

Character Name **Zee Key**

Race: **Adventure Beetle** 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 rest of this round, and all of the next round

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

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

**Items Equipped, Worn, Held, Used:**

- (D) Shell = 1d
- (D) Magic +1 staff = 2d + 1d
- (A) Magic +1 staff = 2d + 1d

**Defense Roll Notes:**

	Sum of Armor:	4
	Bonuses:	0
	Adjustment (DFA):	3
	Defense Roll (DFR):	7

**Counter Attack Roll Notes:**

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

**Attack Roll Notes:**

Every other round:	Weapon <u>Staff</u> :	3
	Bonuses:	0
(A) Landing Attack = +1d	Adjustment (AKA):	4
(A) Battle Cry = +1d	Attack Roll (AKR):	7
	Weapon _____:	
	Bonuses:	
	Adjustment AKA):	
	Attack Roll (AKR):	

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.

Current Hit Points

**Character Portrait:**



**Spell Glyphs:**


**Items Carried (Not Equipped):**

One 45-pack, one water skin, one week standard rations, and a bottle of red wine.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name **Back Skratzch**

Race: **Catling** Sex: **M** Age: **19**

**Racial Abilities:** (D) Fur = 0d, (A) Claws = 1d  
 +2d to sprint, sneak, and spring  
 (success, not distance)

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

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

**Items Equipped, Worn, Held, Used:**

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

**Defense Roll Notes:**

(D) Parry with sword = +2d	Sum of Armor:	2
	Bonuses:	2
	Adjustment (DFA):	3
	Defense Roll (DFR):	7

**Counter Attack Roll Notes:**

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

**Attack Roll Notes:**

Every other round:	Weapon <u>Sword</u> :	3
(A) Landing Attack = +1d	Bonuses:	0
(A) Battle Cry = +1d	Adjustment (AKA):	3
	Attack Roll (AKR):	6
	Weapon _____:	
	Bonuses:	
	Adjustment AKA):	
	Attack Roll (AKR):	

Player Name **Sample**  
 Date Created **07/11/2013**

**Character 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.

**Current Hit Points**

**Character Portrait:**



**Spell Glyphs:**

**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

Character Name **Barktooth**

Race: **Cesspooler** Sex: **M** Age: **14**

**Racial Abilities:** (D) Skin = 2d, (A) Bite = 2d

Too big to be trapped by a normal sized net

360 degree vision. Cannot be surprised unless sleeping or the attacker is invisible

CB	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
	Fixed Adjustment:	3
	Counter Roll (CTR):	5

**Attack Roll Notes:**

Every other round:	Weapon <u>Bite</u> :	2
	Bonuses:	0
(A) Landing Attack = +1d	Adjustment (AKA):	5
(A) Battle Cry = +1d	Attack Roll (AKR):	7
	Weapon _____:	
	Bonuses:	
	Adjustment AKA):	
	Attack Roll (AKR):	

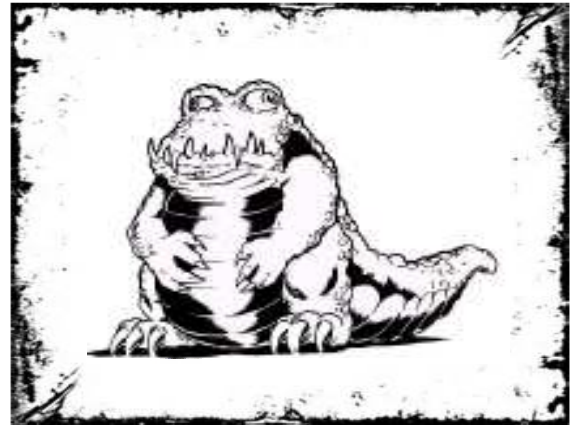
Player Name **Sample**  
Date Created **07/11/2013**

**Character 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.

Current Hit Points

**Character Portrait:**



**Spell Glyphs:**

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**Items Carried (Not Equipped):**

One 45-pack, one water skin, one week standard rations, and a huge tapestry that he wears like a toga.

One potion of healing that will cure 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 Abilities:** (D) Shell = 2d, (A) Claws/Bite = 1d  
 Can breathe under water, and suffers no movement penalties when swimming

CB	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:**

(D) Empty Hands = +1d  
 Sum of Armor: 2  
 Bonuses: 1  
 Adjustment (DFA): 3  
 Defense Roll (DFR): 6

**Counter Attack Roll Notes:**

Weapon Claw : 1  
 Bonuses: 0  
 Fixed Adjustment: 3  
 Counter Roll (CTR): 4

**Attack Roll Notes:**

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

Player Name: Sample  
 Date Created: 07/11/2013

**Character Description:**

She has a raspy voice and shifty eyes.  
 She is being hunted by her own kind, because she has chosen to associate with the "air breathers".

