

CHARACTER NAME

Ancestry: Dwarf

Background: Townsmith

Class: Priest

Level: 1st Experience Points:

Alignment: Good



PLAYER NAME

STRENGTH

BRAWN

AGILITY

METTLE

CRAFT

INSIGHT

WITS

RESOLVE

SKILLS

Bargain

Decipher

Empathy

Heal (First Aid)

Lore (History)

Persuasion (Negotiation)

Psychic

Spellcasting (Mystic)

Tinker

SPECIAL ABILITIES

Tunnel Sight (Ancestry)

Rolling Stone (Ancestry)

Unarmed (Class)

Mystic Spellcasting (Class)

Banish Spirits (Class)

Gentle Heart (Class)

COMBAT

PHYSICAL DAMAGE MODIFIER: +2

PSYCHIC DAMAGE MODIFIER: +5

SPEED: 11 LIFE: 11 LIGHT FATE:

ARMOUR

HELM: Y/(N) SHIELD: Y/(N) TYPE: None

ARMOUR

POINTS: 0

WEAPONS

None

ATTACK BONUS

DAMAGE

WOUNDS

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

DEATH TESTS

☐ DIFF. 8 ☐ DIFF. 9 ☐ DIFF. 10 ☐ DIFF. 11 ☐ DIFF. 12, ETC.



CHARACTER NAME \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Eyes: \_\_\_\_\_ Hair: \_\_\_\_\_

Description: \_\_\_\_\_

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PLAYER NAME \_\_\_\_\_

**2** STRENGTH

**2** BRAWN

**1** AGILITY

**2** METTLE

**5** CRAFT

**5** INSIGHT

**3** WITS

**2** RESOLVE

GOLD: 1d6

MAX LOAD: 10

## FOLLOWERS

Servant

### EQUIPMENT

#### LOAD

#### LOAD

Holy Symbol

—

Bedroll

.5\*

Vestments

—

Tinderbox

—

Haversack

1

Mess Kit

.5\*

Healer's Kit

.5\*

Water Bottle

.5\*

5 Prayer Candles

.5\*

Censer with incense

.5\*

Prayer Book

.5\*

**TOTAL 4.5**

\* Reduced for haversack.

### SPELLS

SPELL POINTS: 5

(Choose 3 Mystic Spells)

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### MAGIC ITEMS

Healing Potion (1)

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CHARACTER NAME

Ancestry: Elf

Background: Feyfriend

Class: Scout

Level: 1st Experience Points:

Alignment: Good



PLAYER NAME

4 STRENGTH

2 BRAWN

4 AGILITY

2 METTLE

3 CRAFT

2 INSIGHT

2 WITS

3 RESOLVE

SKILLS

Animal Handling

Athletics

Entertain

Fortitude

Melee Weapon

Missile Weapon (Bow)

Notice (Ambushes)

Stealth (Forest)

Survival (Forest)

SPECIAL ABILITIES

Night Sight (Ancestry)

Speak with Animals (Ancestry)

Watchful (Class)

Quarry (Class)

Pathfinder (Class)

COMBAT

PHYSICAL DAMAGE MODIFIER: +4

PSYCHIC DAMAGE MODIFIER: +3

SPEED: 14 LIFE: 18 LIGHT FATE:

WEAPONS

Shortsword

Bow

ATTACK BONUS

+4

+6

DAMAGE

1d6+4

1d6+4

ARMOUR

HELM: Y/(N) SHIELD: (Y)/N TYPE: Leather

ARMOUR ○○○ ○○○ ○○○ ○○○

POINTS: 3 ○○○ ○○○ ○○○ ○○○

WOUNDS

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

DEATH TESTS

☐ DIFF. 8 ☐ DIFF. 9 ☐ DIFF. 10 ☐ DIFF. 11 ☐ DIFF. 12, ETC.



CHARACTER NAME

Age:      Height:      Weight:

Eyes:      Hair:

Description:



PLAYER NAME

**4** **STRENGTH**

**2** **BRAWN**

**4** **AGILITY**

**2** **METTLE**

**3** **CRAFT**

**2** **INSIGHT**

**2** **WITS**

**3** **RESOLVE**

GOLD: 1d6+1

MAX LOAD: 20

## FOLLOWERS

Pixie

### EQUIPMENT

#### LOAD

Leather Armour

1

Mess Kit

#### LOAD

.5\*

Shortsword

2

Water Bottle

.5\*

Bow

2

Tinderbox

—

20 Arrows

1

Rations (1 week)

.5\*

Haversack

1

Raft Kit

1\*

Bedroll

.5\*

TOTAL 10

\* Reduced for haversack.

