

Race: Dawnsmoor Elf

Class: Apothecary

Age: Young Adult

Gender: Female

SKILLS

DISABLED

Agility	<input type="checkbox"/>
Alchemy	<input type="checkbox"/>
Craftsmanship	<input type="checkbox"/>
Dueling	<input type="checkbox"/>
Persuasion	<input type="checkbox"/>
Reasoning	<input type="checkbox"/>
Survival	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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EXPERIENCE

STAMINA

MAXIMUM

☐


ITEMS

BACKGROUND

Child of a Latari elf and a traveler from another tribe. Lived among the humans of Dawnsmoor as a youth. Mingled with the blacksmiths, carpenters, alchemists, and herbalists. Sedentary life too stifling. Seeking ancient cultures to learn their methods.

PERSONALITY & IDEALS

Ever the mindful teacher. Very down-to-earth, with a sense of genuine intensity and compassion for all people and things.

“If it’s worth doing at all, it’s worth doing right. And to do a thing right, one must learn the best way to do it.”

“Inspiration can be found across the globe, in the natural world and among the people who populate it.”

PHYSICAL DESCRIPTION

A woman of ageless grace, but not the aloofness that often comes with centuries of life. Unkempt windblown hair the color of autumn leaves. Clothing is practical but of fine quality. Carries a large satchel that smells of herbs.

Race: Free City Human

Class : Bard

Age: Young Adult

Gender: Trans Female

SKILLS

DISABLED

Archery

☐

Empathy

☐

Persuasion

☐

Performance

☐

Streetwise

☐

Runes

☐

Willpower

☐
☐
☐
☐
☐
☐

EXPERIENCE

STAMINA

MAXIMUM

☐


ITEMS

BACKGROUND

Born the son of a merchant. Identifies as female. Enchanted by tales of far away peoples and places. Not in any way what her parents expected her to be. Determined to be one of the great song-smiths of the world. Set out to see the world and make her name.

PERSONALITY & IDEALS

Curious about the world she heard about in stories as a child growing up in the Free Cities. Loves people. Enjoys people from all over the world. Puts people at ease. Speaks many languages.

“How can one write songs that will someday be heard in taverns the world over unless one has taken to the road on one’s own adventures?”

PHYSICAL DESCRIPTION

A lively youth wearing rich, colorful clothing tied with finely embroidered scarves and sashes. Has dark hair cut to the shoulder and tied in a silk bandana. Moves with the natural grace of a dancer and has a voice that turns easily to song.

Race: Wanderer Gnome

Class : Brawler

Age: Middle Aged

Gender: Male

SKILLS

DISABLED

Athletics	<input type="checkbox"/>
Brawling	<input type="checkbox"/>
Endurance	<input type="checkbox"/>
Stealth	<input type="checkbox"/>
Streetwise	<input type="checkbox"/>
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EXPERIENCE

STAMINA

MAXIMUM

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ITEMS

BACKGROUND

Been a vagabond his whole life. No roots. Split off on his own when he was very young. Has had to struggle to survive, but has come out stronger as a result. Doesn't have much patience for the prejudices of "easy living folk."

PERSONALITY & IDEALS

Cocky. Holds others to a very high standard, but holds himself to it as well. Sees life as a challenge. Friendly, but doesn't pull his punches, ever.

"It's about living up to the test and proving to the universe that there's nothing I can't do."

"Every cave mouth and ruined archway is another opportunity to test my mettle!"

PHYSICAL DESCRIPTION

A mutton-chopped, balding man of middle years who has seen a few too many fights and more than his fair share of broken noses and bloody knuckles. Wears sturdy leathers, and carries a rustic pack and little else. Posture marks him as confident and capable.

Race: Baronial Human

Class: Knight

Age: Adult

Gender: Male

SKILLS

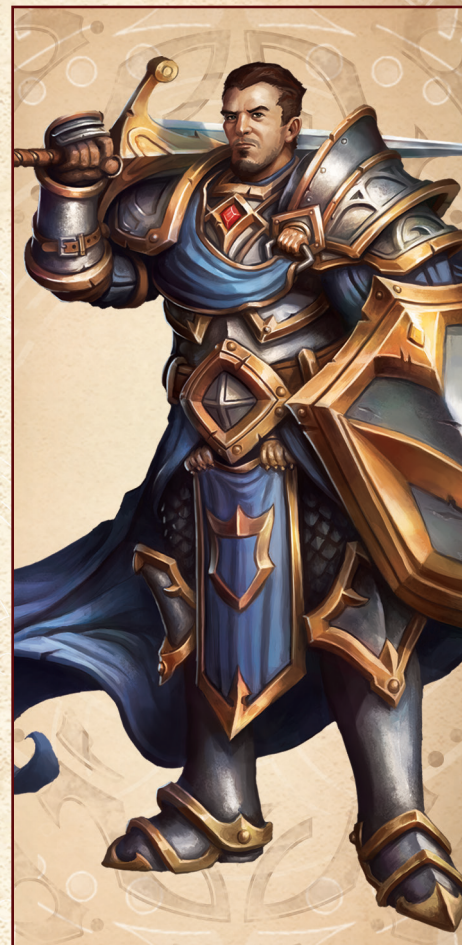
DISABLED

Athletics	<input type="checkbox"/>
Awareness	<input type="checkbox"/>
Dueling	<input type="checkbox"/>
Endurance	<input type="checkbox"/>
Military	<input type="checkbox"/>
Willpower	<input type="checkbox"/>
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EXPERIENCE

STAMINA

MAXIMUM

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ITEMS

BACKGROUND

Born and raised in the baronial seat of Rhynn. Groomed for military service. As a squire, his master was killed in battle. After putting his master to rest, he took up his master's sword and cause and never looked back.

