Rhomboid)	8000 gp	---	+2 enhancement bonus to Constitution		
IS: Pink and green (Sphere)	8000 gp	---	+2 enhancement bonus to Charisma		
IS: Scarlet and blue (Sphere)	8000 gp	---	+2 enhancement bonus to Intelligence		
Kiira	7500 gp	---	+2 Knowledge (any), Zauberbuch (30 Zauber)		
Quiver of Ehlonna	1800 gp	2,0			
Weightless Scabbard	1600 gp	1,0			

Mounts

Horse, light HD: 3W8+6 Ini: +1 Speed: 60ft. AC: 13 (t 10, ff 12) B-Att./Gra.: +2/+8 Att.: Huf -2 (1W6+1) Fort +5, Ref +4, Will +2 Str 14, Dex 13, Con 15 Int 2, Wis 12, Cha 6 Listen +4, Spot +4	Horse, heavy HD: 3W8+6 Ini: +1 Speed: 50ft. AC: 13 (t10, ff 12) B-Att./Gra.: +2/+9 Att.: Huf -1 (1W6+1) Fort +5, Ref +4, Will +2 Str 16, Dex 13, Con 15 Int 2, Wis 12, Cha 6 Listen +4, Spot +4	Warhorse, light HD: 3W8 +9 Ini: +1 Speed: 60ft. AC: 14 (t 10, ff 13) B-Att./Gra.: +2/+9 Att.: Huf +4 (1W4+3) Biss -1 (1W3+1) Fort +6, Ref +4, Will +2 Str 16, Dex 13, Con 17 Int 2, Wis 13, Cha 6 Listen +4, Spot +4	Warhorse, heavy HD: 4W8+12 Ini: +1 Speed: 50ft. AC 14 (t 10, ff 12) B-Att./Gra. : +3/+11 Att.: Huf +6 (1W6+4) Biss +1 (1W4+2) Fort +7, Ref +5, Will +2 Str 18, Dex 13, Con 17 Int 2, Wis 13, Cha 6 Listen +5, Spot +4
Pony HD: 2W8+2 Ini: +1 Speed: 40ft. AC: 13 (t 11, ff 12) B-Att./Gra. : +1/+2 Att.: Huf -3 (1W3) Fort +4, Ref +4, Will +0 Str 13, Dex 13, Con 12 Int 2, Wis 11, Cha 4 Listen +5, Spot +5	Warpony HD: 2W8+4 Ini: +1 Speed: 40ft. AC: 13 (t 11, ff 12) B-Att./Gra. : +1/+3 Att.: Huf +3 (1W3+2) Fort +5, Ref +4, Will +0 Str 15, Dex 13, Con 14 Int 2, Wis 11, Cha 4 Listen +5, Spot +5	Dog, Riding HD: 2W8+4 Ini: +2 Speed 40ft. AC: 16 (t 12, ff 14) B-Att./Gra.: +1/+2 Att.: Bite +3 (1W6+3) Fort +5, Ref +5, Will +1 Str 15, Dex 15, Con 15 Int +2, Wis 12, Cha 6 Jump +8, Listen +5 Swim +3, Survival +1	Carrying Capacity: <i>Horse, light:</i> 150, 300, 450 (dr 2250) <i>Horse, heavy:</i> 200, 400, 600 (dr 3000) <i>Warhorse, light:</i> 230, 460, 690 (dr 3450) <i>Warhorse, heavy:</i> 300, 600, 900 (dr 4500) <i>Pony:</i> 75, 150, 225 (dr 1125) <i>Warpony, Dog, riding:</i> 100, 200, 300 (dr 1500)

