

Special
Feint Dice
All Out Attack
All Out Defense
Moves
Move
Squat
Spring
Sprint
Run Away
Take Cover
Hide
Sneak
Attacks
Attack
Parry
Aim
Battle Cry
Landing Attack
Hit And Run
Sneak Attack
Groups
Back To Back
Flank
Swarm
Corrupt
Intimidation
Taunt
Nudge
Trip
Fall
Prone
Quick Stand
Beasts
Ride Wild Beast
Charm Beast
Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
Impact
Crushing Blow
Encourage
Battle Song
Feign Death

Character Name **Zee Key**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
7	3	1	3	1	1	2	2

DV	MV	SP	SZ	LF	HP	LK	XP
6"	2/4	2/6	2	5	18	2	

Current HP

Race	Adv. Beetle
Age	18
Hair	n/a
Eyes	Green
Sex	Female

**Modifiers & Penalties:** (racial abilities, etc.)

Can only fly in a straight line, always lands on her back until end of next round.

Languages: Adventure Beetle, Common, Goblin

**Perks & Flaws** (what makes you different)

(P2) Investigator = +2p Spot secret doors  
(P2) Treasure Hunter = +3d find hidden treasure

(F1) Cowardly = -2d to all WP rolls  
(F2) Hesitant = -2p Initiative  
(F1) Weakling = -2d to all ST rolls

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d *Max = 3d*  
(A) Attack Adjustments = +4d *Max = 5d*

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Shell (Torso) = +1d  
(D) Magic Ring of Defense (Finger) = +1d  
(A) Glaive (Both Hands, Reach 2") = +2d

*Defense = (3d CB) + (1d shell) + (1d ring) = 5d*  
*Attack = (4d CB) + (2d glaive) = 6d*

+1	2" (Fly 4")
Initiative	Move
5	6
Defense	Glaive

**Personality:** (description)

She loves eating tiny insects, especially dragon flies. She rarely flies, preferring to use it for escaping a battle that is going poorly.

**Portrait:**



**Items Carried:** (not armor & weapons)

Bottle of fine red wine

35 Pack: *(50 gp value)*

Backpack, Belt & Pouch  
Water skins [ 2 ], Food [ 7 days ]  
Flint & Steel, Lantern, Oil Skins [ 1 ]  
Wool Blanket, 50 foot rope  
Small Hammer, Iron Spikes [ 12 ]  
(A) Dagger (Hand) = +1d

Gems	Gold	Silver
	9	17

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Character Name **Bak Skratch**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	3	1	3	1	1	1	2

DV	MV	SP	SZ	LF	HP	LK	XP
15"	3	3/9	3	5	18	2	

Current HP

Race	Catling
Age	19
Hair	Yellow
Eyes	Black
Sex	Male

**Modifiers & Penalties:** (racial abilities, etc.)

+2d Sprint, +2d Sneak, +2d Spring  
(success not distance)

Languages: Cattling, Common, Goblin

**Personality:** (description)

Scruffy looking. Likes to nap in high places. He likes to smuggle for profit. He enjoys dealing with criminals, and seems to understand their point of view more easily than that of a hero.

**Perks & Flaws** (what makes you different)

(P4) Lionhearted = may use bind wounds 3/day

(F1) Braggart = must always exaggerate your stories

(F1) Fool Hearty = try to be the first in and the last out

(F1) Illiterate = cannot read or write

(F1) Memorable = +1d to select a random target

**Portrait:**



**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d *Max = 3d*

(A) Attack Adjustments = +3d *Max = 5d*

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Leather Armor (Torso) = +1d

(D) Wooden Shield (Hand) = +1d

(A) Magic Small Sword (Hand) = +3d

**Items Carried:** (not armor & weapons)

Large block of cheese

35 Pack: (50 gp value)

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

+3	3"
Initiative	Move
5	6
Defense	Sword

Gems	Gold	Silver
	9	17

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Groups
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Swarm
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Intimidation
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Character Name **Barktooth**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
5	3	1	1	1	2	4	2

