

NAME

NEMORUS

CLASS

FIGHTER

STRENGTH

15

DEXTERITY

16

CONSTITUTION

7

INTELLIGENCE

8

WISDOM

12

CHARISMA

14

HD & HIT POINTS

3D8

22

ATTACK DAMAGE

3D6*

MAPS & NOTES

Armour	AV
CHAIN MAIL	3
SHIELD	1

Put any Usage
Die & Armour
Die here

INVENTORY		
1	LONGSWORD	11
2	CHAIN MAIL	12
3	LARGE SHIELD	13
4	BACKPACK	14
5	TORCHES (UD D6)	15
6	50' ROPE	16
7	RATIONS (UD D8)	17
8	10 COINS AND PURSE	18
9	FLINT AND STEEL	19
10	WINESKIN	20

*SEE DEALER OF DEATH IN THE RULEBOOK.

WAR TROPHY: A DRAGON’S TOOTH PENDANT

BACKGROUND: "I WAS ONCE THE FIRST SWORD OF THE ORDER OF THE SILVER CHALICE, UNTIL MY LOVE OF GAMBLING COST ME MY TITLE, MY HORSE, AND THE RESPECT OF MY PEERS."

NAME

ELDEN

CLASS

CLERIC

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

11

7

8

8

15

12

HD & HIT POINTS

3D8

17

ATTACK DAMAGE

1D6

1D4 UNARMED

MAPS & NOTES

Armour	AV
LEATHER	2
SHIELD	1

Put any Usage
Die & Armour
Die here

INVENTORY		
1	PRAYER BOOK	11
2	STUDDED HIDE BREASTPLATE	12
3	SHIELD	13
4	FORBIDDEN SCRIPTURES	14
5	CANDLES (Ud d4)	15
6	FLINT AND STEEL	16
7	BACKPACK	17
8	WATERSKIN	18
9	RATIONS (Ud d8)	19
10	13 COINS AND PURSE	20

HOLY SYMBOL: MUMMIFIED POINTING HAND

MEMORIZE 3 PRAYERS

PRAYER BOOK:
LEVEL 1: CURE LIGHT WOUNDS, DETECT EVIL, LIGHT
LEVEL 2: BLESS, PURIFY FOOD AND DRINK
LEVEL 3: CURE DISEASE

BACKGROUND: "I WAS THE ONLY ACOLYTE TO ESCAPE THE COLLAPSE OF THE SUNKEN CATHEDRAL, AND I CARRY WITH ME THE ANCIENT AQUATIC DIALECTS FOUND ON THE TABLETS WE TRIED TO SAVE."

NAME

VARUL

CLASS

THIEF

STRENGTH

11

DEXTERITY

13

CONSTITUTION

12

INTELLIGENCE

13

WISDOM

15

CHARISMA

7

HD & HIT POINTS

3D6

12

ATTACK DAMAGE

1D6

1D4 UNARMED

MAPS & NOTES

Armour	AV
LEATHER	2

Put any Usage
Die & Armour
Die here

INVENTORY		
1	BLACK LEATHER HOOD AND VEST	11
2	SHORTS WORD	12
3	STOLEN HEART ~ STILL BEATING	13
4	THIEVES' TOOLS	14
5	BACKPACK	15
6	TORCHES (UD D6)	16
7	FLINT AND STEEL	17
8	WINESKIN	18
9	RATIONS (UD D8)	19
10	23 COINS AND PURSE	20

LUCKY CHARM: EYEPATCH (BOTH EYES ARE FINE)

BACKGROUND: "I GREW UP IN THE SPRAWL OF THE LOWER CITY, WHERE I LEARNED THAT SCALING SHEER WALLS TO ENTER THE HIGH-TOWERS WAS MUCH EASIER THAN BEGGING AT THEIR GATES.*

*SEE DEEP AND MURKY PAST ON THE NEXT PAGE.

CLASS WIZARD

STRENGTH	8
DEXTERITY	10
CONSTITUTION	6
INTELLIGENCE	14
WISDOM	12
CHARISMA	7

HD & HIT POINTS

3D4

8

ATTACK DAMAGE

104

1 UNARMED

MAPS & NOTES

Armour **AV**

ROBES

1

**Put any Usage
Die & Armour
Die here**

INVENTORY

1 SPELLBOOK 11

2 CLOTH ROBES 12

3 OAK STAFF 13

4 **BACKPACK** 14

5 **37 COINS AND PURSE** 15

6 VOID CREATURE'S EGG 16

7 **INK AND QUILL** 17

8 18

9 19

10 20

FAMILIAR: A SWARM OF LADYBUGS

MEMORIZE 3 SPELLS

SPELLBOOK:

LEVEL 1: LIGHT, MAGIC MISSILE, SHIELD

LEVEL 2: DETECT MAGIC, WEB

LEVEL 3: READ LANGUAGES/MAGIC

BACKGROUND: "MY MASTER, THE ECCENTRIC ARCHMAGE VALERIUS OF THE AMBER TOWER, WAS OBSESSED WITH USING ENCHANTED LADYBUGS AS SPIES; I SPENT MY YOUTH LEARNING TO DECODE THE INTRICATE BUZZING PATTERNS THEY USED TO REPORT BACK."

