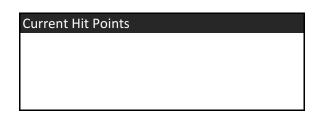
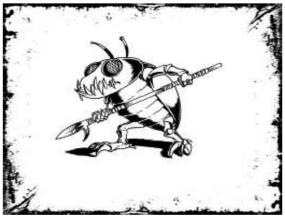
Name Race:	Advent	Zee ure Bee	•	Sex:	F	Age:	7
Racial Abilities: (D) Shell = 1d, (A) Bite = 2d							
Can only fly in a straight line, always lands on her back							
for the	e rest of	this ro	ound, and	d all of t	he nex [.]	t round	
	-		-			-	-
СВ	CN	CR	IN	MG	NT	ST	WP
СВ 7	CN 3	CR 1	IN 3	MG 1	NT 1	ST 2	WP 2
						2	
7	3	1	3	1	1	2	2
7 DV	3 MV	1 SP	3 SZ	1 LF	1 HP	2	2
7 DV 6"	3 MV 2/4 Equipped	1 SP 2/6	3 SZ	1 LF 5	1 HP	2	2
7 DV 6" (tems E	3 MV 2/4	1 SP 2/6	3 SZ 2 , Held, U	1 LF 5	1 HP	2	2

Player Name	Sample				
Date Created	07/11/2013				
Character Description:					
She loves eating tiny insects, especially					
dragon flies. She rarely flies, preferring					
to use it for escaping a battle that is					
going poorly.					



Character Portrait:



Spell Glyphs:

Items Carried (Not Equipped):

items Carriea (i	vot Equippea):						
One 45-pack, one water skin, one week							
standard rations, and a bottle of red							
wine.							
Gems	Gold Pieces	Silver Pieces					
	9	17					

Sum of Armor:	4
	0
-	3
	7
	,
Weapon <u>Staff</u> :	3
Bonuses:	0
Fixed Adjustment:	3
Counter Roll (CTR):	6
Weapon <u>Staff</u> :	3
Bonuses:	0
Adjustment (AKA):	4
Attack Roll (AKR):	7
Weapon:	
Bonuses:	
Adjustment AKA):	
	Bonuses: Adjustment (DFA): Defense Roll (DFR): Weapon <u>Staff</u> : Bonuses: Fixed Adjustment: Counter Roll (CTR): Weapon <u>Staff</u> : Bonuses: Adjustment (AKA): Attack Roll (AKR): Weapon: Bonuses:

Attack Roll (AKR):

Character Back Skratzch						
Name		Back Skratzen				
Race:	Catling		Sex:	Μ	Age:	19
Racial Abilities: (D) Fur = Od, (A) Claws = 1d						
+2d to sprint, sneak, and spring						
(succe:	(success, not distance)					

2

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

(D)	Leather	armor	=	1d

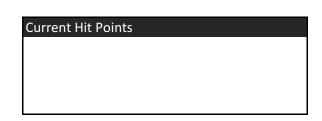
(D) Wooden shield = 1d

Defense Roll Notes:

(D) Parry with sword = +2d

(A) Magic +1 small sword = 2d + 1d

Player Name Sample					
Date Created 07/11/2013					
Character Des	cription:				
Scruffy looking. Likes to nap in high					
places. He likes to smuggle for profit.					
He enjoys dea	lling with criminals, and				
seems to unde	erstand their point of view				



more easily than that of a hero.

Character Portrait:



Spell Glyphs:

Counter Attack Roll Notes:	Weapon _	Sword :	3
		Bonuses:	0
	Fixed Ad	justment:	3
	Counter R	oll (CTR):	6

Sum of Armor:

Adjustment (DFA):

Defense Roll (DFR):

Bonuses:

2

2

3

7

Attack Roll Notes: Every other round:	Weapon <u>Sword</u> : Bonuses:
(A) Landing Attack = +1d	Adjustment (AKA):
(A) Battle Cry = +1d	Attack Roll (AKR):
	Weapon:
	Bonuses:
	Adjustment AKA):
	Attack Roll (AKR):

itemis curricu (i	tot Equippeu).	items carried (not Equipped):						
One 45-pack, one water skin, one week								
standard rations, and a large block of								
cheese.								
Gems	Gold Pieces	Silver Pieces						
	9	17						