DV	MV	SP	SZ	LF	HP	LK	XP
6"	2	1/3	4	5	18	2	

Current HP

Race	Cesspooler
Age	20
Hair	n/a
Eyes	Yellow
Sex	Male

**Modifiers & Penalties:** *(racial abilities, etc.)*

Cesspoolers have 360-degree vision.  
+2d to resist surprise, and sneak attack  
(A) Bite (Head) = +2d  
= +3d (see perk)  
Languages: Cesspooler Common, Goblin

**Perks & Flaws** *(what makes you different)*

(P3) Savage = +1d to all natural attacks (eg. Bite)  
(F3) Missing an Arm = no two handed weapons

**Combat Adjustments:** *(default / standard adjustments)*

(D) Defense Adjustment = +3d *Max = 3d*  
(A) Attack Adjustments = +2d *Max = 5d*

**Armor & Weapons:** *(sword, shield, ring, etc.)*

(D) Skin (Torso) = +2d  
(D) Wooden Shield (Hand) = +1d  
(A) Bite (Head) = +3d  
 $Defense = (3d CB) + (2d skin) + (1d shield) = 6d$   
 $Attack = (2d CB) + (3d bite) = 5d$

+3	2"
Initiative	Move
6	5
Defense	Bite

**Personality:** *(description)*

Drools a lot and spits while talking.  
He loves to chew on big sticks and small logs, building up the strength in his jaw so his bite will be even more deadly.

**Portrait:**



**Items Carried:** *(not armor & weapons)*

Small skinny dagger for picking teeth  
35 Pack: *(50 gp value)*  
Backpack, Belt & Pouch  
Water skins [ 2 ], Food [ 7 days ]  
Flint & Steel, Lantern, Oil Skins [ 1 ]  
Wool Blanket, 50 foot rope  
Small Hammer, Iron Spikes [ 12 ]  
(A) Dagger (Hand) = +1d

Gems	Gold	Silver
	9	17

<b>Special</b>
Feint Dice
All Out Attack
All Out Defense
<b>Moves</b>
Move
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Run Away
Take Cover
Hide
Sneak
<b>Attacks</b>
Attack
Parry
Aim
Battle Cry
Landing Attack
Hit And Run
Sneak Attack
<b>Groups</b>
Back To Back
Flank
Swarm
<b>Corrupt</b>
Intimidation
Taunt
Nudge
Trip
Fall
Prone
Quick Stand
<b>Beasts</b>
Ride Wild Beast
Charm Beast
<b>Other</b>
Grab And Hold
Spot
Bind Wounds
Turn Undead
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Character Name **Bird Beak**

Player Name **Sample**

Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
5	4	1	3	1	1	4	2

DV	MV	SP	SZ	LF	HP	LK	XP
6"	2/2	1/3	2	6	21	2	

Current HP

Race	Cyc. Turtle
Age	19
Hair	Blue
Eyes	Blue
Sex	Male

**Modifiers & Penalties:** *(racial abilities, etc.)*

Can breathe under water.

Suffers no movement penalties when swimming

Languages: Cyclops Turtle Common, Goblin

**Perks & Flaws** *(what makes you different)*

(P4) Quick = +2p to all initiative rolls

(F1) Greedy = Easily Bribed, sucker for bad bets

(F1) Rude = no people skills, pay twice cost at stores

(F1) Ugly = Children run in fear and scream

(F1) Wanted = there is a price on your head

hunted by other cyclops turtles

**Combat Adjustments:** *(default / standard adjustments)*

(D) Defense Adjustment = +3d *Max = 3d*

(A) Attack Adjustments = +2d *Max = 5d*

**Armor & Weapons:** *(sword, shield, ring, etc.)*

(D) Shell (Torso) = +2d

(D) Wooden Shield (Hand) = +1d

(A) Magic Small Sword (Hand) = +3d

*Defense = (3d CB) + (2d skin) + (1d shield) = 6d*

*Attack = (2d CB) + (3d sword) = 5d*

<b>+5</b>	<b>2" (Swim 2")</b>
Initiative	Move

<b>6</b>	<b>5</b>
Defense	Sword

**Personality:** *(description)*

He has a raspy voice and shifty eyes.

He is being hunted by his own kind,

because he has chosen to associate

with the "air breathers".

