

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Zee Key**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
6"	3	2	1/4	2	3	3	

^ ^ +5

Life Force	5
Max HP	20
Current HP	

Race	Adv. Beetle
Age	Youthful
Hair	None
Eyes	Green
Sex	Female

**Race Abilities** (racial abilities, etc.)

+1p initiative (already included below)

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Languages: Adventure Beetle, Common, Goblin

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

(P6) "Quick" = +2p initiative (already included below)

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(F1) "Poor Direction Sense" = gets lost easily

(F1) "Fear of " = Snakes

(F1) "Fear of " = Water, cannot swim

(F3) "Weakling" = -2d all ST rolls

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

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

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

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

BLUE Defense Pool = (D) Shell (Torso) = +1d

(D) Parry with staff (1 Action) = +2d

(3d CB) + (1d shell) + (2d parry) = 6d

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WHITE Attack Pool = (A) Staff (blunt, parry, M2) = +2d

(3d CB) + (2d staff) = 5d

Sprint + Jump 4" + Landing Attack (1 per 3 rounds) =

(A) Landing Attack = +2d , x2

+6p	3/2
Initiative	Moves / Actions
6d	5d
BLUE Defense Pool	WHITE Attack Pool

**Personality:** (description)

She loves eating tiny insects, especially dragon flies. She rarely flies, ..for now.

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**Primal (PR) Rating**

3	"Double Jump" twice as far (3/day)
6	
9	
12	
15	
18	
21	

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

Ready Pack, Bottle of fine red wine

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**Spell Glyphs**

_____
_____
_____

Gems	Gold	Silver
	9	17

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Sneak Attack
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Fighting Dirty
Frighten
Nudge
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Character Name **Bak Skratch**

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

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

+5 +20

DV	MV	AC	JP	SZ	LK	PR	XP
15"	3	2	2/4	4	3		

^ ^

Life Force	5
Max HP	20
Current HP	

Race	Catling
Age	Youthful
Hair	Tuxedo
Eyes	Black
Sex	Male

**Race Abilities** (racial abilities, etc.)

I get "Luck" with every "Landing Attack" roll

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) "Investigator" = +2d search rolls

(P2) "Street Wise" = Knows a guy who knows a guy

(F1) "Fear of" = Spiders

(F5) "Combat Paralysis" = Skip first round of a new battle

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

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

(A) Attack Adjustments = NONE Max = +5d (each)

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

BLUE Defense Pool = (D) Leather Armor (Torso) = +1d

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

(D) Parry (action) = +1d

(D) All Out Defense = +1d

(3d CB) + (2d armor) + (1d parry) + (1d All Out) = 7d

WHITE Attack Pool = (A) Small Sword (Hand) = +2d

(0d CB "All Out Defense" = NO ATTACK

**Primal (PR) Rating**

3
6
9
12
15
18
21

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

Ready Pack, Large block of cheese

**Spell Glyphs**


Gems	Gold	Silver
	9	17

+3p	3/2
Initiative	Moves / Actions
7d	NONE
BLUE Defense Pool	WHITE Attack Pool

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Character Name **Barktooth**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
6"	3	2	1/3	4	4	3	

^^ +5

Life Force	4
Max HP	16
Current HP	

Race	Cesspooler
Age	Youngling
Hair	None
Eyes	Yellow
Sex	Male

**Race Abilities** (racial abilities, etc.)

I get +1d to all "Bite Attack" rolls (already included below)

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Languages: Cesspooler Common, Goblin

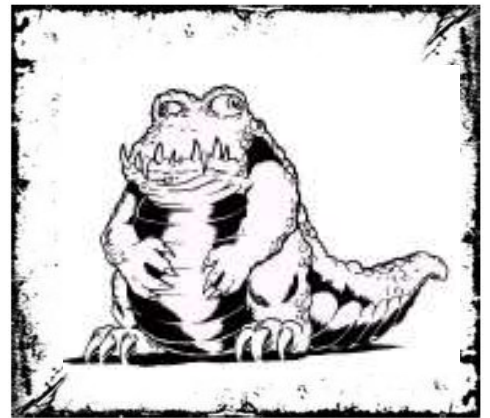
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**Personality:** (description)

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.