**Current Hit Points**

**Character Portrait:**



**Spell Glyphs:**

**Items Carried (Not Equipped):**

One 45-pack, one water skin, one week standard rations, and some dried bread.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name: **Bashnow**  
 Race: Cyclopsling Sex: M Age: 16

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 1d  
 Too big to be trapped by a normal sized net

CB	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	

**Items Equipped, Worn, Held, Used:**  
 (D) Half chain armor = 2d  
 (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:	2
	Bonuses:	0
	Adjustment (DFA):	3
	Defense Roll (DFR):	5

**Counter Attack Roll Notes:**

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

**Attack Roll Notes:**

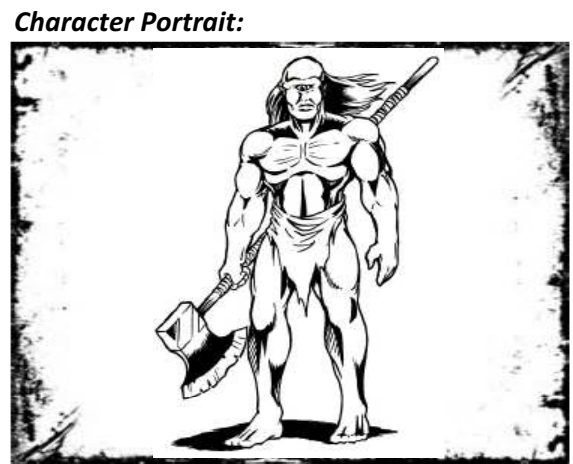
Every other round:	Weapon <u>Hammer</u> :	4
	Bonuses:	
(A) Landing Attack = +1d	Adjustment (AKA):	2
(A) Battle Cry = +1d	Attack Roll (AKR):	6
"Big & Strong"	Weapon _____:	
Impact vs SZ = 5 or less	Bonuses:	
	Adjustment AKA):	
	Attack Roll (AKR):	

Player Name: **Sample**  
 Date Created: **07/11/2013**

**Character 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.

**Current Hit Points**

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**Spell Glyphs:**


**Items Carried (Not Equipped):**  
 One 45-pack, one water skin, one week standard rations, and a small barrel of beer.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name: **Digdirt**  
 Race: **Dwarf** Sex: **M** Age: **93**

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 0d  
 +2d to spot secret doors and hidden treasure  
 +2d to resist nets, impact, and crushing blows

CB	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 Equipped, Worn, Held, Used:**  
 (D) Half chain armor = 2d  
 (D) Magic =1 steel shield = 1d + 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 <u>Axe</u> :	2
	Bonuses:	0
	Fixed Adjustment:	3
	Counter Roll (CTR):	5

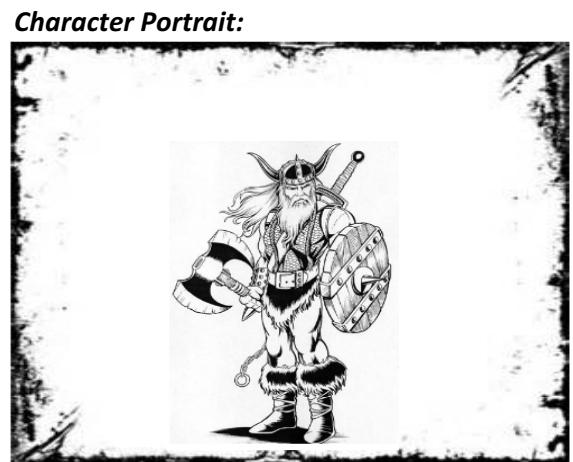
**Attack Roll Notes:**

Every other round:	Weapon <u>Axe</u> :	2
	Bonuses:	0
(A) Landing Attack = +1d	Adjustment (AKA):	4
(A) Battle Cry = +1d	Attack Roll (AKR):	6
	Weapon _____:	
	Bonuses:	
	Adjustment AKA):	
	Attack Roll (AKR):	

Player Name: **Sample**  
 Date Created: **07/11/2013**

**Character 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."

**Current Hit Points**



**Spell Glyphs:**

**Items Carried (Not Equipped):**  
 One 45-pack, one water skin, one week standard rations, and a samll wooden box that holds a pair of normal dice.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name: **Deesep Nar**  
 Race: **Elf (Dark)** Sex: **M** Age: **71**

