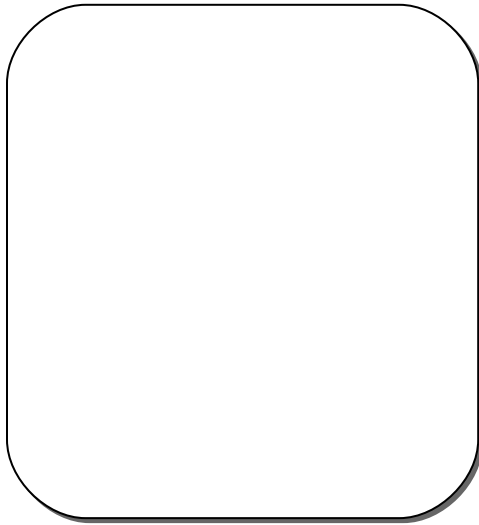


Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Patrick-Thomas

Class: Human 1 5
Special Skills Movement

Gender: Male Age: 38

Weapon: The famed Sword of Tarughel

Background/Personality/Hobbies: Kind hearted and gentle, Patrick comes from a large family. Of all his family he was closest to his uncle, who trained him up as a swordsman and taught him the ways of being a noble fighter. Patrick is a loyal friend who enjoys carpentry in his free time.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

+2

+1

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

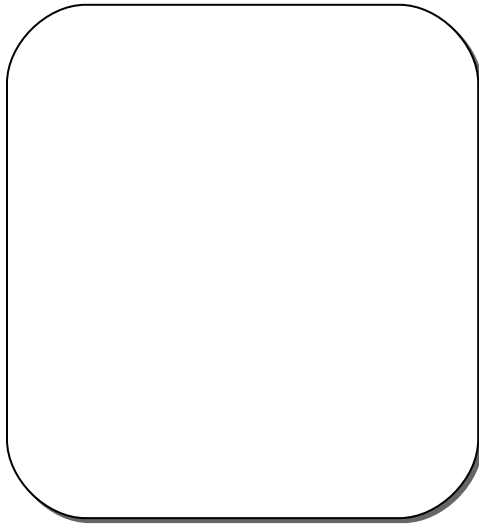
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Evelyn Witherspry

Class: Human 1 5
Special Skills Movement

Gender: Female Age: 30s

Weapon: Fanciful Magic Wand

Background/Personality/Hobbies: Evelyn is an Adjunct Professor at RPG University. Her past is shrouded in mystery and it is not entirely clear why she has decided to join the party. She will often be seen writing in her journal and has a special knack for solving puzzles.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

+2

+1

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

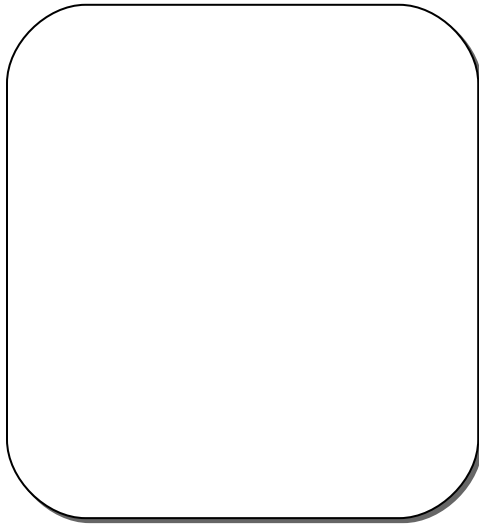
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Dan

Class: Elf 2 5
Special Skills Movement

Gender: Male Age: It's difficult to say

Weapon: Hand-made Pea Shooter

Background/Personality/Hobbies: Dan is a jolly fellow who loves to laugh and spin tall tales over the campfire. He's also pretty smart and has an interesting way of looking at things. Despite his love of humor Dan is a good friend and isn't afraid of taking risks. He enjoys fishing and socializing.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

+1

+2

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

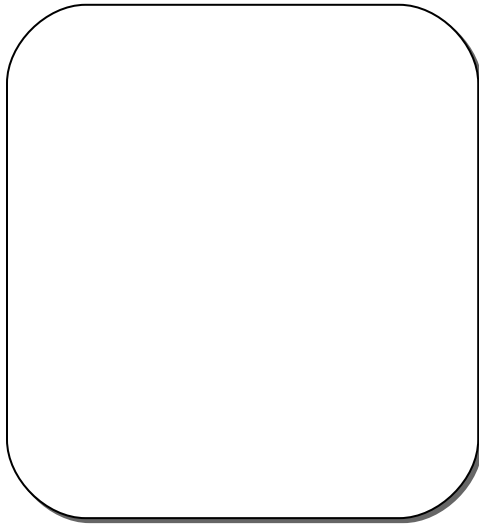
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
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								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Ferawynn