Characte	r	Daul	4 41	_			
Name		Bark	tooth	1			
Race:	Cesspoo	oler		Sex:	Μ	Age:	14
Racial A	Abilities	:	(D) Ski	n = 2d, ((A) Bite	= 2d	
Too big	to betr	rapped b	oy a nor	mal size	d net		
360 de	gree vis	ion. Can	not be s	Surprise	d unless	sleepin	9
or the	attackei	r is invis	sible				
СВ	CN	CR	IN	MG	NT	ST	WP
8	3	1	1	1	2	4	2

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

Items Equipped, Worn, Held, (Used:	
(D) Skin = 2d		
(D) Wooden shield = 1d		
(D) 2nd Wooden shield = 1d		
(A) Bite = 2d		
Defense Roll Notes:	Sum of Armor:	4
	Bonuses:	0
	Adjustment (DFA):	3
	Defense Roll (DFR):	7
Counter Attack Roll Notes:	Weapon <u>Bite</u> :	2
	Bonuses:	0

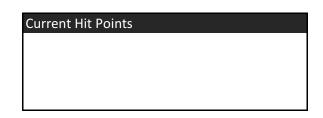
Counter Attack Roll Notes:	Weapon <u>Bite</u> :	2
	Bonuses:	0
	Fixed Adjustment:	3
	Counter Roll (CTR):	5

Attack Roll Notes:	We
Every other round:	
(A) Landing Attack = +1d	Ad
(A) Battle Cry = +1d	At
	We
	Ac
	۸+

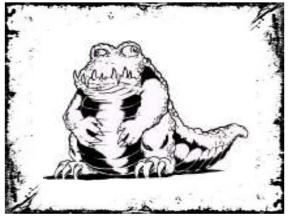
Weapon _	<u>Bite</u> :	2
	Bonuses:	0
Adjustme	ent (AKA):	5
Attack F	Roll (AKR):	7
Weapon _	:	
	Bonuses:	

Adjustment AKA): Attack Roll (AKR):

Player Name	Sample			
Date Created	07/11/2013			
Character Des	cription:			
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 wil	l be even more d	eadly.		



Character Portrait:



Spell Glyphs:

nems curricu (i	Vot Equippeu).						
One 45-pack, one water skin, one week							
standard ratio	ns, and a huge '	tapestry					
that he wears l	that he wears like a toga.						
One potion of k	nealing that will	cure					
7 to 12 (1d+6p)	7 to 12 (1d+6p) of lost hit points.						
Gems Gold Pieces Silver Pieces							
	9	17					

Character Name		Bird Beak				
Race:	Cyclops	Turtle	Sex:	F	Age:	12
Racial A	Abilities	s: (D) Shell = 2d, (A) Claws/Bite =1d				
Can bre	Can breathe under water, and suffers no movement					
penalties when swimming						

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

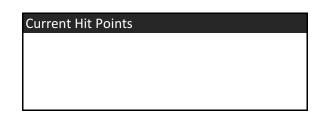
DV	MV	SP	SZ	LF	HP	Unspent XP
6"	2	1/3	2	6	21	

Items Equipped, Worn, Held, Used: (D) Shell = 2d (A) Claws/Bite = 1d Defense Roll Notes: Sum of Armor: (D) Empty Hands = +1d Bonuses: Adjustment (DFA): Defense Roll (DFR): ton Attack Dall Mater

Counter Attack Roll Notes:	weapon _	<u>Claw</u> :	1
		Bonuses:	0
	Fixed Ad	justment:	3
	Counter F	oll (CTR):	4

Attack Roll Notes:	Weapon <u>Claw</u> :	1
Unarmed combat:	Bonuses:	0
Grab & hold using CN & ST	Adjustment (AKA):	4
Then rake with back claws	Attack Roll (AKR):	5
= +1d and ×2 damage		
	Weapon <u>Rake</u> :	1
Choke using ST	Bonuses:	1
Cause s the victim to pass	Adjustment AKA):	4
out	Attack Roll (AKR):	6 (x2)

Player Name	Sample			
Date Created	07/11/2013			
Character De	scription:			
She has a ras	spy voice and shifty eyes.			
She is being hunted by her own kind,				
because she has chosen to associate with				
the "air breathers".				