Familiars & Animal Companions

Bat HD: 1/4 W8 Ini: +2 Speed: 5ft./40ft. (good) AC: 16 (t 16, ff 14) B-Att./Gra. : +0/-17 Att.: -/- Fort +2, Ref +4, Will +2 Str 1, Dex 15, Con 10 Int 2, Wis 14, Cha 4 Hide +14, Listen +8 Move Silently +8, Spot +8	Cat HD: 1/2 W8 Ini: +2 Speed: 30ft. AC: 14 (t 14, ff 12) B-Att./Gra.: +0/-12 Att.: Klaue +4 (1W2) Bite -1 (1W3) Fort +2, Ref +4, Will +1 Str 3, Dex 15, Con 10 Int 2, Wis 17, Cha 7 Balance +10, Climb +6 Hide +14, Jump +10 Listen +3, Spot +3 Move Silently +6	Eagle HD: 1W8+1 Ini: +2 Speed: 10ft., 80ft. (aver.) AC: 14 (t 13, ff 12) B-Att./Gra. : +0/-4 Att.: Talons +3 (1W4) Bite -2 (1W4) Fort +3, Ref +4, Will +2 Str 10, Dex 15, Con 12 Int 2, Wis 14, Cha 6 Listen +2, Spot +14	Elven Hound HD: 2W10+2 Ini: +3 Speed: 50ft. Ac: 17 (t 13, ff14) B-Att./Gra. : +2/+5 Att.: Bite +5 (1W8+4) Fort +4, Ref +6, Will +1 Str 17, Dex 17, Con 13 Int 2, Wis 12, Cha 8 Balance +7, Hide +7 Jump +15, Listen +5 Spot +5, Survival +2 Swim +6 Immune to Sleep, +2 vs. enchantment, low-light v.
Hawk HD: 1W8 Ini: +3 Speed: 10ft./60ft. (aver.) AC: 17 (t 15, ff 14) B-Att./Gra. : +0/-10 Att.: Talons +5 (1W4-2) Fort +2, Ref +5, Will +2 Str 6, Dex 17, Con 10 Int 2, Wis 14, Cha 6 Listen +2, Spot +14	Owl HD: 1W8 Ini: +3 Speed: 10ft./40ft. (aver.) AC: 17 (t 15, ff 14) B-att./Gra. : +0/-11 Att.: Talons +5 (1W4 -3) Fort +2, Ref +5, Will +2 Str 4, Dex 17, Con 10 Int 2, Wis 14, Cha 4 Listen +14, Spot +6 Move Silently +17	Raven HD: 1/4 W8 Ini: +2 Speed: 10ft./40ft. (aver.) AC: 14 (t 14, ff 12) B-Att./Gra. : +0/-13 Att.: Claws +4 (1W2) Fort +2, Ref +4, Will +2 Str 1, Dex 15, Con 10 Int 2, Wis 14, Cha 6 Listen +3, Spot +5	Wolf HD: 2W8+4 Ini: +2 Speed: 50ft. AC: 14 (t 12, ff 12) B-Att./Gra.: +1/+2 Att.: Bite +3 (1W6+1) Special-Att.: Trip Fort +5, Ref +5, Will +1 Str 13, Dex 15, Con 15 Int 2, Wis 12, Cha 6 Hide +2, Listen +3 Move Silently +3, Spot +3 Survival +1

Gear

Item	Cost	Weight	Item	Cost	Weight
Bard. (med)	x2	x1	Stabling/d	5 sp	0,0
Bard. (large)	x4	x2	Saddle, military	20 gp	30,0
Bit and bridle	2 gp	1,0	Saddle, pack	5 gp	15,0
Feed/d	5 cp	10,0	Saddle, riding	10 gp	25,0
Saddlebags	4 gp	8,0			

Elfen

+2 Dex, -2 Con
 +2 Listen, Search, Spot
 +2 vs. enchantment
 Immunity: Sleep

Ar'Tel'Quessir: +2 Int, -2 Con Aril'Tel'Quessir: +4 Dex, -2 Con, +2 Int, +2 Wis +4 Jump, Spot, +2 Listen, Search Flight (50ft., average) ECL +3 Chas'Tel'Quessir : +2 Dex, -2 Int Sy'Tel'Quessir : +2 Str, +2 Dex, -2 Con, -2 Int, -2 Cha	Ssri'Tel'Quessir : +2 Dex, -2 Con, +2 Int, +2 Cha +2 Will vs. spells and spell-like abilities Spell-Like Abilities: Dancing Lights, darkness, faerie fire SR 11 + Character level ECL +2 Stacia'Tel'Quessir +2 Cha, -2 Con Otherworldly Touch (sunset – sunrise: ghost touch) Extraplanar
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Weapon	Cost	Dmg	Critical	Weight	Type
Dünnklinge	100	1W8	18-20/x2	3,0	p.
Hofklinge	150	1W10	18-20/x2	6,0	p., sl.
Leichtklinge	50	1W6	18-20/x2	1,0	p.
Luchspfoote	30	1W6/1W4	18-20/x2 / 20/x2	4,0	p. / sl.

Armor	Cost	AC-Bonus	Max Dex	ACP	ASFC	W.
Light						
Leafweave padded	745	+1	+9	0	5%	8,0
Thistledown padded	405	+1	+10	0	0%	5,0
Wildwood chain shirt	500	+3	+5	-1	15%	19,0
Leafweave leather	750	+2	+7	0	5%	9,0
Leafweave studded leather	765	+3	+6	0	10%	15,0
Mithral chain shirt	1100	+4	+6	0	10%	12,5
Mithral scale mail	4050	+4	+5	-2	15%	15,0
Mithral chainmail	4150	+5	+4	-2	20%	20,0
Mithral breastplate	4200	+5	+5	-2	15%	15,0
Medium Armor						
Leafweave hide	755	+3	+5	-1	15%	20,0
Wildwood scale mail	400	+3	+4	-3	20%	22,5
Wildwood chainmail	600	+4	+3	-4	25%	30,0
Wildwood breastplate	700	+4	+4	-3	20%	22,5
Mithral splint mail	9200	+6	+2	-5	30%	22,5
Mithral banded mail	9250	+6	+3	-4	25%	17,5
Mithral half-plate	9600	+7	+2	-5	30%	25,0
Mithral full plate	10500	+8	+3	-4	25%	25,0
Heavy Armor						
Wildwood splint mail	700	+5	+1	-6	35%	31,0
Wildwood banded mail	800	+5	+2	-5	30%	27,0
Wildwood half-plate	1500	+6	+1	-6	35%	37,5
Wildwood fullplate	3300	+7	+2	-5	30%	37,5
Shields						
Buckler, mithral	1015	+1		0	0%	2,5
Shield, light mithral	1009	+1		0	0%	3,0
Shield, heavy mithral	1020	+2		0	5%	7,5
Shield, mithral tower	1030	+4	+4	-7	40%	50,0

