
ARCHMASTER AODHAN

From an early age you have been fascinated with fire. Your sorcerous mother brought you to a school of magicians after you accidentally burned down a barn on the family farm. At school you learned the secrets of magic, but the thirst for deeper knowledge made you restless. Now, after a few years of extensive travel, you have joined a company of adventurers for an expedition to the Misty Vale.

ADAPTIVE

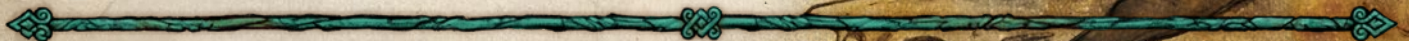
◆ **Willpower Points:** 3

When rolling for a skill, you can choose to make the roll using another skill of your choice. You must be able to justify how you use the selected skill instead of the normal one. The GM has the final word, but should be lenient.

MAGIC

◆ **Willpower Points:** Varies

As a wizard you can use magic. Read more about magic in chapter 5 of the Rulebook.



PLAYER

RACE Elf AGE Adult
PROFESSION Hunter
WEAKNESS Intolerant. Nightkin such as orcs and goblins are evil and need to be fought.

DRAGON BANE

APPEARANCE Smooth and confident walk. Clear eyes that suspiciously scrutinize everyone. Eager and swift in thought and action.

NAME Orla Moonsilver

STR 13 CON 15 AGL 17 INT 13 WIL 10 CHA 9
EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

DAMAGE BON. STR D4 DAMAGE BON. AGL D6 MOVEMENT 14 ENCUMBRANCE LIMIT 7

ABILITIES & SPELLS

Inner Peace
Twin Shot

GOLD _____
SILVER 4
COPPER _____

SKILLS

◇ <u>14</u> Acrobatics (AGL)	WEAPON SKILLS
◇ <u>12</u> Awareness (INT)	◇ <u>6</u> Axes (STR)
◇ <u>5</u> Bartering (CHA)	◇ <u>14</u> Bows (AGL)
◇ <u>6</u> Beast Lore (INT)	◇ <u>6</u> Brawling (STR)
◇ <u>5</u> Bluffing (CHA)	◇ <u>7</u> Crossbows (AGL)
◇ <u>12</u> Bushcraft (INT)	◇ <u>6</u> Hammers (STR)
◇ <u>6</u> Crafting (STR)	◇ <u>14</u> Knives (AGL)
◇ <u>14</u> Evade (AGL)	◇ <u>7</u> Slings (AGL)
◇ <u>6</u> Healing (INT)	◇ <u>6</u> Spears (STR)
◇ <u>14</u> Hunting & Fishing (AGL)	◇ <u>7</u> Staves (AGL)
◇ <u>6</u> Languages (INT)	◇ <u>12</u> Swords (STR)
◇ <u>6</u> Myths & Legends (INT)	SECONDARY SKILLS
◇ <u>5</u> Performance (CHA)	◇ _____
◇ <u>5</u> Persuasion (CHA)	◇ _____
◇ <u>7</u> Riding (AGL)	◇ _____
◇ <u>6</u> Seamanship (INT)	◇ _____
◇ <u>7</u> Sleight of Hand (AGL)	◇ _____
◇ <u>14</u> Sneaking (AGL)	◇ _____
◇ <u>6</u> Spot Hidden (INT)	◇ _____
◇ <u>14</u> Swimming (AGL)	◇ _____

INVENTORY

1 Quiver (Iron head arrows)
2 Torch
3 Rope
4 _____
5 _____
6 _____
7 _____
8 _____
9 _____
10 _____

MEMENTO Fang from the troll that slew your sister.

TINY ITEMS Flint & Tinder

ARMOR Leather
ARMOR RATING 1
BANE ON: ◇ SNEAKING ◇ EVADE ◇ ACROBATICS

HELMET _____
ARMOR RATING _____
BANE ON: ◇ AWARENESS ◇ RANGED ATTACKS

◇ ROUND REST ◇ STRETCH REST
WILLPOWER POINTS
10

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Longbow</u>	<u>2h</u>	<u>100</u>	<u>D12</u>	<u>6</u>	<u>Piercing</u>
<u>Knife</u>	<u>1h</u>	<u>13</u>	<u>D8</u>	<u>3</u>	<u>Subtle, Piercing</u>

HIT POINTS
15

DEATH ROLLS _____ SUCCESSES _____ FAILURES _____

ORLA MOONSILVER

You grew up in the tropical forests of the south, always in search of adventure, but also humbled by your family's expectations of discipline and reflection. After a troll attacked your village and killed many of your kinsmen, you decided to find a new future for yourself. Still seeking your destiny, you have concluded that journeying is your goal. Together with a group of fellow adventurers you have traveled to the Misty Vale to see what it has to offer.