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

(P4) "Savage Attack" = +1d to all natural attacks (ie. Bite)

(already included below)

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(F3) "Mundane" = -2d al Magic (MG) rolls

(F1) "Poor Direction Sense" = Gets lost very easy

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

(D) Defense Adjustments = NONE Max = +3d

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

**Primal (PR) Rating**

3	Tough Skin = Natural Defense = 2d
6	
9	
12	
15	
18	
21	

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

BLUE Defense Pool = (D) Skin (Torso) = +2d

(D) 2 Wooden Shields (Both Hands) = +2d

(0d CB "All Out Attack") + (2d skin) + (2d shields) = 4d

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WHITE Attack Pool = (A) Bite (Head) = +2d

(D) All Out Attack = +1d

(3d,3d CB "Multiple Attacks") + (2d bite) = 6d,6d

"2 bites"

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

Ready Pack, Pet Rat

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+3p	3/2
Initiative	Moves / Actions
4d	6d,6d
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17

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Sneak
Sneak Attack
Combat Jumps
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Jump (Sprint)
Landing Attack
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Frighten
Nudge
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Character Name **Bird Beak**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
6"	3/3	2	2/4	2	3	3	

+5

**Race Abilities** (racial abilities, etc.)

I can breathe under water

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Languages: Cyclops Turtle Common, Goblin

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

NONE (These are optional)

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\_\_\_\_\_

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

(D) Defense Adjustment = +2d Max = +3d  
(A) Attack Adjustments = +4d Max = +5d (each)

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

BLUE Defense Pool = (D) Shell (Torso) = +3d  
(D) Empty Hands (Both hands) = +1d  
(2d CB) + (3d shell) + (1d hands) = 6d

WHITE Attack Pool = (A) Claws = +2d

(4d CB) + (2d claws) = 6d

+3p	3/2
Initiative	Moves / Actions
6d	6d
BLUE Defense Pool	WHITE Attack Pool

Life Force	6
Max HP	24
Current HP	

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

**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".

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**Primal (PR) Rating**

3	Speak with Fish (at will)
6	
9	
12	
15	
18	
21	

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

Ready Pack, Some dried bread

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**Spell Glyphs**

_____
_____
_____

Gems	Gold	Silver
	9	17

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Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Bashnow**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
6"	3	2	2/4	7	3	3	

^ ^ +5

Life Force	5
Max HP	20
Current HP	

Race	Cyclopsling
Age	Youthful
Hair	Black
Eyes	Green
Sex	Female

**Race Abilities** (racial abilities, etc.)

I act as two people when operating siege weapons  
I can wield "Massive Weapons" as if I was 1 size larger  
Size (real) = 7  
(+1 for "Race") (+2 for "Perk") (+2 for "Primal") = 12 max  
Languages: Cyclopsling, Common, Goblin

**Personality:** (description)

He has a strange fascination 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)

(P4) "Hulk" = wield massive weapons as if 2 Sizes (SZ) larger  
SZ 11 weapons = +4d, with -2p initiative (already included below)  
(F3) "Slow" = -1p to all Initiative rolls (All ready included below)  
(F1) Mute = may only say his name

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

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

**Primal (PR) Rating**

3	Massive Weapon I = As if SZ +2
6	(already included below)
9	
12	
15	
18	
21	

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

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d  
(3d CB) + (2d armor) = 5d  
WHITE Attack Pool =  
(A) Siege Hammer (Blunt, Impact, Size 11) = +9d  
(2d CB) + (9d club) = 11d

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

Ready Pack, Barrel of beer

+0p	3/2
Initiative	Moves / Actions
5d	11d
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17