Character Portrait:



Spell Glyphs:

2

1

3

6

One 45-pack, one water skin, one week						
standard rati	ons, and some di	ried bread.				
Gems	Gold Pieces	Silver Pieces				
	9	17				

Charact	er	Bashnow				
Name		Dasinow				
Race:	Cyclops	ing	Sex:	Μ	Age:	16
Racial	Abilities:	(D) Ski	n = 0d, ((A) Fist	= 1d	
Too bi	g to betro	apped by a nor	mal size	d net		

СВ	CN	CR	IN	MG	NT	ST	WP
5	5	1	2	1	2	6	3
	-	_		_			

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

	(D)	Half	chain	armor	=	2c
--	-----	------	-------	-------	---	----

(A) Massive war hammer (or axe) = 4d

..also usable as a seige weapon vs. inanimate objects.

Impact =

ST vs. CN = 1d6+1p inches, 1 in 6 = trip, 1 in 6 = drop

Crushing Blow =

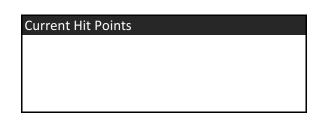
2 points of damage per inch when impact into solid wall

Defense Roll Notes:Sum of Armor:2Bonuses:0Adjustment (DFA):3Defense Roll (DFR):5

Counter Attack Roll Notes:	Weapon <u>Hammer</u> :	4
	Bonuses:	0
	Fixed Adjustment:	3
	Counter Roll (CTR):	7

Attack Roll Notes:	Weapon <u>Hammer</u> :	4
Every other round:	Bonuses:	
(A) Landing Attack = +1d	Adjustment (AKA):	2
(A) Battle Cry = +1d	Attack Roll (AKR):	6
"Big & Strong"	Weapon:	
Impact vs SZ = 5 or less	Bonuses:	
	Adjustment AKA):	
	Attack Roll (AKR):	

Player Name	Sample
Date Created	07/11/2013
Character Des	scription:
He has a stra	nge fasciation with statues.
He is a gentle	e giant and gracefully swipes
his enemies, s	sending them flying. He
prefers to st	and and protect the archers
and wizards.	



Character Portrait:



Spell Glyphs:

nems carried (not Equipped).						
One 45-pack, one water skin, one week						
standard ratio	ons, and a small	barrel of				
beer.						
Gems	Gold Pieces	Silver Pieces				
	9	17				

Characte	er	Diadirt				
Name		Digdirt				
Race:	Dwarf		Sex:	Μ	Age:	93
Racial	Abilities	: (D) Ski	n = 0d, ((A) Fist	= 0d	
+2d to	spot see	cret doors and l	hidden t	treasure	2	
+2d to	resist n	ets, impact, and	d crusihi	ing blow	S	

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

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

items Equippea, worn, Heia,	Used:	
(D) Half chain armor = 2d		
(D) Magic =1 steel shield = 1	d + 1d	
(A) Battle axe (one-handed)	= 2d	
Defense Roll Notes:	Sum of Armor:	4
	Bonuses:	0
	Adjustment (DFA):	3
	Defense Roll (DFR):	7
	-	

Counter Attack Roll Notes:	Weapon _	Axe :	2
		Bonuses:	0
	Fixed Adj	ustment:	3
	Counter R	oll (CTR):	5

Attack Roll Notes:	Weapon <u>A</u>
Every other round:	Bonu
(A) Landing Attack = +1d	Adjustment (Al
(A) Battle Cry = +1d	Attack Roll (A
	Weapon
	Bonu
	Adjustment Al
	4++I-D-II/A

Weapon _	Axe :	2
	Bonuses:	0
Adjustme	nt (AKA):	4
Attack R	oll (AKR):	6
Weapon _	:	
-	Bonuses:	
Adjustm	ent AKA):	
Attack R	oll (AKR):	

Player Nan	ne	Sample		
Date Creat	ed	07/11/2013		
Characte	er Desc	ription:		
Grunts and sptis a lot, with a pesamistic				
outlook.	He's le	earned that say	ing "we're	
all going	to die.	" is not as good	as saying,	
"It'sag	reat d	ay to die."		