INNER PEACE

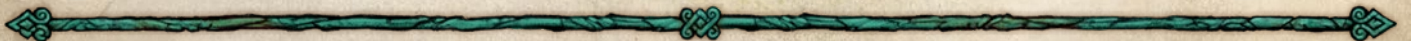
◆ **Willpower Points:** —

As an elf, you can meditate deeply during a stretch rest. You heal an additional D6 HP and a D6 extra WP, and can recover from an additional condition. You are completely unresponsive during your meditation and cannot be awakened.

TWIN SHOT

◆ **Willpower Points:** 3

By activating this ability when attacking with a bow (not crossbow), you shoot two arrows instead of one. Roll just once to hit, with a bane. Damage is rolled separately. The arrows can be directed at the same target or two different targets.



PLAYER

KIN Mallard AGE Adult
 PROFESSION Knight
 WEAKNESS Foolhardy. You always go first into danger.

DRAGON BANE

APPEARANCE Strong, sturdy, and stubborn. Waddling walk. Quick to anger when provoked, especially if someone insults your family or honor. You seldom smile.

NAME Makander of Halfbay

STR 16 CON 16 AGL 10 INT 12 WIL 14 CHA 13

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

DAMAGE BON. STR D4 DAMAGE BON. AGL - MOVEMENT 8 ENCUMBRANCE LIMIT 8

ABILITIES & SPELLS

Ill-tempered
Webbed Feet
Guardian

GOLD _____
 SILVER 10
 COPPER _____

SKILLS

◆ 10 Acrobatics (AGL)	WEAPON SKILLS
◆ 5 Awareness (INT)	◆ 14 Axes (STR)
◆ 6 Bartering (CHA)	◆ 5 Bows (AGL)
◆ 5 Beast Lore (INT)	◆ 14 Brawling (STR)
◆ 6 Bluffing (CHA)	◆ 10 Crossbows (AGL)
◆ 5 Bushcraft (INT)	◆ 14 Hammers (STR)
◆ 7 Crafting (STR)	◆ 5 Knives (AGL)
◆ 5 Evade (AGL)	◆ 5 Slings (AGL)
◆ 5 Healing (INT)	◆ 14 Spears (STR)
◆ 5 Hunting & Fishing (AGL)	◆ 5 Staves (AGL)
◆ 5 Languages (INT)	◆ 14 Swords (STR)
◆ 10 Myths & Legends (INT)	SECONDARY SKILLS
◆ 12 Performance (CHA)	◆ _____
◆ 12 Persuasion (CHA)	◆ _____
◆ 5 Riding (AGL)	◆ _____
◆ 5 Seamanship (INT)	◆ _____
◆ 5 Sleight of Hand (AGL)	◆ _____
◆ 5 Sneaking (AGL)	◆ _____
◆ 5 Spot Hidden (INT)	◆ _____
◆ 5 Swimming (AGL)	◆ _____

INVENTORY

1 Torch
 2 _____
 3 _____
 4 _____
 5 _____
 6 _____
 7 _____
 8 _____
 9 _____
 10 _____

MEMENTO
A fine pipe made of black horn (a gift from your father).

TINY ITEMS
Flint & Tinder

ARMOR
 ARMOR RATING 6
Plate
 BANE ON:
 ◆ SNEAKING ◆ EVADE
 ◆ ACROBATICS

HELMET
 ARMOR RATING _____
 BANE ON:
 ◆ AWARENESS
 ◆ RANGED ATTACKS

◆ ROUND REST ◆ STRETCH REST

WILLPOWER POINTS
14

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Battleaxe</u>	<u>1h</u>	<u>2</u>	<u>2D8</u>	<u>9</u>	<u>Slashing, Toppling</u>
<u>Short Sword</u>	<u>1h</u>	<u>2</u>	<u>D10</u>	<u>12</u>	<u>Slashing, Piercing</u>
<u>Small Shield</u>	<u>1h</u>	<u>2</u>	<u>D8</u>	<u>15</u>	<u>Bludgeoning</u>

HIT POINTS
16

DEATH ROLLS _____ SUCCESSES _____ FAILURES _____

MAKANDER OF HALFBAY

You are the youngest son of the Baron of Halfbay, who resides at his seat of power many days' travel to the east. Knowing that the title will pass to your older (but lesser) brother, you searched your soul and decided to forge your own path. You take great pride in your name and honor, and accept missions that help the weak and punish the wicked. Now you have joined a company of adventurers, drawn by rumors of treasure in the Misty Vale.

ILL-TEMPERED

◆ **Willpower Points:** 3

Mallards tend to have a choleric temper. You can activate this ability (no action) when making a skill roll and get a boon to the roll. You also become Angry, if you're not already. This ability cannot be used for rolls against INT or INT-based skills.

