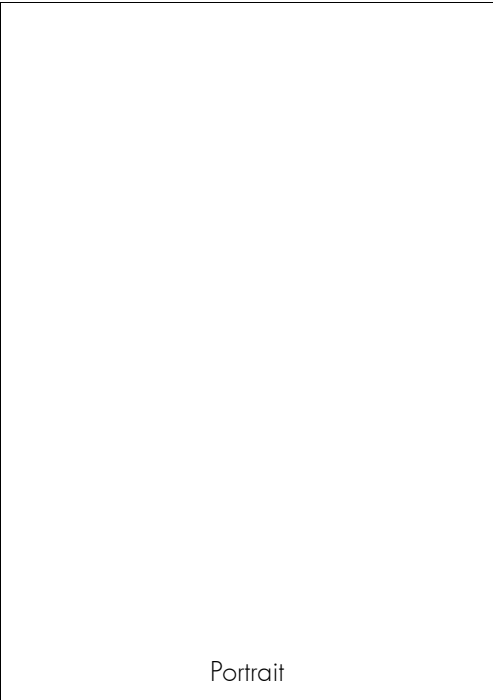


Name: Tygar Van Durden
Player:
XP:

HP: 5

Level: 1
Class: Fighter
Convictions:
- Protect and display historical artifacts.
- Magic is awful and should be avoided.



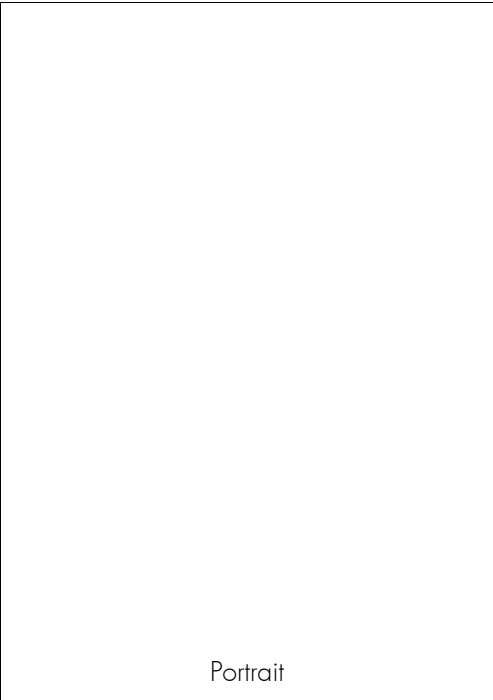
	SCORE	MODIFIER		SCORE
Str			Attack	13
Dex*			Defense	14
Con			Stealth* (5 +/- Dex)	5 (4)
Int		-1	Move* (12 +/- Dex)	12 (11)
Wis			Initiative (= Wis Score)	10
Cha			Save (5 + Lvl +/- Cha)	6

Inventory Slots (Str + 2): 16	Abilities	Skill Slots (Int / 2): 4
1. Chainmail (+4 Def, +1 Enc)	Parry	1. Scribe 1
2. -	+1 Attack, +1 HP	2. Soldier 1
3. -		3.
4. -		4.
5. Sword (1d6+1 / 1d8+1)		5.
6. Bow		6.
7. 20 Arrows		7.
8. Writing Kit		8.
9. Blanket		
10. Waterskin		
11. Rations x3		
12.		
13.		
14.		
15.	Parry: Once per day, reduce incoming physical damage by 1d12. If you simultaneously sacrifice a shield, you reduce it by a flat 12.	
16.		
17.		
18.		
19.		
20.		
21.		
22. Flint and Tinder		

Name: Shango
Player:
XP:

HP: 3

Level: 1
Class: Thief
Convictions:
- Humor makes everything better.
- Take care of your friends.