Current Hit Points		

Character Portrait:



Spell Glyphs:

neins curricu (i	tot Equippeu).							
One 45-pack, o	One 45-pack, one water skin, one week							
standard ratio	standard rations, and a samll wooden							
box that holds	a pair of norma	al dice.						
Gems	Gold Pieces	Silver Pieces						
	9	17						

Character	Day	acon N	Ior			
Name	Dec	esep N	al			
Race: E	lf (Dark)		Sex:	Μ	Age:	71
Racial Ab	bilities:	(D) Ski	n = 0d, ((A) Fist :	= 0d	
+1d with	bows					

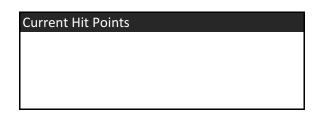
СВ	CN	CR	IN	MG	NT	ST	WP
6	5	2	3	1	3	2	2
0	5	2	5	1	5	2	2

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

Items Equipped, Worn, Held, U	Jsea:
(D) Half chain armor (painted	black) = 2d
(D) Magic +1 cloak of defense	= 1d
(A) Small sword = 2d	
(A) Bow = 2d	
Qty arrows: 24	
Defense Roll Notes:	Sum of Armor: <u>3</u>
	Bonuses: 0
	Adjustment (DFA): 3
	Defense Roll (DFR): 6
Counter Attack Roll Notes:	Weapon <u>Sword</u> : 2
Counter attack assumes	Bonuses: 0
melee, so sword is used.	Fixed Adjustment: 3
	Counter Roll (CTR): 5
Attack Roll Notes:	Weapon Sword : 2
Hide: CN	Weapon <u>Sword</u> : 2 Bonuses: 2
Sneak: CN vs. IN	
Surprise: CN vs. NT	Attack Roll (AKR): 7 (x2)
Surprise Attack = +2d (x2)	
	Weapon Bow: 2

Weapon <u>Bow</u> :	2
Bonuses:	1
Adjustment AKA):	3
Attack Roll (AKR):	6

Player Name	Sample			
Date Created	07/11/2013			
Character Desc	ription:			
Very secretive, and a bit sneaky. He's a				
good guy, with some bad guy skills. He				
calls himself ar	archer and stays back			
from melee, but often slips off into the				
shadows.				



Character Portrait:



Spell Glyphs:

items cun	nems cumeu (Not Equippeu).				
One 45-pa	One 45-pack, one water skin, one week				
standard	ratio	ns, and a set	of lock pi	cks.	
Gems		Gold Pieces	Silver	Pieces	
		9	1	7	

Character Name	^{er} Valeriase Nay (Vicky)				
Race: Elf (Lig	ht)	Sex:	F	Age:	64
Racial Abilities	: (D) Ski	n = 0d, (/	A) Fist	= 0d	
+1d with bows					

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

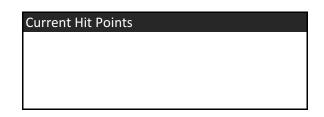
DV	MV	SP	SZ	LF	HP	Unspent XP
15"	2	2/6	3	5	18	

items Equippea, Worn, Heid, U	Isea:	
(D) Half chain armor= 2d		
(D) Magic +1 ring of defense =	1d	
(A) Bow = 2d		
Qty arrows: 24		
(A) Small sword = 2d		
Defense Roll Notes:	Sum of Armor:	3
	Bonuses:	0
	Adjustment (DFA):	2
	Defense Roll (DFR):	5

Counter Attack Roll Notes:	Weapon <u>Sword</u> :	2
Counter attack assumes	Bonuses:	0
melee, so sword is used.	Fixed Adjustment:	3
	Counter Roll (CTR):	5

Attack Roll Notes:	Weapon _	Bow :	2
Every other round:		Bonuses:	1
All Out Attack = +1d	Adjustme	nt (AKA):	5
Concentrating Archer = +1d	Attack Roll (AKR):		8
	Weapon _	Sword :	2
		Bonuses:	0
	Adjustm	ent AKA):	5
	Attack R	oll (AKR):	7

Player Name	Sample				
Date Created	07/11/2013				
Character De	Character 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.					