**Portrait:**



**Items Carried:** *(not armor & weapons)*

Some dried bread

35 Pack: *(50 gp value)*

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

Gems	Gold	Silver
	9	17

Special
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Back To Back
Flank
Swarm
Corrupt
Intimidation
Taunt
Nudge
Trip
Fall
Prone
Quick Stand
Beasts
Ride Wild Beast
Charm Beast
Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
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Battle Song
Feign Death

Character Name **Bashnow**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
5	5	1	2	1	2	6	3

DV	MV	SP	SZ	LF	HP	LK	XP
6"	2	1/3	5	6	21	2	

Current HP

Race	Cyclopsling
Age	19
Hair	Black
Eyes	Green
Sex	Female

**Modifiers & Penalties:** (racial abilities, etc.)

Treat as +2 Size with "Massive Weapons"

Languages: Cyclopsling, Common, Goblin

**Personality:** (description)

He has a strange fasciation with statues.  
He is a gentle giant and gracefully swipes his enemies, sending them flying. He prefers to stand and protect the archers and wizards.

**Perks & Flaws** (what makes you different)

(P3) Magic Resistant = +2d to resist magic

(F1) Dim Witted = -2d to all IN rolls

(F1) Mute = may only say your name

(F1) Poor Hearing = others must yell for you to hear them

**Portrait:**



**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d *Max = 3d*

(A) Attack Adjustments = +2d *Max = 5d*

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Half Chain Armor (Torso) = +2d

(A) Big Club (Both Hands, Impact, Reach 2", Size 8) = +4d

Big & Strong = If (SZ > SZ) & (ST > SZ) then ...

Impact = ST vs CN to push 2 to 7 (1d + 1p) inches

*Defense = (3d CB) + (2d armor) = 5d*

*Attack = (2d CB) + (4d club) = 6d*

**Items Carried:** (not armor & weapons)

Small wooden barrel of beer

35 Pack: (50 gp value)

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

+3	2"
Initiative	Move
5	6 (Impact)
Defense	Club

Gems	Gold	Silver
	9	17

Special
Feint Dice
All Out Attack
All Out Defense
Moves
Move
Squat
Spring
Sprint
Run Away
Take Cover
Hide
Sneak
Attacks
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Parry
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Flank
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Intimidation
Taunt
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Trip
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Quick Stand
Beasts
Ride Wild Beast
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Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
Impact
Crushing Blow
Encourage
Battle Song
Feign Death

Character Name **Digdirt**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
7	3	1	3	1	1	3	4

DV	MV	SP	SZ	LF	HP	LK	XP
15"	1	0/2	2	6	21	2	

Current HP

Race	Dwarf
Age	93
Hair	Red
Eyes	Black
Sex	Male

**Modifiers & Penalties:** *(racial abilities, etc.)*

+2d to spot secret doors and hidden treasure
+2d to resist nets, impact, and crushing blows
Languages: Dwarf, Common, Goblin

**Personality:** *(description)*

Grunts and sptis a lot, with a pesamistic outlook. He's learned that saying "we're all going to die." is not as good as saying, "It's a great day to die."

**Perks & Flaws** *(what makes you different)*

(P3) Broad stance = +2d defense vs landing attacks
(F3) Peg Leg = begin with -1" MV, and max spring 2"
MV 2+1=1

**Portrait:**



**Combat Adjustments:** *(default / standard adjustments)*

(D) Defense Ajustment = +3d	Max = 3d
(A) Attack Adjustments = +4d	Max = 5d

**Armor & Weapons:** *(sword, shield, ring, etc.)*

(D) Half Chain Armor (Torso) = +2d
(D) Magic Steel Shield (Hand) = +2d
(A) Big Axe (Hand) = +2d
$Defense = (3d CB) + (2d armor) + (2d shield) = 7d$
$Attack = (4d CB) + (3d axe) = 7d$

**Items Carried:** *(not armor & weapons)*

A pair of dice made of bone
35 Pack: <i>(50 gp value)</i>
Backpack, Belt & Pouch
Water skins [ 2 ], Food [ 7 days ]
Flint & Steel, Lantern, Oil Skins [ 1 ]
Wool Blanket, 50 foot rope
Small Hammer, Iron Spikes [ 12 ]
(A) Dagger (Hand) = +1d