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Sprint
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Stand Up
Quick Stand
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Attack
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Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Digdirt**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
15"	3	2	1/4	2	3	3	

^ ^ +5

Life Force	5
Max HP	20
Current HP	

Race	Dwarf
Age	Youthful
Hair	Red
Eyes	Black
Sex	Male

**Race Abilities** (racial abilities, etc.)

+1d for all axe attack rolls (already included below)+C234  
+1d to search for "Secret Doors"  
Languages: Dwarf, Common, Goblin

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

(P4) "Magic Resistant" = +2d to resist magic  
(F3) "Mundane" = -2d to all MG rolls  
(F1) "Speech Impediment" = Pronounce "V" as "TH"

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

(D) Defense Adjustment = +2d Max = +3d  
(A) Attack Adjustments = +4d Max = +5d (each)

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

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d  
(D) Shield, Wooden (Hand) = +1d  
(2d CB) + (2d armor) + (1d shield) = 5d  
WHITE Attack Pool = (A) Big Axe (Sharp, Versatile, M2) = +2d/+3d  
(A) Dwarf with axe = 1d  
(4d CB) + (2d axe) + (1d dwarf) = 7d

+3p	3/2
Initiative	Moves / Actions
5d	7d
BLUE Defense Pool	WHITE Attack Pool

**Personality:** (description)

Grunts and spts 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."



**Primal (PR) Rating**

3	Throw Weapon (3/day) (Range 12")
6	
9	
12	
15	
18	
21	

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

Ready Pack, Bone Dice

**Spell Glyphs**


Gems	Gold	Silver
	9	17

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Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
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Fall Down
Stand Up
Quick Stand

Character Name **Dessep Nar**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
15"	4	2	2/4	3	3	3	

^

^

+5

Life Force	5
Max HP	20
Current HP	

Race	Dark Elf
Age	Youthful
Hair	White
Eyes	Green
Sex	Male

**Race Abilities** (racial abilities, etc.)

+1d to all bow attack rolls
+2d defense when in "Shadowy Darkness"
Languages: Drow, Common, Goblin

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

NONE (These are optional)

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

(D) Defense Adjustment = NONE	Max = +3d
(A) Attack Adjustments = +3d, 3d	Max = +5d (each)

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

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d
(0d CB "All Out Attack") + (2d armor) = 2d
WHITE Attack Pool = All Out Attack = +1d
(A) Bow (Both Hands, Range 15") = +2d
(A) (1d Aim "Action") + (1d Elf with bow) = +2d
(3d,3d CB) + (1d ALL Out) + (2d elf bonus) + (2d bow) = 8d,8d
"2 shots"

+3p	3/2
Initiative	Moves / Actions
2d	8d,8d
BLUE Defense Pool	WHITE Attack Pool

**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. He can cast shadowy darkness 3/day to gain a +2d defense bonus



**Primal (PR) Rating**

3	Shadowy Darkness as spell (3/day)
6	
9	
12	
15	
18	
21	

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

Ready Pack, Quiver with 24 arrows  
A fletcher kit (for making more arrows)

**Spell Glyphs**


Gems	Gold	Silver
	9	17

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Frighten
Nudge
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Falling Down
Fall Down
Stand Up
Quick Stand

Character Name

# Valerise Nay (Vicky)

Player Name Sample

Date Created 7/11/2013

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
12"	4	2	2/4	3	3	3	

^

^

+5

Life Force	5
Max HP	20
Current HP	

Race Light Elf

Age Youthful

Hair Silver

Eyes Gold

Sex Female

**Race Abilities** (racial abilities, etc.)

+1d to all bow attack rolls

Treat "Sleeping" as awake but "Prone"

Languages: Fae, Common, Goblin

**Personality:** (description)

Stays back from melee, and fires her bow.