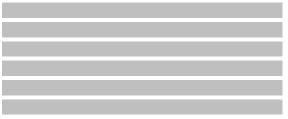


Character Portrait:

4



Spell Glyphs:



			r				
One 45-pa	One 45-pack, one water skin, one week						
standard	rations,	and a	small	bag of	nuts.		
Gems		Gold Pie	eces	Silve	r Pieces		
		9			17		

Characte	er	Barr Bee				
Name		Dall Dee				
Race:	Half El	f	Sex:	F	Age:	23
Racial	Abilities	(D) Ski	in = 0d, (<i>i</i>	A) Fist :	= 0d	
+1d to	all Coord	dination rolls				

5 2 2 3 4 3 2 3	СВ	CN	CR	IN	MG	NT	ST	WP
	5	2	2	3	4	3	2	3

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

(D)	Half	chain	aromr	=	2d

- (D) Wooden shield = 1d
- (A) Magic +1 small sword = 2d + 1d

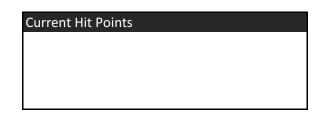
Defense Roll Notes:	Sum of Armor:	3
(D) Parry with sword = +2d	Bonuses:	2
	Adjustment (DFA):	3
	Defense Roll (DFR):	8

Counter Attack Roll Notes:	Weapon <u>Sword</u> :	3
	Bonuses:	0
	Fixed Adjustment:	3
	Counter Roll (CTR):	6

Attack Roll Notes:	Weapon <u>s</u>
Every other round:	E
(A) Landing Attack = +1d	Adjustment
(A) Battle Cry = +1d	Attack Rol
	Weapon
	E
	Adjustmen

Weapon <u>Sword</u> :	3
Bonuses:	0
Adjustment (AKA):	2
Attack Roll (AKR):	5
Weapon:	
Bonuses:	
Adjustment AKA):	
Attack Roll (AKR):	

Player Name Sample			
Date Created	07/11/2013		
Character Desc	ription:		
Cheerful and fi	riendly. Very he	lpful, if not	
a tad bit too tr	rusting of strang	gers. She	
realises that E	lves and Humans	s don't like	
that she is a ho	alf-breed. For t	hat matter,	
Dwarves don lil	ke Elves (or her) either.	



Character Portrait:



Spell Glyphs:

Silver Pendant	
Cure Light Wounded (Known)	
MG vs. 3d = Heal 2 to 7 (1d6+1p)	

	•							
One 45-pa	One 45-pack, one water skin, one week							
standard	standard rations, and a silver pendant.							
Gems		Gold Pieces	Silver Pieces					
		9	17					

								_
Characte	r	Drip	nose					Player Name Date Created
Name Race:	Half Tr	-		Sex:	Μ	Age:	14	Character L
	Abilities		(D) Ski	n = 2d, (U	11	Large and s
	ates 2 t		• •					well and is
		•	1,		,			others see
If fully	/healed	when ba	ttle beg	gan then	regene	erateds		stupid and
immedi	ately th	e first [.]	time he	takes de	amage			"Me smash!
СВ	CN	CR	IN	MG	NT	ST	WP	Current Hit
7	2	4	1	1	2	4	3	
								-
DV	MV	SP	SZ	LF	HP	Unspe	ent XP	
18"	2	1/5	4	6	21			
ltoms F	quipped	l Worn	Hold I	lead				Character F
	gic +1 ho	• •	•		d			characterr
	o handed				-			1.03
Impact	- =							10 A
ST vs.	CN = 1d	6+1p inc	hes, 1 ir	1 6 = trip	o, 1 in 6	= drop		
	ng Blow :		-					
2 point	s of dan	nage per	' inch w	hen impo	act into	solid wa	1	
Dofonc	e Roll No	otoci			Sum of	Armor:	3	
Dejens	e Kon N	Jies.				Sonuses:	0	
				Adiu	-	(DFA):	3	
				•		I (DFR):	6	
								Spell Glyph
								_
						-1 /	•	
Counte	r Attack	Roll No	tes:	Wea	apon		2	-
				Fixe		stment:	0	-
					•	I (CTR):		
				cean		(0,11)		
								Items Carrie
								One 45-pac
	Roll Not			Wea	apon		2	standard r
	other ro					onuses:		(rabbits, so
	iding At [.]		ld	•		· (AKA):		belt.
(A) Bai	tle Cry	- +10		Att	ack Rol	l (AKR):	6	
				11/00	ipon			
"Bia &	Strong"			VV EU	-	onuses:		_
-	vs SZ =	= 4 or le	SS	Adi		t AKA):		 Gems
				•		I (AKR):		
						-		