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 0d  
 +1d with bows

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

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

**Items Equipped, Worn, Held, Used:**  
 (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:	3
	Bonuses:	0
	Adjustment (DFA):	3
	Defense Roll (DFR):	6

**Counter Attack Roll Notes:**

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

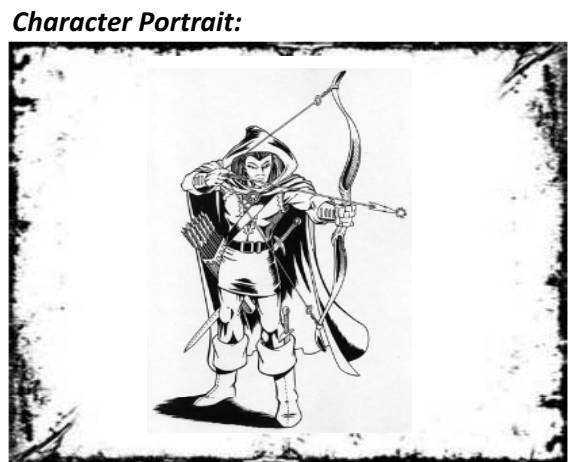
**Attack Roll Notes:**

	Weapon <u>Sword</u> :	2
	Bonuses:	2
	Adjustment (AKA):	3
	Attack Roll (AKR):	7 (x2)
	Weapon <u>Bow</u> :	2
	Bonuses:	1
	Adjustment AKA):	3
	Attack Roll (AKR):	6

Player Name: **Sample**  
 Date Created: **07/11/2013**

**Character 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.

**Current Hit Points**



**Spell Glyphs:**

**Items Carried (Not Equipped):**  
 One 45-pack, one water skin, one week standard rations, and a set of lock picks.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name **Valerise Nay (Vicky)**

Race: **Elf (Light)** Sex: **F** Age: **64**

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 0d  
+1d with bows

CB	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 Equipped, Worn, Held, Used:**

(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:**

Counter attack assumes  
melee, so sword is used.

Weapon Sword : 2  
Bonuses: 0  
Fixed Adjustment: 3  
Counter Roll (CTR): 5

**Attack Roll Notes:**

Every other round:  
All Out Attack = +1d  
Concentrating Archer = +1d

Weapon Bow : 2  
Bonuses: 1  
Adjustment (AKA): 5  
Attack Roll (AKR): 8  
  
Weapon Sword : 2  
Bonuses: 0  
Adjustment AKA): 5  
Attack Roll (AKR): 7

Player Name **Sample**  
Date Created **07/11/2013**

**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.

Current Hit Points

**Character Portrait:**



**Spell Glyphs:**

**Items Carried (Not Equipped):**

One 45-pack, one water skin, one week  
standard rations, and a small bag of nuts.

Gems	Gold Pieces	Silver Pieces
	9	17



Character Name: **Barr Bee**  
 Race: **Half Elf** Sex: **F** Age: **23**

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 0d  
 +1d to all Coordination rolls

CB	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	

**Items Equipped, Worn, Held, Used:**

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

**Defense Roll Notes:**

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

**Counter Attack Roll Notes:**

Weapon Sword : 3  
 Bonuses: 0  
 Fixed Adjustment: 3  
 Counter Roll (CTR): 6

**Attack Roll Notes:**

Every other round:  
 (A) Landing Attack = +1d  
 (A) Battle Cry = +1d  
 Weapon \_\_\_\_\_ : \_\_\_\_\_  
 Bonuses: \_\_\_\_\_  
 Adjustment AKA: \_\_\_\_\_  
 Attack Roll (AKR): \_\_\_\_\_

Player Name: **Sample**  
 Date Created: **07/11/2013**

**Character 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.

**Current Hit Points**

**Character Portrait:**



**Spell Glyphs:**

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

**Items Carried (Not Equipped):**

One 45-pack, one water skin, one week standard rations, and a silver pendant.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name: **Driprnose**  
 Race: **Half Troll** Sex: **M** Age: **14**

**Racial Abilities:** (D) Skin = 2d, (A) Fist = 0d  
 Regenerates 2 to 7 (1d6+1p) hit points every hour

If fullyhealed when battle began then regenerates immediately the first time he takes damage

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

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

**Items Equipped, Worn, Held, Used:**  
 (D) Magic +1 half chain armor = 2d + 1d  
 (A) Two handed club = 2d  
 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:	3
	Bonuses:	0
	Adjustment (DFA):	3
	Defense Roll (DFR):	6