Forestwarden Shroud: +100 gp, +2 lb., negates (heavy) undergrowth
 Thistledown Suite: -5% ASFC, +1 ACP
 Rope, elven 20ft. (50 gp, 5 lb.) | Tree tent, elven (30 gp, 5 lb.)
 Colloshee (2500 gp, 1 lb.) | Boots (2500 gp, 1 lb.)

Paladin (1,3,5): Ranged Smite Evil + Std. | Aura of Freedom (Will +4 vs. enchantment) + Std. | RSE 2/d, Unicorn Mount

Ranger (1,4,10): HD: 1W6, SP 8+Int; Elf Favored Enemy (Orcs, Servants of Lolth +3) | Elven hound companion | Strongheart Slayer (Will +4 vs. spells (drow, drider), Fort +4 vs. monst. Spiders)

Wizard (1,3,5): Generalist Wizard (+1 spell/level (all levels)) | Natural link (x2 Skill checks, saves, HP durch Vertrauten (in Armreichweite)) | BF: Defensive Archery, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus ((composite) short-/longbow))

Zwerge

+2 Con, -2 Cha (gold dwarves: +2 Con, -2 Dex)
 Stonecunning (+2 unusual stonework), Stability (+4 vs. bullrush)
 +2 vs poison, +2 vs. spells
 +1 attack vs. orcs, goblinoids (gold dwarves: +1 vs. abberations)
 +4 AC vs. giants
 +2 Appraise (metal-, stonework), +2 Craft (metal-, stonework)

Weapon	Cost	Dmg	Critical	Range	Weight	Type
Buckler-axe	20	1W6	x3		4,0	sl.
Hammer, throwing	30	1W6	x2	20 ft.	2,0	bl.
Spear, double	115	1W8/1W8	x3		15,0	sl., p.
Warpike	45	2W6	x3		15,0	sl., p.
Crossbow, great	150	2W8	18-20/x2	120 tf.	14,0	p.

Armor	Cost	AC-Bonus	Max Dex	ACP	ASFC	Weight
Medium						
Interlocking Scale	250	+4	+2	-6	30%	30,0
Tumbler's Breastplate	450	+5	+4	-4	25%	30,0
Heavy						
Stone Plate	750	+6	+1	-7	30%	35,5
Interlocking Plate	1750	+8	0	-8	40%	50,0
Battle Plate	2500	+9	+1	-7	50%	125,0
Heavy Plate	2000	+9	0	-8	45%	100,0
Mountain Plate	3250	+10	0	-9	60%	225,0
Shields						
Buckler-axe	20	+1		-1	5%	4,0
Shield, extreme wooden	10	+3		-4	15%	15,0
Shield, extreme steel	30	+3		-4	15%	25,0
Shield, tower, steel	75	+4	+2	-10	50%	100,0
Shield, gauntlet	50	+2		-2	35%	20,0

Item	Cost	Weight
Earthsilk Jersey	150 gp	2,0
Earthsilk rope (50ft.)	12 gp	7,0
Hearthfire (12 uses)	10 gp	2,0
Hearthfire lantern	7 gp	2,0
Dwarvencraft Weapon	+600 gp	
Dwarvencraft Armor	+300 gp	

Cleric (1,4,8): HD: W10; Smite Giants (- Turn Undead) | Hammer Specialist (Moradin: +2 attack (warhammer)) (- 2nd level spellslot) | Earthen Spell Power (+1 caster level earth spells (and earth domain) (-4th level spell slot)

Fighter (1,2,8): HD W12; Axe Focus (+1 attack with axes of all sorts) | Racial Foes (+2 attack vs. orcs, goblinoids, giants) | Heavy Armor Expertise (+1 AC with heavy armor)

Sorcerer (1,5,9): HD: W6; Arcane Earthbound (Alertness; DR 1/andamantine; 24h prep., 100 gp cost) (-familiar) | Power of Stone (range + 50%, save DC + 1) (-2nd spell) | Earth meditation (CHA-Mod + CON-Mod for bonus spells, 8h resting + 15 min concentration) (-4th level spell)