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

(P4) Alert = +2d to resist surprise, and sneak attacks

(F3) Clumsy = -2d to all CN rolls

(F1) "Trigger word" = gets angry when called a coward

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

(D) Defense Adjustment = NONE Max = +3d

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

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

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d

(0d CB "All Out Attack") + (2d armor) = 2d

WHITE Attack Pool = All Out Attack = +1d

(A) Bow (Both Hands, Range 15") = +2d

(A) (1d Aim "Action") + (1d Elf with bow) + (Improved Shot) = +3d

(3d,3d CB) + (1d ALL Out) + (3d elf bonus) + (2d bow) = 9d,9d

"2 shots"

**Primal (PR) Rating**

3 Improved Show I = +1d

6

9

12

15

18

21

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

Ready Pack, Quiver with 24 arrows

A fletcher kit (for making more arrows)

**Spell Glyphs**

+3p	3/2
Initiative	Moves / Actions
2d	9d,9d
BLUE Defense Pool	WHITE Attack Pool

Gems	Gold	Silver
	9	17





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Character Name **Bahr Bee**

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

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

+5 +5 +5 +5

DV	MV	AC	JP	SZ	LK	PR	XP
6"	5	2	2/4	3	2	3	

^^ +5

Life Force	4
Max HP	16
Current HP	

Race	Half Elf
Age	Youthful
Hair	Blonde
Eyes	Blue
Sex	Female

**Race Abilities** (racial abilities, etc.)

+1d to all Move (MV) rolls  
+1d resist beng "Tracked"  
  
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 like Elves (or her) either.

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

(P4) "Bard" = +2d "Battle Song" (2 Actions) (Start of Round)  
+2d attack bonus for all friends within 24"  
  
(P5) "Slow" = - 2p to all Initiative rolls (already included below)



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

(D) Defense Adjustment = +3d Max = +3d  
(A) Attack Adjustments = NONE Max = +5d (each)

**Primal (PR) Rating**

3	Sure Footed I = +1d to all MV rolls
6	
9	
12	
15	
18	
21	

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

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d  
(D) Parry with staff (1 Action) = +2d  
(D) All Out Defense = +1d  
(3d CB) + (2d armor) + (2d Parry) + (1d All out defense) = 8d

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

Ready Pack, Lock picks

WHITE Attack Pool = "Sings songs to aid the party."  
(A) Staff (blunt, parry, M2) = +2d  
NONE

+1p	3/2
Initiative	Moves / Actions
8d	None
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17

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Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
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Fall Down
Stand Up
Quick Stand

Character Name **Driprnose**

Player Name **Sample**

Date Created **7/11/2013**

**VV**

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

**+5**

DV	MV	AC	JP	SZ	LK	PR	XP
12"	3	2	2/4	4	2	6	

**+20**

Life Force	6
Max HP	24
Current HP	

Race	Half Troll
Age	Youthful
Hair	White
Eyes	Green
Sex	Male

**Race Abilities** (racial abilities, etc.)

+1d to all "Club Attack" rolls
Languages: Troll, Common, Goblin

**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!"



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

NONE (These are optional)

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

(D) Defense Adjustment = +1d	Max = +3d
(A) Attack Adjustments = +2d	Max = +5d (each)

**Primal (PR) Rating**

3	Regenerate 1 HP per round
6	Regenerate 2HP (total) per round
9	
12	
15	
18	
21	

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

BLUE Defense Pool =	(D) Half Chain Armor (Torso) = +2d
	(D) Wooden shield = +1d
	(1d CB) + (2d armor) + (1d shield) = 4d
WHITE Attack Pool =	Half-troll with club = +1d
	(A) Big Club (Both Hands, Impact) = +2d
	(2d CB) + (2d club) + (half troll) = 5d

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

Ready Pack, Small stone frog figurine

<b>+3p</b>	<b>3/2</b>
Initiative	Moves / Actions
<b>4d</b>	<b>5d</b>
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Morgan**