	SCORE	MODIFIER		SCORE
Str	11		Attack	11
Dex*	12	+1	Defense	12
Con	7	-1	Stealth*	7
Int	9		Move*	13
Wis	9		Initiative	9
Cha	15	+2	Save	8

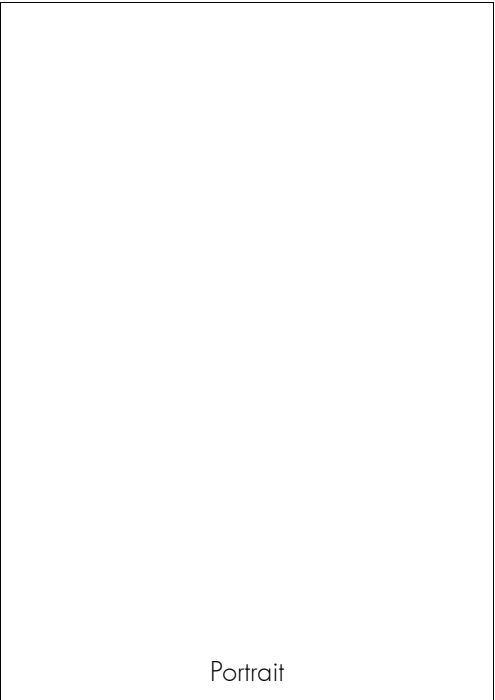
Inventory Slots (Str + 2): 13	Abilities	Skill Slots (Int / 2): 4
1. Leather Armor	Thievery	1. Baker 1
2. -	Always Prepared (see below)	2. Prostitute 1
3. Lockpick Set	+1 Stealth	3. Locksmith 1
4. Dagger		4. Pickpocket 1
5. Bag of Cookies		5.
6. Blanket		6.
7. Waterskin		7.
8. Rations x 3		8.
9.		
10.		
11.		
12.		
13.		
14.		
15.	Always Prepared allows you to buy “unlabeled packages” without decided what was in them. You can open them at any time and <i>then</i> declare what the prepared item inside it is, as long as it didn't cost more than the unlabeled package did.	
16.		
17.		
18.		
19.		
20.		
21.		
22. Flint and Tinder		

*Encumbrance: Money: 2c

Name: Rasha Red Hand
Player:
XP:

HP: 9

Level: 1
Class: Wizard (Elementalist)
Convictions:
- Honor the Prophetess and her Church.
- Self-preservation.



	SCORE	MODIFIER		SCORE
Str	8	-1	Attack	10
Dex*	9		Defense	10
Con	13	+1	Stealth*	5
Int	15	+2	Move*	12
Wis	12	+1	Initiative (= Wis)	12
Cha	13	+1	Save	7 (11 vs elements)

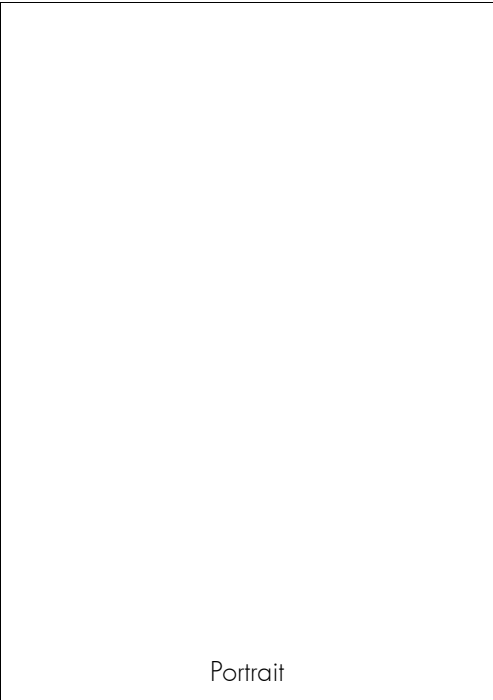
Inventory Slots (Str + 2): 10	Abilities	Skill Slots (Int / 2): 7
1. Staff (1d6-1 / 1d8-1)	Spellcasting (1 MP per day)	1. Burglar 1
2. Narcoleptic Canary	Detect Magic (Int check)	2. Librarian 1
3. Spellbook	Cantrips: (see below)	3.
4. 25' Rope + Grappling Hook	Perk: Save +4 vs Elements	4.
5. Blanket	Drawbacks: (see below)	5.
6. Waterskin		6.
7. Rations x 3		7.
8.		8.
9.		
10.		
11.		
12.		
13.		
14.		
15.	Spellbook contains:	
16.	<i>featherfall</i> - Object weighs as much as a feather, can cast on self as reaction.	
17.	<i>anchor</i> - Target falls, sinks, or becomes rooted to ground. Save negates.	
18.	Cantrips: heat and cool held objects, snap fingers to create small flame, can control blown air up to 50' out	
19.	Drawbacks: cannot cast fire spells if wet, cannot cast water/ice spells if a flame is within 1', cannot cast earth spells unless touching ground, can only cast air spells if breathing clean, healthy air	
20.		
21.		
22. Flint and Tinder		