+3	1"
Initiative	Move
7	7
Defense	Axe

Gems	Gold	Silver
	9	17

Special
Feint Dice
All Out Attack
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Blind Fighting
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Crushing Blow
Encourage
Battle Song
Feign Death

Character Name

Dessep Nar

Player Name Sample

Date Created 7/11/2013

CB	CN	CR	IN	MG	NT	ST	WP
6	5	2	3	1	3	2	2

DV	MV	SP	SZ	LF	HP	LK	XP
15"	2	2/6	3	5	18	2	

Current HP	
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Race	Dark Elf
Age	72
Hair	White
Eyes	Green
Sex	Male

**Modifiers & Penalties:** (racial abilities, etc.)

+1d Attacks with bows
Languages: Drow, Common, Goblin

**Personality:** (description)

Very secretive, and a bit sneaky. He's a good guy, with some bad guy skills. He calls himself an archer and stays back from melee, but often slips off into the shadows.

**Perks & Flaws** (what makes you different)

(P2) Face in the crowd = -1d to select a random target
(P1) Gambler = +1d to sleight of hand
(F2) Bleeder = always suffer -2p extra points of damage
(F1) Chip on Shoulder = difficult to walk away from a fight

**Portrait:**



**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d	Max = 3d
(A) Attack Adjustments = +3d	Max = 5d

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Half Chain Armor (Torso) = +2d
(D) Magic Cloak of Defense (Neck) = +1d
(A) Small Sword (Hand) = +2d
(A) Bow (Both Hands, Range 3", 12", 18") = +2d
$Defense = (3d CB) + (2d armor) + (1d cloak) = 6d$
$Attack = (3d CB) + (2d sword) = 5d$
$Attack = (3d CB) + (1d race) + (2d bow) = 6d$

**Items Carried:** (not armor & weapons)

A quiver with 24 arrows
A fletcher kit (for making more arrows)
35 Pack: (50 gp value)
Backpack, Belt & Pouch
Water skins [ 2 ], Food [ 7 days ]
Flint & Steel, Lantern, Oil Skins [ 1 ]
Wool Blanket, 50 foot rope
Small Hammer, Iron Spikes [ 12 ]
(A) Dagger (Hand) = +1d

+3	2"
Initiative	Move
6	5 or 6
Defense	Sword or Bow

Gems	Gold	Silver
	9	17

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Turn Undead
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Encourage
Battle Song
Feign Death

Character Name

# Valerise Nay (Vicky)

Player Name Sample

Date Created 7/11/2013

CB	CN	CR	IN	MG	NT	ST	WP
6	3	1	3	1	3	2	3

DV	MV	SP	SZ	LF	HP	LK	XP
15"	2	2/6	3	5	18	2	

Current HP	
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Race	Light Elf
Age	64
Hair	Silver
Eyes	Gold
Sex	Female

**Modifiers & Penalties:** (racial abilities, etc.)

+2d Attack with bow
Languages: Fae, Common, Goblin

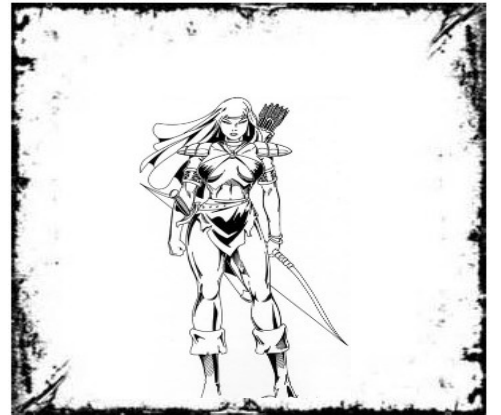
**Personality:** (description)

Stays back from melee, and fires her bow.
Uses her sword if she has to, but will
avoid combat and look for opportunities
to use her bow.