**Counter Attack Roll Notes:**

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

**Attack Roll Notes:**

Every other round:	Weapon <u>Club</u> :	2
	Bonuses:	0
(A) Landing Attack = +1d	Adjustment (AKA):	4
(A) Battle Cry = +1d	Attack Roll (AKR):	6
	Weapon _____:	
	Bonuses:	
"Big & Strong"	Adjustment AKA):	
Impact vs SZ = 4 or less	Attack Roll (AKR):	

Player Name: **Sample**  
 Date Created: **07/11/2013**

**Character 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!"

Current Hit Points



**Spell Glyphs:**


**Items Carried (Not Equipped):**  
 One 45-pack, one water skin, one week standard rations, and 2 or 3 dead animals (rabbits, squirrels, etc.) hanging from his belt.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name: **Morgan**  
 Race: **Human** Sex: **M** Age: **29**

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 0d  
 May choose +1d or -1d for each corruption roll

CB	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, Used:**

- (D) Full chain armor = 3d
- (D) Magic +1 bracers of defense = 1d
- (A) Two handed battle axe = 3d

**Defense Roll Notes:**

	Sum of Armor:	4
	Bonuses:	0
	Adjustment (DFA):	3
	Defense Roll (DFR):	7

**Counter Attack Roll Notes:**

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

**Attack Roll Notes:**

Every other round:	Weapon <u>Axe</u> :	3
	Bonuses:	0
(A) Landing Attack = +1d	Adjustment (AKA):	2
(A) Battle Cry = +1d	Attack Roll (AKR):	5
	Weapon _____:	
	Bonuses:	
	Adjustment AKA):	
	Attack Roll (AKR):	

Player Name: **Sample**  
 Date Created: **07/11/2013**

**Character Description:**

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

**Current Hit Points**

**Character Portrait:**



**Spell Glyphs:**

**Items Carried (Not Equipped):**

One 45-pack, one water skin, one week standard rations, an ink well, a quill, and 20 pieces of paper.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name: **Homey Cutter**  
 Race: **Human** Sex: **F** Age: **25**

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 0d  
 May choose +1d or -1d for each corruption roll

CB	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	

**Items Equipped, Worn, Held, Used:**

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

**Defense Roll Notes:**

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

**Counter Attack Roll Notes:**

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

**Attack Roll Notes:**

Every other round:	Weapon <u>Sword</u> :	3
(A) Landing Attack = +1d	Bonuses:	0
(A) Battle Cry = +1d	Adjustment (AKA):	2
	Attack Roll (AKR):	5
	Weapon _____:	
	Bonuses:	
	Adjustment AKA):	
	Attack Roll (AKR):	

Player Name: **Sample**  
 Date Created: **07/11/2013**

**Character 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.

**Current Hit Points**

**Character Portrait:**



**Spell Glyphs:**

**Items 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 Name: **Sihnnor (say SIN-er)**

Race: **Nightstalker** Sex: **M** Age: **8**

**Racial Abilities:** (D) Shell = 2d, (A) Claws/Bite = 3d

Immune to all fear

CB	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:**

(D) Empty hands = +1d

Sum of Armor: 2

Bonuses: 1

Adjustment (DFA): 3

Defense Roll (DFR): 6

**Counter Attack Roll Notes:**

Weapon Claw : 3

Bonuses: 0

Fixed Adjustment: 3

Counter Roll (CTR): 6

**Attack Roll Notes:**

Unarmed combat:

Weapon Claw : 3

Bonuses: 1

Grab & hold using CN & ST

Adjustment (AKA): 4

Then rake with back claws = +1d and x2 damage

Attack Roll (AKR): 8 (x2)

Choke using ST

Weapon \_\_\_\_\_ : \_\_\_\_\_

Bonuses: \_\_\_\_\_

Cause s the victim to pass out

Adjustment AKA): \_\_\_\_\_

Attack Roll (AKR): \_\_\_\_\_

Player Name: **Sample**

Date Created: **07/11/2013**

**Character Description:**

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

**Current Hit Points**

**Character Portrait:**



**Spell Glyphs:**

**Items Carried (Not Equipped):**

One 45-pack, one water skin, one week standard rations, a lamp, and 2 skins of lamp oil.