### SPELLS

SPELL POINTS: 0

### MAGIC ITEMS



CHARACTER NAME

Ancestry: Ghoull

Background: Diaspora

Class: Assassin

Level: 1st Experience Points:

Alignment: Neutral



PLAYER NAME

4 STRENGTH

3 BRAWN

4 AGILITY

2 METTLE

3 CRAFT

2 INSIGHT

2 WITS

2 RESOLVE

SKILLS

Athletics

Deception

Melee (Rapier)

Notice

Persuasion

Psychic

Sleight of Hand

Stealth (Civilised Areas)

Throw

Tinker (Pick Lock)

SPECIAL ABILITIES

Spirit Sense (Ancestry)

Soul Drinker (Ancestry)

Treachery (Class)

Preparation (Class)

Path of Blood (Class)

COMBAT

PHYSICAL DAMAGE MODIFIER: +4

PSYCHIC DAMAGE MODIFIER: +3

SPEED: 14 LIFE: 14 LIGHT FATE:

WEAPONS

Rapier

Dagger

Throwing Dagger

ATTACK BONUS

+6

+4

+4

DAMAGE

1d6+4

1d3+4

1d2+4

ARMOUR

HELM: Y/(N) SHIELD: Y/(N) TYPE: Leather

ARMOUR ○○○ ○○○ ○○○ ○○○

POINTS: 3 ○○○ ○○○ ○○○ ○○○

WOUNDS

□ -2 □ -4 □ -6 □ -8 □ -10

DEATH TESTS

□ DIFF. 8 □ DIFF. 9 □ DIFF. 10 □ DIFF. 11 □ DIFF. 12, ETC.



CHARACTER NAME

Age:      Height:      Weight:

Eyes:      Hair:

Description:



PLAYER NAME

**4** **STRENGTH**

**3** **BRAWN**

**4** **AGILITY**

**2** **METTLE**

**3** **CRAFT**

**2** **INSIGHT**

**2** **WITS**

**2** **RESOLVE**

GOLD: 3d6+1

MAX LOAD: 20

## FOLLOWERS

Servant

### EQUIPMENT

#### LOAD

Leather Armour

1

Rapier

1

10 throwing daggers

—

2 Daggers

2

Haversack

1

Poisoner's Kit

.5\*

Disguise Kit

.5\*

Bedroll

#### LOAD

.5\*

Tinderbox

—

Mess Kit

.5\*

Water Bottle

.5\*

50 feet of rope

1\*

Climbing Harness

1\*

Antitoxin Potion

—

**TOTAL 9.5**

\* Reduced for haversack.

### SPELLS

SPELL POINTS: 0

### MAGIC ITEMS



CHARACTER NAME

Ancestry: Human

Background: Nomad

Class: Sorcerer

Level: 1st Experience Points:

Alignment: Evil



PLAYER NAME

2 STRENGTH

1 BRAWN

2 AGILITY

1 METTLE

5 CRAFT

3 INSIGHT

5 WITS

3 RESOLVE

SKILLS

Bargain

Decipher (Languages)

Persuasion

Notice

Lore (Relics)

Psychic

Ride (Horse)

Spellcasting (Arcane)

Survival

SPECIAL ABILITIES

We're Friends (Ancestry)

Arcane Spellcasting (Class)

Familiar (Class)

Disarming Wit (Class)

COMBAT

PHYSICAL DAMAGE MODIFIER: +2

PSYCHIC DAMAGE MODIFIER: +5

SPEED: 12 LIFE: 12 LIGHT FATE:

WEAPONS

Light Crossbow

Staff

ATTACK BONUS

—

—

DAMAGE

1d6+2

1d6+2

ARMOUR

HELM: Y/(N) SHIELD: Y/(N) TYPE: None

ARMOUR ○○○○ ○○○○ ○○○○ ○○○○

POINTS: 0 ○○○○ ○○○○ ○○○○ ○○○○

WOUNDS

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

DEATH TESTS

☐ DIFF. 8 ☐ DIFF. 9 ☐ DIFF. 10 ☐ DIFF. 11 ☐ DIFF. 12, ETC.



CHARACTER NAME \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Eyes: \_\_\_\_\_ Hair: \_\_\_\_\_

Description: \_\_\_\_\_

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PLAYER NAME \_\_\_\_\_

**2** **STRENGTH**

**1** **BRAWN**

**2** **AGILITY**

**1** **METTLE**

**5** **CRAFT**

**3** **INSIGHT**

**5** **WITS**

**3** **RESOLVE**

GOLD: 1d6+1

MAX LOAD: 10

## FOLLOWERS

Horse

Familiar

## EQUIPMENT

### LOAD

### LOAD

Light Crossbow

1

Lorebook (choose subject)

.5\*

20 Bolts

1

Bedroll

.5\*

Staff

3

Tinderbox

—

Haversack

1

Mess Kit

.5\*

Spellbook

.5\*

Water Bottle

.5\*

5 sheets parchment

—

Lantern

1\*

Pen & Ink

.5\*

2 flasks oil

—

**TOTAL 10**

\* Reduced for haversack.