**Perks & Flaws** (what makes you different)

(P2) Alert = +2d to resist surprise, and sneak attack
(F1) Clumsy = -2d to all CN rolls
(F1) Paranoid = suffers from a fear that is not rational
believes she is being hunted by a werewolf

**Portrait:**



**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d	Max = 3d
(A) Attack Adjustments = +3d	Max = 5d

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Half Chain Armor (Torso) = +2d
(D) Magic Cloak of Defense (Neck) = +1d
(A) Small Sword (Hand) = +2d
(A) Bow (Both Hands, Range 3", 12", 18") = +2d
$Defense = (3d CB) + (2d armor) + (1d ring) = 6d$
$Attack = (3d CB) + (2d sword) = 5d$
$Attack = (3d CB) + (1d race) + (2d bow) = 6d$

**Items Carried:** (not armor & weapons)

A quiver with 24 arrows
A fletcher kit (for making more arrows)
35 Pack: (50 gp value)
Backpack, Belt & Pouch
Water skins [ 2 ], Food [ 7 days ]
Flint & Steel, Lantern, Oil Skins [ 1 ]
Wool Blanket, 50 foot rope
Small Hammer, Iron Spikes [ 12 ]
(A) Dagger (Hand) = +1d

+3	2"
Initiative	Move
6	5 or 6
Defense	Sword or Bow

Gems	Gold	Silver
	9	17



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Feign Death

Character Name **Bahr Bee**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
5	6	2	1	1	2	2	2

DV	MV	SP	SZ	LF	HP	LK	XP
6"	2	2/6	3	6	21	2	

Current HP

Race **Half Elf**  
Age **23**  
Hair **Blonde**  
Eyes **Blue**  
Sex **Female**

**Modifiers & Penalties:** (racial abilities, etc.)

+1d to all CN rolls

Languages: Fae, Common, Goblin

**Personality:** (description)

Cheerful and friendly. Very helpful, if not a tad bit too trusting of strangers. She realises that Elves and Humans don't like that she is a half-breed. For that matter, Dwarves don't like Elves (or her) either.

**Perks & Flaws** (what makes you different)

(P1) Good Grip = never drop anything

(P1) Grave Robber = auto aware of undead nearby

(F1) City Slicker = -2d to all NT rolls

(F1) Poor Eye Sight = -2d to all spot checks

**Portrait:**



**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d *Max = 3d*

(A) Attack Adjustments = +2d *Max = 5d*

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Half Chain Armor (Torso) = +2d

(D) Wooden Shield (Hand) = +1d

(A) Small Sword (Hand) = +2d

$Defense = (3d CB) + (2d armor) + (1d shield) = 6d$

$Attack = (2d CB) + (2d sword) = 4d$

**Items Carried:** (not armor & weapons)

A set of lock picks

35 Pack: (50 gp value)

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

+3	2"
Initiative	Move
6	4
Defense	Sword

Gems	Gold	Silver
	9	17

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Flank
Swarm
Corrupt
Intimidation
Taunt
Nudge
Trip
Fall
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Quick Stand
Beasts
Ride Wild Beast
Charm Beast
Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
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Encourage
Battle Song
Feign Death

Character Name **Driprnose**

Player Name **Sample**

Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
7	2	4	1	1	2	4	3

DV	MV	SP	SZ	LF	HP	LK	XP
18"	2	1/5	4	6	21	2	

Current HP

Race	Half Troll
Age	19
Hair	White
Eyes	Green
Sex	Male

**Modifiers & Penalties:** (racial abilities, etc.)

Regenerate 2 to 7 (1d + 1p) HP every hour

Healing potions and healing spells do not work

Languages: Troll, Common, Goblin

**Perks & Flaws** (what makes you different)

(P2) Hunter = +2d to find hidden creatures and characters

(F1) Dim Witted = -2d to all IN rolls

(F1) Fear Blood = no cutting, piercing, stabbing weapons

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = 3d

(A) Attack Adjustments = +4d Max = 5d

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Half Chain Armor (Torso) = +2d

(A) Big Club (Both Hands, Impact) = +2d

Big & Strong = If (SZ > SZ) & (ST > SZ) then ...

Impact = ST vs CN to push 2 to 7 (1d + 1p) inches

Defense = (3d CB) + (2d armor) = 5d

Attack = (4d CB) + (2d club) = 6d

<b>+3</b>	<b>2"</b>
Initiative	Move
<b>5</b>	<b>6 (Impact)</b>
Defense	Club

**Personality:** (description)

Large and smelly. Laughs a lot. He

speaks well and is not dumb, but he

knows that others seem to like him

better if he plays stupid and says

shorty one-liners like, "Me smash!"