WEBBED FEET

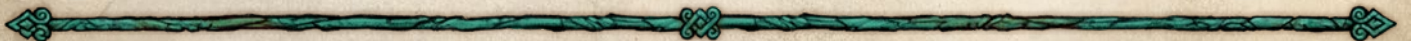
◆ **Willpower Points:** —

As a mallard you also get a boon to all SWIMMING rolls. You always move at full speed in or under water.

GUARDIAN

◆ **Willpower Points:** 2

You do not hesitate to take a hit to protect your friends. If you and another player character are both within 2 meters of the same enemy and the enemy tries to attack the other character, you can activate this ability to force the enemy to attack you instead. Using this ability can be done out of turn and it does not count as an action.



PLAYER

KIN Halfling AGE Young
PROFESSION Thief
WEAKNESS Reckless. You always take big risks without thought of the consequences.

DRAGON BANE

APPEARANCE Innocent face with shrewd, constantly observing eyes. Light and silent on your feet. You see opportunity in any situation.

NAME Krisanna the Bold

STR 8 CON 13 AGL 18 INT 14 WIL 15 CHA 10

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

DAMAGE BON. STR - DAMAGE BON. AGL D6 MOVEMENT 12 ENCUMBRANCE LIMIT 4

ABILITIES & SPELLS

Hard to Catch
Backstabbing

GOLD _____
SILVER 2
COPPER _____

SKILLS

◆ 14 Acrobatics (AGL)
◆ 12 Awareness (INT)
◆ 5 Bartering (CHA)
◆ 6 Beast Lore (INT)
◆ 10 Bluffing (CHA)
◆ 6 Bushcraft (INT)
◆ 4 Crafting (STR)
◆ 14 Evade (AGL)
◆ 6 Healing (INT)
◆ 7 Hunting & Fishing (AGL)
◆ 6 Languages (INT)
◆ 6 Myths & Legends (INT)
◆ 5 Performance (CHA)
◆ 5 Persuasion (CHA)
◆ 7 Riding (AGL)
◆ 6 Seamanship (INT)
◆ 14 Sleight of Hand (AGL)
◆ 14 Sneaking (AGL)
◆ 12 Spot Hidden (INT)
◆ 7 Swimming (AGL)

WEAPON SKILLS
◆ 4 Axes (STR)
◆ 7 Bows (AGL)
◆ 4 Brawling (STR)
◆ 7 Crossbows (AGL)
◆ 4 Hammers (STR)
◆ 14 Knives (AGL)
◆ 7 Slings (AGL)
◆ 4 Spears (STR)
◆ 7 Staves (AGL)
◆ 4 Swords (STR)

SECONDARY SKILLS
◆ _____
◆ _____
◆ _____
◆ _____
◆ _____
◆ _____
◆ _____
◆ _____

INVENTORY

1 Lockpicks
2 Torch
3 Rope
4 _____
5 _____
6 _____
7 _____
8 _____
9 _____
10 _____

MEMENTO A treasure map you "found."

TINY ITEMS Flint & Tinder

ARMOR Leather
ARMOR RATING 1
BANE ON:
◆ SNEAKING ◆ EVADE
◆ ACROBATICS

HELMET _____
ARMOR RATING _____
BANE ON:
◆ AWARENESS
◆ RANGED ATTACKS

◆ ROUND REST ◆ STRETCH REST

WILLPOWER POINTS 15

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Dagger</u>	<u>1h</u>	<u>8</u>	<u>D8</u>	<u>9</u>	<u>Subtle, Piercing, Slashing</u>
<u>Knife</u>	<u>1h</u>	<u>8</u>	<u>D8</u>	<u>6</u>	<u>Subtle, Piercing</u>
<u>Knife</u>	<u>1h</u>	<u>8</u>	<u>D8</u>	<u>6</u>	<u>Subtle, Piercing</u>

HIT POINTS 13

DEATH ROLLS _____ SUCCESSES _____ FAILURES _____

KRISANNA THE BOLD

Growing up in a city in the west, you were always coming up with wild ideas and daring your friends to take ever-greater risks in the alleys. You became an adept pickpocket and later started burglarizing luxurious mansions. You were caught and thrown in prison, but escaped shortly thereafter. Now you keep clear of the city, always looking for new challenges and experiences together with a party of adventurers. You are currently on your way to the Misty Vale, which is said to offer plenty of both.

HARD TO CATCH

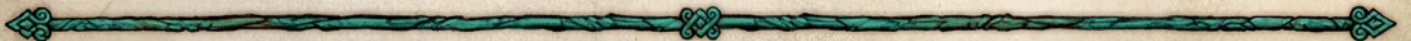
◆ **Willpower Points:** 3

You can activate this ability when dodging an attack, getting a boon to the EVADE roll.