•			
Date Created	07/11/2013	3	
Character Des	cription:		
Large and sme	elly. Laughs a	lot. He sp	beaks
well and is not	[.] dumb, but h	ie knows t	hat
others seem t	o like him be	etter if he	plays
stupid and say	s shorty one	e-liners like	е,
"Me smash!"			
Current Hit Po	ints		
Character Por	trait:		
P'	1	1	1
	S. 199	A-	12

Sample





Carried (Not Fauinned):

items Carriea (Not Equippea):							
One 45-pack, one water skin, one week							
standard ratio	ons, and 2 or 3 a	dead animals					
(rabbits, squirr	rels, etc.) hangi	ng from his					
belt.							
Gems Gold Pieces Silver Pieces							
	9	17					

Character	Morgon					
Name	Morgan					
Race: Human	Sex:	Μ	Age:	29		
Racial Abilities	: (D) Ski	in = 0d, ((A) Fist	= 0d		
May choose +10	d or -1d for eac	h corru	ption ro	oll in the second se		

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

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

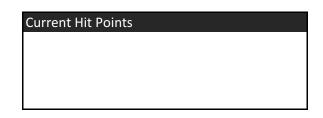
Items Equipped, Worn, Held, U	lsed:
(D) Full chain armor = 3d	
(D) Magic +1 bracers of defen	se = 1d
(A) Two handed battle axe = 3	d
Defense Roll Notes:	Sum of Armor:
	Bonuses:
	Adjustment (DFA):
	Defense Roll (DFR):

Weapon <u>Axe</u> :	3
Bonuses:	0
Fixed Adjustment: Counter Roll (CTR):	3
	6
	Bonuses: Fixed Adjustment:

Attack Roll Notes:	Weapon _
Every other round:	
(A) Landing Attack = +1d	Adjustmen
(A) Battle Cry = +1d	Attack Ro
	Weapon
	Adjustme
	Attack Ro
	ATTACK NO

Weapon _	Axe :	3
	Bonuses:	0
Adjustmer	nt (AKA):	2
Attack Ro	oll (AKR):	5
Weapon	<u> </u>	
	Bonuses:	
Adjustme	nt AKA):	
Attack Ro	oll (AKR):	

Player Name	Sample					
Date Created	07/11/2013					
Character Des	scription:					
Very goal orriented, persisatent, and						
arrogant. Immediately believes he should						
be the leader, but won't get angry if he's						
not.						



Character Portrait:



Spell Glyphs:

4

0

3

7

items currieu (i	voi Equippeuj.	
One 45-pack, o	ne water skin, o	one week
standard ratio	ns, an ink well,	a quill, and
20 pieces of po	iper.	
Gems	Gold Pieces	Silver Pieces
	0	17

Uor	Homey Cutter				
пог	ney C	Juller			
man		Sex:	F	Age:	25
ities:	(D) Ski	in = 0d, ((A) Fist	= 0d	
e +1d or -10	d for eac	h corrup	otion ro)II	
	man ities:	man ities: (D) Ski	man Sex: ities: (D) Skin = Od, (ities: (D) Skin = Od, (A) Fist	man Sex: F Age:

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

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

(D) Full	chain	armor	=	3d	
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- (D) Steel shield = 1d
- (A) Magic +1 small sword = 2d + 1d

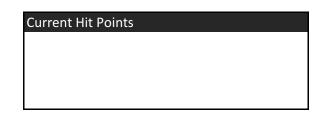
Defense Roll Notes:	Sum of Armor:	4
(D) Parry with sword = +2d	Bonuses:	2
	Adjustment (DFA):	3
	Defense Roll (DFR):	9

Counter Attack Roll Notes:	Weapon <u>Su</u>	<u>vord</u> :	3
	Bo	nuses:	0
	Fixed Adjust	ment:	3
	Counter Roll ((CTR):	6

Attack Roll Notes:	Weapon _
Every other round:	
(A) Landing Attack = +1d	Adjustme
(A) Battle Cry = +1d	Attack R
	Weapon
	Adjustm

Weapon <u>Sword</u> :	3
Bonuses:	0
Adjustment (AKA):	2
Attack Roll (AKR):	5
Weapon:	
Bonuses:	
Adjustment AKA):	
Attack Roll (AKR):	

Player Name	Sample				
Date Created	07/11/2013				
Character De	escription:				
Light on her	feet. Confident. Likes to tell				
stories and s	ing songs. Her stories get a				
little bigger and more exciting each time					
she tells the	m.				