**Portrait:**



**Items Carried:** (not armor & weapons)

Small stone frog figurine

Hair brush

35 Pack: (50 gp value)

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

Gems	Gold	Silver
	9	17

Special
Feint Dice
All Out Attack
All Out Defense
Moves
Move
Squat
Spring
Sprint
Run Away
Take Cover
Hide
Sneak
Attacks
Attack
Parry
Aim
Battle Cry
Landing Attack
Hit And Run
Sneak Attack
Groups
Back To Back
Flank
Swarm
Corrupt
Intimidation
Taunt
Nudge
Trip
Fall
Prone
Quick Stand
Beasts
Ride Wild Beast
Charm Beast
Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
Impact
Crushing Blow
Encourage
Battle Song
Feign Death

Character Name **Morgan**

Player Name **Sample**

Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
5	2	2	2	1	2	2	2

DV	MV	SP	SZ	LF	HP	LK	XP
0"	2	1/5	3	7	25	2	

Current HP

Race	Human
Age	22
Hair	Brown
Eyes	Green
Sex	Male

**Modifiers & Penalties:** *(racial abilities, etc.)*

+1d (or -1d) to all CR rolls at will

Languages: Fae, Common, Goblin

**Perks & Flaws** *(what makes you different)*

(P1) High Pain Threshold = +2d to resist pain

(P1) Honorable = -1d to all CR rolls

CR 3-1=2

(F1) City Slicker = -2d to all NT rolls

(F1) Fool Hearty = try to be the first in and the last out

**Combat Adjustments:** *(default / standard adjustments)*

(D) Defense Adjustment = +3d *Max = 3d*

(A) Attack Adjustments = +2d *Max = 5d*

**Armor & Weapons:** *(sword, shield, ring, etc.)*

(D) Half Chain Armor (Torso) = +2d

(A) Magic 2HD Axe (Both Hands) = +4d

$Defense = (3d CB) + (2d armor) = 5d$

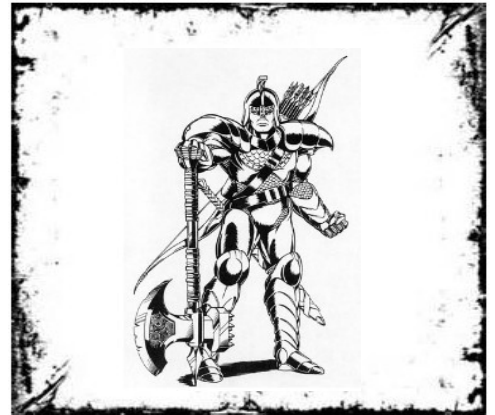
$Attack = (2d CB) + (4d axe) = 6d$

+3	2"
Initiative	Move
5	6
Defense	Axe

**Personality:** *(description)*

Very goal oriented, persisatent, and arrogant. Immediately believes he should be the leader, but won't get angry if he's not.

**Portrait:**



**Items Carried:** *(not armor & weapons)*

An ink well and quill

20 blank parchment scrolls

35 Pack: *(50 gp value)*

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

Gems	Gold	Silver
	9	17

Special
Feint Dice
All Out Attack
All Out Defense
Moves
Move
Squat
Spring
Sprint
Run Away
Take Cover
Hide
Sneak
Attacks
Attack
Parry
Aim
Battle Cry
Landing Attack
Hit And Run
Sneak Attack
Groups
Back To Back
Flank
Swarm
Corrupt
Intimidation
Taunt
Nudge
Trip
Fall
Prone
Quick Stand
Beasts
Ride Wild Beast
Charm Beast
Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
Impact
Crushing Blow
Encourage
Battle Song
Feign Death