BACKSTABBING

◆ **Willpower Points:** 3

You can activate this ability when making a melee attack against an enemy that is also within 2 meters of another player character. Your attack then counts as a sneak attack, which means it cannot be dodged or parried, you get a boon to the roll, and the number of dice rolled for the damage is increased by one (i.e. 2D8 instead of D8). This ability can only be used with a *subtle* weapon (page 74 in the Rulebook). Activating this ability does not count as an action.



PLAYER

KIN Wolfkin AGE Young
PROFESSION Fighter
WEAKNESS Gluttonous. You take every chance you get to eat something tasty.

DRAGON BANE

APPEARANCE Scarred and wiry. Look loyally at friends, but menacingly at foes.
You take good care of your clothes and often wear fragrant perfumes.

NAME Bastonn Bloodjaw

STR 18 CON 17 AGL 14 INT 11 WIL 13 CHA 7

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

DAMAGE BON. STR D6 DAMAGE BON. AGL D4 MOVEMENT 14 ENCUMBRANCE LIMIT

ABILITIES & SPELLS

Hunting Instincts
Veteran

GOLD _____
SILVER 2
COPPER _____

SKILLS

◆ 12 Acrobatics (AGL) WEAPON SKILLS
 ◆ 5 Awareness (INT) ◆ 14 Axes (STR)
 ◆ 4 Bartering (CHA) ◆ 6 Bows (AGL)
 ◆ 5 Beast Lore (INT) ◆ 14 Brawling (STR)
 ◆ 4 Bluffing (CHA) ◆ 6 Crossbows (AGL)
 ◆ 5 Bushcraft (INT) ◆ 14 Hammers (STR)
 ◆ 7 Crafting (STR) ◆ 6 Knives (AGL)
 ◆ 12 Evade (AGL) ◆ 6 Slings (AGL)
 ◆ 5 Healing (INT) ◆ 14 Spears (STR)
 ◆ 6 Hunting & Fishing (AGL) ◆ 6 Staves (AGL)
 ◆ 5 Languages (INT) ◆ 14 Swords (STR)
 ◆ 5 Myths & Legends (INT)
 ◆ 4 Performance (CHA)
 ◆ 4 Persuasion (CHA)
 ◆ 6 Riding (AGL)
 ◆ 5 Seamanship (INT)
 ◆ 6 Sleight of Hand (AGL)
 ◆ 12 Sneaking (AGL)
 ◆ 5 Spot Hidden (INT)
 ◆ 6 Swimming (AGL)

SECONDARY SKILLS

INVENTORY

1 Torch
 2 _____
 3 _____
 4 _____
 5 _____
 6 _____
 7 _____
 8 _____
 9 _____
 10 _____

MEMENTO
Blue bottle of perfume.

TINY ITEMS
Flint & Tinder

ARMOR Studded Leather
 ARMOR RATING 2
 BANE ON:
 ◆ SNEAKING ◆ EVADE
 ◆ ACROBATICS

HELMET _____
 ARMOR RATING _____
 BANE ON:
 ◆ AWARENESS
 ◆ RANGED ATTACKS

◆ ROUND REST ◆ STRETCH REST

WILLPOWER POINTS
13

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Long Spear</u>	<u>2h</u>	<u>4</u>	<u>2D8</u>	<u>9</u>	<u>Long, Piercing</u>
<u>Short Spear</u>	<u>1h</u>	<u>36</u>	<u>D10</u>	<u>9</u>	<u>Piercing</u>

HIT POINTS
17

DEATH ROLLS SUCCESSES FAILURES
 ◆ ◆ ◆ ◆ ◆ ◆

BASTONN BLOODJAW

You have come from the northern wastelands in search of work, joy, and the finer things in life. Tired of your people's tribal feuds, you dreamed of something bigger and traveled south. There you worked as a mercenary, gladiator, caravan escort, and guardsman, before banding together with a company of adventurers. You are now on your way to the Misty Vale, enticed by rumors of demons, monsters, and mighty foes.

HUNTING INSTINCTS

◆ **Willpower Points:** 3

You can use this ability to designate a creature in sight, or a creature you can catch the scent of, as your prey. This counts as an action in combat. You can follow the scent of your prey for a full day, and you can spend 1 further WP (not an action) to gain a boon for an attack against your prey.

VETERAN

◆ **Willpower Points:** 1

Activating this ability at the start of a combat round allows you to retain your initiative card from the previous round instead of drawing a new one. Doing so does not count as an action. For more information on combat and initiative, see chapter 4 of the Rulebook.