*Encumbrance: Money: 2c

Name: Henry Twelve-Fingers
Player:
XP:

HP: 8

Level: 1
Class: Barbarian
Convictions:
- If it's scary, run up and hit it.
- I will be “cultured” and “civilized”.



	SCORE	MODIFIER		SCORE
Str	9		Attack	11
Dex*	8	-1	Defense	10
Con	9		Stealth*	4
Int	9		Move*	12
Wis	11		Initiative	11
Cha	7	-2	Save	4

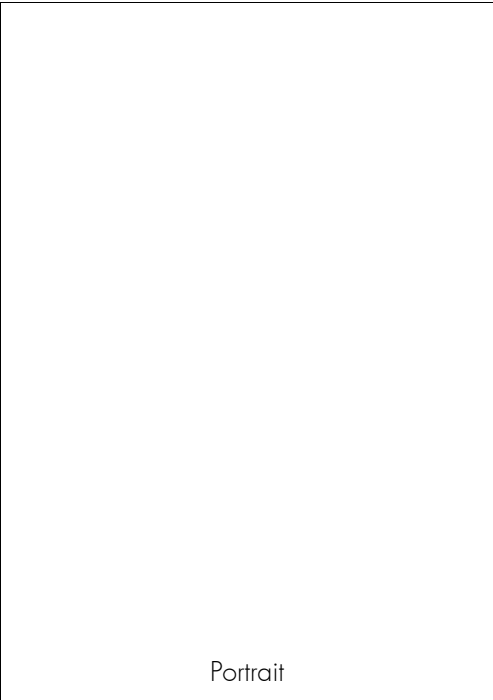
Inventory Slots (Str + 2):	Abilities	Skill Slots (Int / 2):
1. Battleaxe (1d10)	Rage	1. Weaponsmith 1
2. Bottle of Olive Oil	+3 Loincloth HP	2. Mountaineer 1
3. Bottle of Whiskey		3.
4. Metal File		4.
5. Blanket		5.
6. Waterskin		6.
7. Rations x 3		7.
8.		8.
9.		
10.		
11.		
12.		
13.		
14.		
15.	Rage: +1 Attack, +1 Damage, immune to pain and fear, cannot do anything defensive, curative, or tactical (such as running way). Ends when you defeat all enemies or when you will it (2-in-6 chance of success).	
16.		
17.	Loincloth HP only applies when you are unarmored.	
18.		
19.		
20.		
21.		
22. Flint and Tinder		

*Encumbrance: Money: 2c

Name: Baby Troll
Player:
XP:

HP: 7

Level: 1
Class: Troll
Convictions:
- Fire bad!
- The best place to be is on top.



	SCORE	MODIFIER		SCORE
Str	13	+1	Attack	12
Dex*	11		Defense	11
Con	11		Stealth*	4
Int	11		Move*	12
Wis	8	-1	Initiative	11
Cha	9		Save	4

Inventory Slots (Str + 2): 15	Abilities	Skill Slots (Int / 2): 5
1. Claws (1d8+1)	Regenerate 1 HP/round.	1. Deserts 1
2. Boot		2. Shoes 1
3. Blankie		3.
4. Waterskin		4.
5. Rations x 3		5.
6.		6.
7.		7.
8.		8.
9.		
10.		
11.		
12.		
13.		
14.		
15.	Regeneration only works on damage taken since last you took fire damage.	
16.	Note: if you die, the undamaged parts of your body will turn into one or more small NPC trolloids over the next hour.	
17.	Leveling up: you gain +1 Defense for every troll template you possess.	
18.	- Level 2: Regrow limbs. Scent.	
19.	- Level 3: Self-resurrection 1/day.	
20.	- Level 4: Darkvision.	
21.		
22. Flint and Tinder		

*Encumbrance: Money: 2c