Gems

Gold Pieces

Silver Pieces

9

17

Character Name: **Zacheria**

Race: **Tundra** Sex: **M** 17

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 0d  
 +1d to all attacks when using two weapons  
 (including counter attacks)

CB	CN	CR	IN	MG	NT	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, Used:**  
 (D) Half chain armor (with matching boots) = 2d  
 (A) Magic +1 small sword = 2d + 1d  
 (A) 2nd small sword = 2d

**Defense Roll Notes:**  
 (D) Parry with sword = +2d  
 Sum of Armor: 2  
 Bonuses: 2  
 Adjustment (DFA): 3  
 Defense Roll (DFR): 7

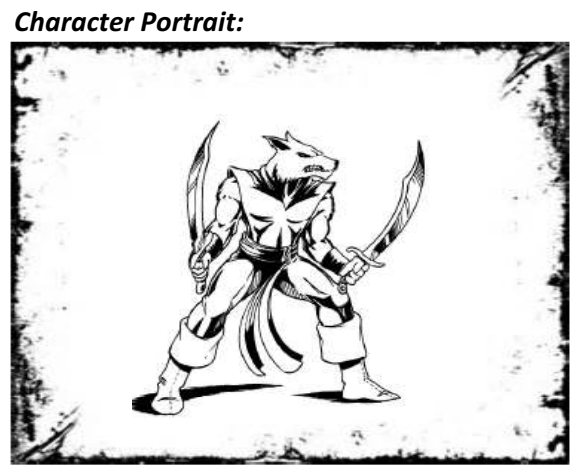
**Counter Attack Roll Notes:**  
 Two weapon bonus = 1d  
 Weapon Sword : 3  
 Bonuses: 1  
 Fixed Adjustment: 3  
 Counter Roll (CTR): 7

**Attack Roll Notes:**  
 Two weapon bonus = 1d  
 Every other round:  
 (A) Landing Attack = +1d  
 (A) Battle Cry = +1d  
 Weapon Sword : 3  
 Bonuses: 1  
 Adjustment (AKA): 5  
 Attack Roll (AKR): 9  
 Weapon \_\_\_\_\_ : \_\_\_\_\_  
 Bonuses: \_\_\_\_\_  
 Adjustment AKA): \_\_\_\_\_  
 Attack Roll (AKR): \_\_\_\_\_

Player Name: **Sample**  
 Date Created: **07/11/2013**

**Character 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".

**Current Hit Points**



**Spell Glyphs:**

**Items Carried (Not Equipped):**  
 One 45-pack, one water skin, one week standard rations, a small stone frog figurine, and a hair brush.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name **Buzz Zerky**

Race: **Warrior Fly** Sex: **F** Age: **6**

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 0d  
+2d defense when flying

CB	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	

**Items Equipped, Worn, Held, Used:**

- (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

**Counter Attack Roll Notes:**

Weapon Sword : 3  
 Bonuses: 0  
 Fixed Adjustment: 3  
 Counter Roll (CTR): 6

**Attack Roll Notes:**

Every other round:

(A) Landing Attack = +1d  
 (A) Battle Cry = +1d

Weapon \_\_\_\_\_ : \_\_\_\_\_  
 Bonuses: \_\_\_\_\_  
 Adjustment AKA): \_\_\_\_\_  
 Attack Roll (AKR): \_\_\_\_\_

Player Name **Sample**  
Date Created **07/11/2013**

**Character Description:**

Volunteers to scout ahead. Struggles to feel like part of the team. She is small, timid and shy, but curious. She enjoys digging through piles of garbage.

Current Hit Points

**Character Portrait:**



**Spell Glyphs:**

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- 
- 
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**Items Carried (Not Equipped):**

One 45-pack, one water skin, one week standard rations, and a small pouch of sugar.

Gems	Gold Pieces	Silver Pieces
	9	17

Character Name: **Dudley**  
 Race: **Zeetvah** Sex: **M** Age: **13**

**Racial Abilities:** (D) Skin = 0d, (A) Fist = 0d

Immune to all mushroom effects  
 +3d to hide, -2d to sneak, +1d to avoid 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	

**Items Equipped, Worn, Held, Used:**

(D) Half chain armor = 2d  
 (D) Wooden shield = 1d  
 (A) Magic +1 small sword = 2d + 1d

**Defense Roll Notes:**

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

**Counter Attack Roll Notes:**

Weapon Sword : 3  
 Bonuses: 0  
 Fixed Adjustment: 3  
 Counter Roll (CTR): 6

**Attack Roll Notes:**

Every other round:  
 (A) Landing Attack = +1d  
 (A) Battle Cry = +1d  
 Weapon \_\_\_\_\_ : \_\_\_\_\_  
 Bonuses: \_\_\_\_\_  
 Adjustment AKA: \_\_\_\_\_  
 Attack Roll (AKR): \_\_\_\_\_

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 he comes around eventually.

**Current Hit Points**

**Character Portrait:**



**Spell Glyphs:**

**Items Carried (Not Equipped):**

One 45-pack, one water skin, one week standard rations, and a pot to cook with.

Gems	Gold Pieces	Silver Pieces
	9	17