Character Portrait:



Spell Glyphs:

nems carried (not Equipped).							
One 45-pack, one water skin, one week							
standard rations, a skin of wine, and a							
small pouch of salt.							
Gems	Gold Pieces	Silver Pieces					
	9	17					

Character	r	Cihanon (con CIN on)					
Name		Sihnnor (say SIN-er)					
Race:	Nightst	talker		Sex:	Μ	Age:	8
Racial A	Abilities	•	(D) Sh	ell = 2d,	(A) Clav	vs/Bite	= 3d
Immune	e to all f	ear					

Player Name Date Created	Sample 07/11/2013	
Character Des	cription:	
Dark blue she	ll and blonde hair	r. A beast
like monster.	Loves to devour	fresh meat
off still living	prey. He typical	y stis alone
and stares at	the others in his	group.

СВ	CN	CR	IN	MG	NT	ST	WP
7	6	1	1	1	2	4	2

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

Items Equipped, Worn, Held,	Used:
(D) Shell = 2d	
(A) Claws/Bite = 3d	
Defense Roll Notes:	Sum of Armor:
(D) Empty hands = +1d	Bonuses:
	Adjustment (DFA):
	Defense Roll (DFR):
Counter Attack Boll Notes	Weenon Claw

Counter Attack Roll Notes:	Weapon <u>Claw</u> :	3	
	Bonuses:	0	
	Fixed Adjustment:	3	
	Counter Roll (CTR):	6	

Attack Roll Notes:	Weapon <u>Claw</u> : 3
Unarmed combat:	Bonuses: 1
Grab & hold using CN & ST	Adjustment (AKA): 4
Then rake with back claws	Attack Roll (AKR): 8 (x2)
= +1d and x2 damage	
	Weapon:
Choke using ST	Bonuses:
Cause s the victim to pass	Adjustment AKA):
out	Attack Roll (AKR):

Current Hit Poi	ints	

Character Portrait:



Spell Glyphs:



items currieu (i	voi Equippeu).	
One 45-pack, o	ne water skin, o	one week
standard ratio	ns, a lamp, and	2 skins of
lamp oil.		
Gems	Gold Pieces	Silver Pieces
	9	17

Characte	r	Zacheria				
Name		Lachenia				
Race:	Tundra		Sex:	Μ	17	
Racial Abilities: (D) Skin = Od, (A) Fist = Od						
+1d to all attackes when using two weapons						
(including counter attacks)						

		ING		ST	WP
8 3	1 2	1	3	3	3

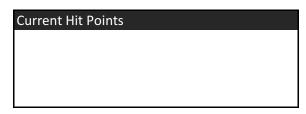
DV	MV	SP	SZ	LF	HP	Unspent XP
0"	2	1/5	3	6	21	

Items Equipped, Worn, Held, U (D) Half chain armor (with ma (A) Magic +1 small sword = 2d (A) 2nd small sword = 2d	tching booits) = 2d
Defense Roll Notes:	Sum of Armor: 2
(D) Parry with sword = +2d	Bonuses: 2
	Adjustment (DFA): 3
	Defense Roll (DFR): 7
<i>Counter Attack Roll Notes:</i> Two weapon bonus = 1d	Weapon <u>Sword</u> : <u>3</u> Bonuses: <u>1</u> Fixed Adjustment: <u>3</u> Counter Roll (CTR): <u>7</u>
Attack Roll Notes: Two weapon bonus = 1d	Weapon <u>Sword</u> : <u>3</u> Bonuses: <u>1</u> Adjustment (AKA): <u>5</u>
Every other round: (A) Landing Attack = +1d	Attack Roll (AKR): 9
(A) Battle Cry = +1d	Weapon::

: Bonuses:

Adjustment AKA): Attack Roll (AKR):

Player Name	Sample
Date Created	07/11/2013
Character Des	cription:
Short white h	air with a tan patch on his
chest. His arr	nor and boots are a matched
set. He is ver	y flashy and brushes his
hair (whole bo	ody) every night. He hopes
to one day fin	d a "silk sash".