PERSONALITY & IDEALS

An arrogant man with good intentions. Considers it the duty of the nobility to defend the meek. Believes it is also the duty of the nobility to rule, for the lower orders don't have the capacity for leadership the way those of his caste do.

"Evil is a real and tangible force, and it is to be utterly eradicated."

PHYSICAL DESCRIPTION

A proud knight just taking his place in manhood. Looks the part in every way. Keeps his armor polished, his sword sharp, his shield emblem clear, and most importantly his cape clean. Has a short-cropped beard, clearly to cultivate the appearance of maturity. Not quite working yet.

Race: Hyrrinx Catfolk

Class: Sage

Age: Old Age

Gender: Male

SKILLS

DISABLED

Arcana	<input type="checkbox"/>
Athletics	<input type="checkbox"/>
Awareness	<input type="checkbox"/>
Brawling	<input type="checkbox"/>
Devotion	<input type="checkbox"/>
History	<input type="checkbox"/>
Reasoning	<input type="checkbox"/>
Runes	<input type="checkbox"/>
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EXPERIENCE

STAMINA

MAXIMUM



ITEMS

BACKGROUND

After exile from his village, indulged his curiosity by wandering the wider world, including an extended visit to the libraries of Greyhaven. But books are not enough to satisfy his curiosity. Wants to see in real life what he saw in books.

PERSONALITY & IDEALS

Curious in the extreme. Knowledge of the world and the people in it is his greatest passion, therefore he is never without excitement. Has amassed an impressive wealth of trivia on every topic imaginable. Agreeable, but not gullible.

“There is always more to learn!”

“The world is an exciting place full of wonders and curiosity.”

PHYSICAL DESCRIPTION

An ancient, grey-muzzled sage still vital and filled with curious energy. Pale brown fur greying to silver with age. Tufted, white-tipped ears give the impression of a quirky old professor. Wears a long robe of simple cloth adorned with several trinkets and mementos, to remind him of his travels.

Race: Dunwarr Dwarf

Class : Thief

Age: Adult

Gender: Female

SKILLS

DISABLED

Deception	<input type="checkbox"/>
Endurance	<input type="checkbox"/>
Military	<input type="checkbox"/>
Reasoning	<input type="checkbox"/>
Stealth	<input type="checkbox"/>
Streetwise	<input type="checkbox"/>
Thievery	<input type="checkbox"/>
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EXPERIENCE

STAMINA

MAXIMUM



ITEMS

BACKGROUND

Child of a proud military clan. Forced into the army. After much strife, she was cast out, dishonored. Ran with a thieves' guild for some time, until she realized their evil ways. Struck out on her own and became an adventurer. Seeking a place in the world.

PERSONALITY & IDEALS

Hot-headed, anti-authority, and cunning. Fiercely loyal to her chosen companions. Will do whatever it takes to protect them, even if that means breaking the law or protecting them from themselves if they do something stupid. Will sometimes throw herself in harms way, or make rash decisions to prove a point.

PHYSICAL DESCRIPTION

A tough-as-nails young woman with dark skin and dirty blonde hair. Wears weathered leathers and fingerless gloves. Muscular arms are tattooed with dwarven runes. She carries long daggers that seem all too fitting in her calloused hands. Posture and stride belie an agile surefootedness.

Race: Tribal Orc

Class : Wildlander

Age: Middle Aged

Gender: Female

SKILLS

DISABLED

Agility	<input type="checkbox"/>
Archery	<input type="checkbox"/>
Awareness	<input type="checkbox"/>
Devotion	<input type="checkbox"/>
Military	<input type="checkbox"/>
Survival	<input type="checkbox"/>
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EXPERIENCE

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ITEMS

BACKGROUND

Sole survivor of her tribe. Entire village wiped out by terrible plague. Begged the elders to let her seek help from nearby human barony. Elders forbade it. She went anyway. Returned too late. Blames herself.

PERSONALITY & IDEALS

Highly capable. A lone wolf with a sense of pack mentality. Cares for her chosen pack-mates a great deal. Does what needs doing before someone gets hurt, or worse. Willing to follow those who have proven themselves. Practical and serious but not humorless. Respects the spirits and the spirit world, but is not worshipful.

PHYSICAL DESCRIPTION

A weathered woman of late middle-age. Has spent most of her life wandering the wild places. Carries her entire life on her back. Handmade all of her own gear, clothing, and weapons. Skinning knife and hatchet sheathed at her hip. Carries a longbow for hunting and combat.