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

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

+20

+5

DV	MV	AC	JP	SZ	LK	PR	XP
0"	3	2	2/4	3	4	1	

^^

**Race Abilities** (racial abilities, etc.)

+1d or -1d to all Corruption (CR) rolls, my choice, at will

Languages: Fae, Common, Goblin

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

(P6) "Warlord" =  
All friends within 24" get a second free move

(F3) "Dim Witted" = -2d to all IN rolls  
(F3) "Mundane" = -2d to all MG rolls

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

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

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

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d  
(3d CB) + (2d armor) = 5d

WHITE Attack Pool = (A) Brutal Axe (Sharp, M2) = +4d  
(3d CB) + (4d axe) = 7d

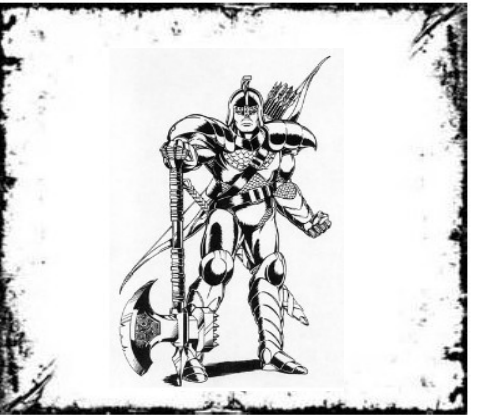
+3p	3/2
Initiative	Moves / Actions
5d	7d
BLUE Defense Pool	WHITE Attack Pool

Life Force	6
Max HP	24
Current HP	

Race	Human
Age	Youthful
Hair	Brown
Eyes	Green
Sex	Male

**Personality:** (description)

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



**Primal (PR) Rating**

3	
6	
9	
12	
15	
18	
21	

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

Ready Pack, Ink well and quill  
Blank parchment scrolls [20]

**Spell Glyphs**


Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Honey Cutter**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
0"	3	2	2/4	3	4	3	

^^ +5

**Race Abilities** (racial abilities, etc.)

+1d or -1d to all Corruption (CR) rolls, my choice, at will


Languages: Drow, Common, Goblin

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

NONE (These are optional)


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

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

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

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

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d

(D) Wooden shield = +1d

(D) Parry = 1d

(3d CB) + (2d armor) + (1d shield) + (1d parry) = 7d

WHITE Attack Pool = (A) Small Sword (Sharp, Parry, M2) = +2d

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

+5p	3/2
Initiative	Moves / Actions

7d	5d
BLUE Defense Pool	WHITE Attack Pool

Life Force	7
Max HP	28
Current HP	

Race	Human
Age	Youthful
Hair	Blonde
Eyes	Blue
Sex	Female

**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.



**Primal (PR) Rating**

3 Improved Life Force 1 (already set)

6

9

12

15

18

21

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

Ready Pack, Pouch of salt

**Spell Glyphs**

Gems Gold Silver

9 17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Sihnnor**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
15"	4	2	2/4	1	2	3	

+5

**Race Abilities** (racial abilities, etc.)

+1p to all "Initiative" rolls (already included below)

I climb and crawl at normal Movement speed

Languages: Nightstalker, Common, Goblin

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

NONE (These are optional)

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

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

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

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

BLUE Defense Pool = (D) Shell (Torso) = +4d

(D) Two Wooden Shields (Hand) = +2d

(3d CB) + (4d shell) + (2d shields) = 9d

WHITE Attack Pool = (A) Bite (Head) = +6d

(3d CB) + (6d bite) = 9d

+3p	4/2
Initiative	Moves / Actions
9d	9d
BLUE Defense Pool	WHITE Attack Pool

Life Force	4
Max HP	16
Current HP	

Race	Nightstalker
Age	Youthful
Hair	Blue
Eyes	Black
Sex	Male

**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.



**Primal (PR) Rating**

3 Shiny Shell I = +1d natural defense

6 (already included below)

9

12

15

18

21

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

Ready Pack, Lamp

2 skins of lamp oil

**Spell Glyphs**

Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Zacheria**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
6"	3	2	2/4	3	3	3	