## SPELLS

SPELL POINTS: 5

(Choose 3 Arcane Spells)

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## MAGIC ITEMS

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CHARACTER NAME

Ancestry: Sprite

Background: Courtier

Class: Druid

Level: 1st Experience Points:

Alignment: Neutral



PLAYER NAME

3 STRENGTH

1 BRAWN

3 AGILITY

2 METTLE

4 CRAFT

2 INSIGHT

2 WITS

5 RESOLVE

SKILLS

Animal Handling (Training)

Melee

Decipher

Notice

Heal

Spellcasting (Nature)

Entertain

Stealth

Lore

Survival (Forest)

SPECIAL ABILITIES

Flight (Ancestry)

Boon or Bane (Ancestry)

Nature Spellcasting (Class)

Life of the Realm (Class)

Animal Features (Class)

COMBAT

PHYSICAL DAMAGE MODIFIER: +3

PSYCHIC DAMAGE MODIFIER: +4

SPEED: 13 LIFE: 14 LIGHT FATE:

WEAPONS

Scythe

ATTACK BONUS

+1

DAMAGE

1d6+2

Staff

+1

1d6+3

ARMOUR

HELM: Y/(N) SHIELD: Y/(N) TYPE: Leather

ARMOUR ○○○ ○○○ ○○○ ○○○

POINTS: 3 ○○○ ○○○ ○○○ ○○○

WOUNDS

□ -2 □ -4 □ -6 □ -8 □ -10

DEATH TESTS

□ DIFF. 8 □ DIFF. 9 □ DIFF. 10 □ DIFF. 11 □ DIFF. 12, ETC.



CHARACTER NAME

Age:      Height:      Weight:

Eyes:      Hair:

Description:



PLAYER NAME

**3** **STRENGTH**

**1** **BRAWN**

**3** **AGILITY**

**2** **METTLE**

**4** **CRAFT**

**2** **INSIGHT**

**2** **WITS**

**5** **RESOLVE**

GOLD: 1d6+1

MAX LOAD: 15

## FOLLOWERS

Pixie

### EQUIPMENT

#### LOAD

#### LOAD

Leather Armour

1

Bedroll

.5\*

Scythe

1

Tinderbox

—

Staff

3

Mess Kit

.5\*

Haversack

1

Water Bottle

.5\*

Healer's Kit

.5\*

10 torches

1

Runestones

.5\*

**TOTAL 9.5**

\* Reduced for haversack.

### SPELLS

SPELL POINTS: 0

### MAGIC ITEMS



CHARACTER NAME

Ancestry: Troll

Background: World Walker

Class: Warrior

Level: 1st Experience Points:

Alignment: Neutral



PLAYER NAME

5 STRENGTH

5 BRAWN

2 AGILITY

4 METTLE

2 CRAFT

1 INSIGHT

1 WITS

2 RESOLVE

SKILLS

Athletics (Climbing)

Intimidate

Fortitude (Poison)

Melee (Axe, Sword)

Notice

Ride

Stealth

Survival

Throw

SPECIAL ABILITIES

Regeneration (Ancestry)

Stonespeaker (Ancestry)

Heavy Armour Training (Class)

Two Weapon Fighting (Class):

Mighty Blow (Class)

COMBAT

PHYSICAL DAMAGE MODIFIER: +5

PSYCHIC DAMAGE MODIFIER: +2

SPEED: 12 LIFE: 19 LIGHT FATE:

WEAPONS

Axe

Throwing axes

ATTACK BONUS

+7

+2

DAMAGE

1d6+5

1d3+5

ARMOUR

HELM: Y/(N) SHIELD: Y/(N) TYPE: Scale

ARMOUR ○○○ ○○○ ○○○ ○○○

POINTS: 12 ○○○ ○○○ ○○○ ○○○

WOUNDS

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

DEATH TESTS

☐ DIFF. 8 ☐ DIFF. 9 ☐ DIFF. 10 ☐ DIFF. 11 ☐ DIFF. 12, ETC.



CHARACTER NAME \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Eyes: \_\_\_\_\_ Hair: \_\_\_\_\_

Description: \_\_\_\_\_

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PLAYER NAME \_\_\_\_\_

**5** **STRENGTH**

**5** **BRAWN**

**2** **AGILITY**

**4** **METTLE**

**2** **CRAFT**

**1** **INSIGHT**

**1** **WITS**

**2** **RESOLVE**

GOLD: 2d6+2

MAX LOAD: 25

## FOLLOWERS

### EQUIPMENT

#### LOAD

Scale armour

8

10 pitons

#### LOAD

.5\*

2 Axes

4

Hammer

.5\*

2 Throwing Axes

—

Mess Kit

.5\*

Haversack

1

Water Bottle

.5\*

Bedroll

.5\*

10 torches

1\*

Tinderbox

—

Whetstone

—

50 feet of rope

.5\*

**TOTAL 17**

\* Reduced for haversack.

### SPELLS

SPELL POINTS: 0

### MAGIC ITEMS

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