Character Portrait:



Spell Glyphs:

ms Carried (Not Equinned) 1to

items Carriea (i	vot Equippea):	
One 45-pack, o	ne water skin, d	one week
standard ratio	ns, a small ston	e frog
figurine, and a	hair brush.	
Gems	Gold Pieces	Silver Pieces
	9	17

Characte	r	Duzz	Zor	121			
Name		Buzz	L Zei	ку			
Race:	Warrio	r Fly		Sex:	F	Age:	6
Racial .	Abilities	•	(D) Ski	n = 0d,	(A) Fist	= 0d	
+2d de	fense wł	nen flyir	ıg				

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

DV	MV	SP	SZ	LF	HP	Unspent XP
6"	2/3	1/4	3	6	21	

(D) Leather armor = 1d (A) Magic +1 small sword = 2d + 1d

Defense Roll Notes:

(D) Parry with sword = +2d

Sum of Armor: 1 Bonuses: 2 Adjustment (DFA): 3 Defense Roll (DFR): 6

3

0

3

6

Counter Attack Roll Notes:	Weapon <u>Sword</u> :	3
	Bonuses:	0
	Fixed Adjustment:	3
	Counter Roll (CTR):	6

Attack Roll Notes:	Weapon <u>Sword</u> :
Every other round:	Bonuses:
(A) Landing Attack = +1d	Adjustment (AKA):
(A) Battle Cry = +1d	Attack Roll (AKR):
	Weapon:
	Bonuses:
	Adjustment AKA):
	Attack Roll (AKR):

Player Name	Sample
Date Created	07/11/2013
Character Des	cription:
Volunteers to	scout ahead. Struggles to
feel like pa4t	of the team. She is small,
timid and shy,	but curious. She enjoys
digeing throug	h piles of garbage.

Current Hit Points	

Character Portrait:



Spell Glyphs:

items currieu (i	voi Lyuippeu).	
One 45-pack, o	one water skin, o	one week
standard ratio	ons, and a small	pouch of
sugar.		
Gems	Gold Pieces	Silver Pieces
	9	17

Character	Dudlov				
Name	Dudley				
Race: Zeetva	h	Sex:	Μ	Age:	13
Racial Abilities	(D) Ski	n = 0d, ((A) Fist	= 0d	
Immune to all r	mushroom effec	cts			
+3d to hide, -2	d to sneak, +1d	to avoid	l traps		

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

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

(D) Half chain armor = 2d	
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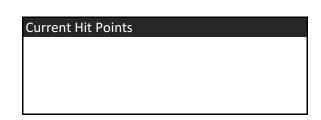
(D) Wooden shield = 1d

Defense Roll Notes:

(D) Parry with sword = +2d

(A) Magic +1 small sword = 2d + 1d

Player Name	Sample		
Date Created	07/11/2013		
Character 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			



Character Portrait:

he comes around evenutally.



Spell Glyphs:

Items Carried	(Not Equipped):

nems curreu (Not Equippeu).				
One 45-pack,	one water skin, (one week		
standard rati	ons, and a pot to	o cook with.		
Gems	Gold Pieces	Silver Pieces		
	9	17		

Counter Attack Roll Notes: Weapon <u>Sword</u>:

	Fixed Adjustment: Counter Roll (CTR):
Attack Roll Notes:	Weapon <u>Sword</u> :
Every other round:	Bonuses:
(A) Landing Attack = +1d	Adjustment (AKA):
(A) Battle Cry = +1d	Attack Roll (AKR):
	Weapon:
	Bonuses'

Attack Roll (AKR):	5
Weapon:	
Bonuses:	
Adjustment AKA):	
Attack Roll (AKR):	

Sum of Armor:

Adjustment (DFA):

Defense Roll (DFR):

Bonuses:

Bonuses:

3

2

3

3 0

3

3 0 2

6

8

Updated 07-24-2013