^ ^ +5

Life Force	5
Max HP	20
Current HP	

Race	Tundra
Age	Youthful
Hair	White
Eyes	Green
Sex	Male

**Race Abilities** (racial abilities, etc.)

I can wield two weapons at once regardless of my CB and CN ratings but for now, I can only attack once per round

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) "Alert" = +2d to resist surprise & sneak attacks

(P2) "Goblin Hunter" = Attack a goblin type with "Luck" (3/day)

(F3) "Mundane" = -2d to all magic (MG) rolls

(F3) "Dim Witted" = -2d to all intellect (IN) Rolls

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

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

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

**Primal (PR) Rating**

3	Dog's Bark 1 = speak with pet dogs
6	
9	
12	
15	
18	
21	

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

BLUE Defense Pool = (D) Parry = +1d

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

(3d CB) + (2d armor) + (1d parry) = 6d

WHITE Attack Pool = (A) Two Small Swords (1 Hand each) = +2d

(A) Wielding two weapons = +1d

(3d CB) + (1d bonus) + (2d sword) = 6d

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

Ready Pack, Hair brush

+3p	3/2
Initiative	Moves / Actions
6d	6d
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Buzz Zerky**

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

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

+20

DV	MV	AC	JP	SZ	LK	PR	XP
6"	1/5	2	NA	1	2	3	

^^

+5

Life Force	4
Max HP	16
Current HP	

Race	Warrior Fly
Age	Youthful
Hair	Black
Eyes	Blue
Sex	Female

**Race Abilities** (racial abilities, etc.)

I can fly all day without resting

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Languages: Warrior Fly, Common, Goblin

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**Personality:** (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.

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

NONE (These are optional)

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**RED Combat (CB) Dice:** (default / standard adjustments)

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

**Primal (PR) Rating**

3	Defense Flying 1 = +1d
6	
9	
12	
15	
18	
21	

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

BLUE Defense Pool = Defense Flying 1 = +1d  
(D) Thick Fur (Torso) = +1d  
(3d CB) + (1d fur) + (1d defense flying) = 5d

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WHITE Attack Pool = (A) Small Sword (Hand) = +2d  
(3d CB) + (2d sword) = 5d

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

Ready Pack, Sugar cubes [25]

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+3p	3/2
Initiative	Moves / Actions
5d	5d
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Dudley**

Player Name **Sample**

Date Created **7/11/2013**

**VV**

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

**+20**

DV	MV	AC	JP	SZ	LK	PR	XP
0"	3	2	2/4	2	4	3	

**+5**

Life Force	4
Max HP	16
Current HP	

Race	Zeetvah
Age	Youthful
Hair	Blonde
Eyes	Blue
Sex	Male

**Race Abilities** (racial abilities, etc.)

I get +2d to "Hide", but -2d to "Sneak"

Hide = (1 CN) + (2 race) + (4 perk) = 7d

Sneak = (1 CN) - (1 race) + (4 perk) = 4d

Languages: Zeetvah, Common, Goblin

**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.



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

(P4) "Sneaky" = +2d to hide and sneak

(P4) "Sneaky" = +2d to hide and sneak - AGAIN

(already Included above)

(F5) "Combat Paralysis" = Skip first round of a new battle

(F3) "Weakling" = -2d to all ST rolls

**RED Combat (CB) Dice:** (default / standard adjustments)

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

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

**Primal (PR) Rating**

3	Sneaky 1 (already included above)
6	
9	
12	
15	
18	
21	

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

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d

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

(D) Parry = +1d

(3d CB) + (2d armor) + (1d shield) + (1d parry) = 7d

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

Ready Pack, Iron frying pan

WHITE Attack Pool = (A) Small Sword (Hand) = +2d

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

<b>+3p</b>	<b>3/2</b>
Initiative	Moves / Actions
<b>7d</b>	<b>5d</b>
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17