Character Name

# Honey Cutter

Player Name Sample

Date Created 7/11/2013

CB	CN	CR	IN	MG	NT	ST	WP
5	3	3	1	1	2	2	2

DV	MV	SP	SZ	LF	HP	LK	XP
0"	2	1/5	2	6	22	2	

Current HP	
------------	--

Race	Human
Age	13
Hair	Blonde
Eyes	Blue
Sex	Female

**Modifiers & Penalties:** (racial abilities, etc.)

+1d (or -1d) to all CR rolls at will

Languages: Drow, Common, Goblin

**Perks & Flaws** (what makes you different)

(P4) Quick = +2p to all initiative rolls

(F1) Illiterate = cannot read or write

(F3) Youngling = begin with -1 LF, -1 SZ, -1d HP

SZ 3-1=2, LF 7-1=6, HP 25-3=22

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = 3d

(A) Attack Adjustments = +2d Max = 5d

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Half Chain Armor (Torso) = +2d

(D) Wooden Shield (Hand) = +1d

(A) Magic Small Sword (Hand) = +3d

$$\text{Defense} = (3d \text{ CB}) + (2d \text{ armor}) + (1d \text{ shield}) = 6d$$

$$\text{Attack} = (2d \text{ CB}) + (3d \text{ sword}) = 5d$$

+5	2"
Initiative	Move
6	5
Defense	Sword

**Personality:** (description)

Light on her feet. Confident. Likes to tell stories and sing songs. Her stories get a little bigger and more exciting each time she tells them.

**Portrait:**



**Items Carried:** (not armor & weapons)

A pouch of salt

A skin of wine

35 Pack: (50 gp value)

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

Gems	Gold	Silver
	9	17

Special
Feint Dice
All Out Attack
All Out Defense
Moves
Move
Squat
Spring
Sprint
Run Away
Take Cover
Hide
Sneak
Attacks
Attack
Parry
Aim
Battle Cry
Landing Attack
Hit And Run
Sneak Attack
Groups
Back To Back
Flank
Swarm
Corrupt
Intimidation
Taunt
Nudge
Trip
Fall
Prone
Quick Stand
Beasts
Ride Wild Beast
Charm Beast
Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
Impact
Crushing Blow
Encourage
Battle Song
Feign Death

Character Name **Sihnnor**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	4	1	1	1	2	2	2

DV	MV	SP	SZ	LF	HP	LK	XP
18"	3/3	3/7	1	3	11	2	

Current HP

Race	Nightstalker
Age	17
Hair	Blue
Eyes	Black
Sex	Male

**Modifiers & Penalties:** (racial abilities, etc.)

Immune to fear and horror

Languages: Nightstalker, Common, Goblin

**Perks & Flaws** (what makes you different)

(P3) Savage = +1d to all natural attacks (eg. Bite)  
Bite 3+1=4

(F2) Combat Paralysis = skip 1st round of a new battle

(F1) Wanted = there is a price on your head  
hunted by other nightstalkers

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d *Max = 3d*

(A) Attack Adjustments = +3d *Max = 5d*

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Shell (Torso) = +2d

(D) 1st Wooden Shield (Hand) = +1d

(D) 2nd Wooden Shield (Hand) = +1d

(A) Bite (Head) = +4d

*Defense = (3d CB) + (2d shell) + (1d shield) + (1d shield) = 7d*

*Attack = (3d CB) + (4d bite) = 7d*

<b>+3</b>	<b>3" (Climb 3")</b>
Initiative	Move
<b>7</b>	<b>7</b>
Defense	Bite

**Personality:** (description)

Dark blue shell and blonde hair. A beast like monster. Loves to devour off still living prey. He typically stis alone and stares at the others in his group.

**Portrait:**



**Items Carried:** (not armor & weapons)

A lamp

2 skins of lamp oil

35 Pack: (50 gp value)

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

Gems	Gold	Silver
	9	17

Special
Feint Dice
All Out Attack
All Out Defense
Moves
Move
Squat
Spring
Sprint
Run Away
Take Cover
Hide
Sneak
Attacks
Attack
Parry
Aim
Battle Cry
Landing Attack
Hit And Run
Sneak Attack
Groups
Back To Back
Flank
Swarm
Corrupt
Intimidation
Taunt
Nudge
Trip
Fall
Prone
Quick Stand
Beasts
Ride Wild Beast
Charm Beast
Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
Impact
Crushing Blow
Encourage
Battle Song
Feign Death

Character Name **Zacheria**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
8	3	1	2	1	3	3	3

DV	MV	SP	SZ	LF	HP	LK	XP
0"	1	1/5	3	5	17	2	

Current HP	Race <b>Tundra</b>
	Age <b>45</b>
	Hair <b>White</b>
	Eyes <b>Green</b>
	Sex <b>Male</b>

**Modifiers & Penalties:** (racial abilities, etc.)

+1d Attacks when wielding two weapons

Languages: Tundra, Common, Goblin

**Personality:** (description)

Short white hair with a tan patch on his chest. His armor and boots are a matched set. He is very flashy and brushes his hair (whole body) every night. He hopes to one day find a "silk sash".