NAME

AILMER

CLASS

ELF

STRENGTH

7

DEXTERITY

16

CONSTITUTION

10

INTELLIGENCE

13

WISDOM

5

CHARISMA

10

HD & HIT POINTS

3D6

13

ATTACK DAMAGE

1D6*

MAPS & NOTES

Armour	AV
CHAINMAIL	3

Put any Usage
Die & Armour
Die here

INVENTORY		
1	SPELLBOOK	11
2	FINE CHAINMAIL	12
3	Bow	13
4	ARROWS (Ud D8)	14
5	TWIN SWORDS	15
6	15 COINS WORTH OF GEMS	16
7		17
8		18
9		19
10		20

*SEE BLADEDANCER IN THE RULEBOOK.
RINCEWIND, PET ELF CAT WITH BUTTERFLY WINGS

ELVEN FEATURE: FINE CHEEKBONES

MEMORIZE 1 SPELL

SPELLBOOK:
LEVEL 1: MAGIC MISSILE
LEVEL 2: SLEEP
LEVEL 3: DISPEL MAGIC

BACKGROUND: "I WAS A SCRIBE IN THE COURT OF SHATTERED GLASS BEFORE THE COUP, WHERE I WAS FORCED TO MEMORIZE THE GENEALOGIES AND SECRETS OF HUMAN BLOODLINES TO MANIPULATE THEIR POLITICS."

NAME

DUZMEAD

CLASS

DWARF

STRENGTH

15

DEXTERITY

12

CONSTITUTION

10

INTELLIGENCE

7

WISDOM

10

CHARISMA

8

HD & HIT POINTS

3d10

18

ATTACK DAMAGE

3d6*

MAPS & NOTES

Armour	AV
CHAINMAIL	3
HELMET	1

-

Put any Usage

Die & Armour

Die here

-

INVENTORY		
1	CHAINMAIL	11 CROWBAR AND TOOLS
2	FULL HELMET	12
3	GREAT AXE (2H)	13
4	HAMMER	14
5	BACKPACK	15
6	50' ROPE	16
7	IRON SPIKES (UD d6)	17
8	RATION (UD d8)	18
9	WINESKIN	19
10	29 COINS AND PURSE	20

*SEE DEALER OF DEATH IN THE RULEBOOK.

HAS A MAGNIFICENT BEARD AND A MISSING

EAR CHEWED OFF BY A GOBLIN

BACKGROUND: "THE GOBLINS OF THE

COPPER-ROT CLAN DON'T FIGHT FAIR; AFTER

LOSING MY BROTHER TO A RIGGED COLLAPSE, I

LEARNED TO SPOT THE WEAK STONework AND

TRIPWIRES THEY USE TO CRUSH INTRUDERS."

NAME

GORMADUC

CLASS

HALFLING

STRENGTH

10

DEXTERITY

14

CONSTITUTION

7

INTELLIGENCE

10

WISDOM

10

CHARISMA

9

HD & HIT POINTS

3D6

15

ATTACK DAMAGE

1D6

1D4 UNARMED

MAPS & NOTES

Armour	AV
LEATHER	1
SHILED	1

Put any Usage
Die & Armour
Die here

INVENTORY		
1	WALKING STICK	11
2	LEATHER ARMOR	12
3	SHIELD	13
4	SHORT SWORD	14
5	SLING AND STONES (Ud d8)	15
6	RATIONS (Ud d8)	16
7	SACK	17
8	WINESKIN	18
9		19
10		20

FAVORITE SNACK: CANDIED APPLES

PET: MR. WHISKERS, FIELD MOUSE

BACKGROUND: "I SPENT TEN YEARS PATROLLING THE GREAT BRAMBLE-HEDGE THAT PROTECTS OUR SHIRE FROM THE WILDLANDS; I DIDN'T SEE MUCH GOLD, BUT I BECAME A MASTER WITH A SLING, ABLE TO KNOCK A CROW OUT OF THE SKY AT FIFTY PACES."

NAME

TAVRIN

CLASS

BARD

STRENGTH

9

DEXTERITY

9

CONSTITUTION

8

INTELLIGENCE

14

WISDOM

8

CHARISMA

13

HD & HIT POINTS

3D6

12

ATTACK DAMAGE

1D6

1D4 UNARMED

MAPS & NOTES

Armour	AV
LEATHER	2
SHIELD	1

Put any Usage
Die & Armour
Die here

INVENTORY		
1	FIDDLE	11
2	LOREBOOK	12
3	STUDED LEATHER	13
4	SHIELD	14
5	SHORT SWORD	15
6	30 COINS AND PURSE	16
7	BACKPACK	17
8	WINESKIN	18
9		19
10		20

ALSO KNOW AND TAVRIN SILVERTOUNGUE

INSTRUMENT: THE FIDDLE

TRINKET: A LOVER’S HANDKERCHIEF

MEMORIZE 1 SPELL

LOREBOOK:

LEVEL 1: CHARM

LEVEL 2: KNOCK/LOCK

LEVEL 3: READ LANGUAGES/MAGIC

BACKGROUND: "I FOOLISHLY ACCEPTED A CHALLENGE AT THE CROSSROADS OF THE WEEPING WILLOW AGAINST A FEY CREATURE; I SURVIVED ONLY BECAUSE I LEARNED TO PLAY AT A TEMPO SO FAST IT CONFUSED THE CREATURE’S ENCHANTMENT."