**Perks & Flaws** (what makes you different)

(P4) Warlord = extra 2" free move for friends within 3"

(F1) Braggart = must always exaggerate your stories

(F3) Elderly = begin with -1 LF, -1 MV, -1d HP  
LF 6-1=5, MV 2-1=1, HP 21-4=17

**Portrait:**



**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +2d *Max = 3d*

(A) Attack Adjustments = +3d, +3d *Max = 5d*

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Magic Half Chain Armor (Torso) = +3d

(A) 1st Small Sword (Hand) = +2d

(A) 2nd Small Sword (Hand) = +2d

*Defense = (2d CB) + (2d armor) + (1d shield) = 5d*

*Attack = (3d, 3d CB) + (3d, 3d sword) = 6d, 6d*

**Items Carried:** (not armor & weapons)

Small stone frog figurine

Hair brush

35 Pack: *(50 gp value)*

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

<b>+5</b>	<b>1"</b>
Initiative	Move
<b>5</b>	<b>6, 6</b>
Defense	Two Swords

Gems	Gold	Silver
	9	17



Special
Feint Dice
All Out Attack
All Out Defense
Moves
Move
Squat
Spring
Sprint
Run Away
Take Cover
Hide
Sneak
Attacks
Attack
Parry
Aim
Battle Cry
Landing Attack
Hit And Run
Sneak Attack
Groups
Back To Back
Flank
Swarm
Corrupt
Intimidation
Taunt
Nudge
Trip
Fall
Prone
Quick Stand
Beasts
Ride Wild Beast
Charm Beast
Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
Impact
Crushing Blow
Encourage
Battle Song
Feign Death

Character Name **Dudley**

Player Name **Sample**

Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
5	4	1	1	1	2	2	2

DV	MV	SP	SZ	LF	HP	LK	XP
0"	2	1/5	2	5	18	2	

Current HP

Race	Zeetvah
Age	19
Hair	Blonde
Eyes	Blue
Sex	Male

**Modifiers & Penalties:** (racial abilities, etc.)

Immune to all mushroom effects

+3d to hide, -2d to sneak, +1d to avoid traps

$Hide = (4 CN) + (3 race) + (2 perk) = 9d$

$Sneak = (4 CN) - (2 race) + (2 perk) = 4d$

Languages: Zeetvah, Common, Goblin

**Perks & Flaws** (what makes you different)

(P2) Sneaky = +2d Hide, +2d Sneak

(F1) Greedy = Easily Bribed, sucker for bad bets

(F1) Weakling = -2d to all ST rolls

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = 3d

(A) Attack Adjustments = +2d Max = 5d

**Armor & Weapons:** (sword, shield, ring, etc.)

(D) Half Chain Armor (Torso) = +2d

(D) Wooden Shield (Hand) = +1d

(A) Magic Small Sword (Hand) = +3d

$Defense = (3d CB) + (2d armor) + (1d shield) = 6d$

$Attack = (2d CB) + (3d sword) = 5d$

<b>+3</b>	<b>2"</b>
Initiative	Move
<b>6</b>	<b>5</b>
Defense	Sword

**Personality:** (description)

Dashing, but goofy. Quick to hide, but lousy to sneak. A greedy little fella. He's in love with his magic sword. He has a hard time trusting anyone at first, but he comes around eventually.

**Portrait:**



**Items Carried:** (not armor & weapons)

Iron frying pan

Silver spoon

35 Pack: (50 gp value)

Backpack, Belt & Pouch

Water skins [ 2 ], Food [ 7 days ]

Flint & Steel, Lantern, Oil Skins [ 1 ]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [ 12 ]

(A) Dagger (Hand) = +1d

Gems	Gold	Silver
	9	17