Class: Elf 2 5
Special Skills Movement

Gender: Female Age: 89

Weapon: Magical bow and arrows

Background/Personality/Hobbies: Ferawynn's skill as a Fighter and Magic User are matched only by her beauty. Hiding behind a tough façade though, lies a great unspoken tragedy. Ferawynn is very serious when there's a job to do. She is both mysterious and full of secrets.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

+1

+2

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

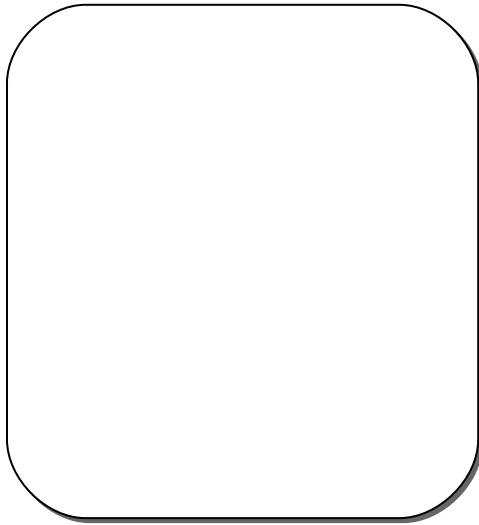
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
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								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Wimbly Middletoe

Class: Hauflin 3 4
Special Skills Movement

Gender: Male Age: Old

Weapon: A pebble spitting frog that sits on his shoulder

Background/Personality/Hobbies: Wimbly has so many interests that he rarely finishes one project before moving on to the next. A few things he enjoys are inventing, gardening, collecting Artifacts and knitting sweaters for his pet frog Spooner. He's a little odd, but well meaning.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

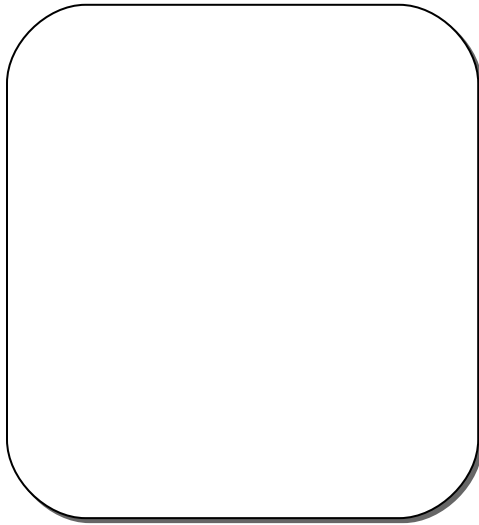
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Northa

Class: Hauflin 3 4
Special Skills Movement

Gender: Female Age: 26

Weapon: A short staff with retractable dagger

Background/Personality/Hobbies: Northa grew up in the alleyways and undergrounds of Feonora. She knows nothing of her family and claims to prefer it that way. Although she is stealthy and streetwise Northa is also very shy and keeps to herself. She has a soft spot for stray animals.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

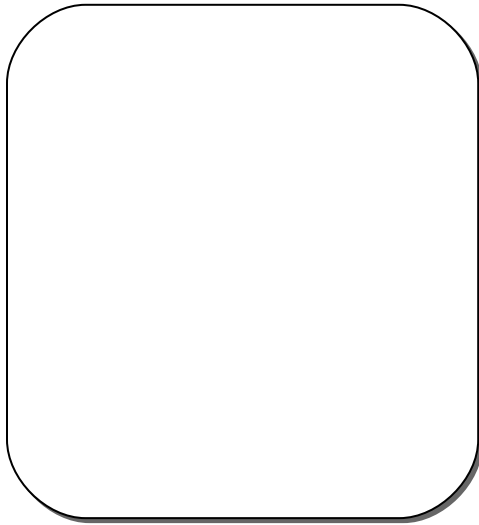
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
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								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Reginald Shovelfoot

Class: Dwarf 2 4
Special Skills Movement

Gender: Male Age: "Mind your own business"

Weapon: Wooden Cork Rifle

Background/Personality/Hobbies: Reginald is a most avid Treasure Hunter. In fact, he sometimes gets so caught up in treasure hunting that he forgets the main purpose of the journey. Reginald has a particular disdain for Fairies. He sometimes competes in arm wrestling at the tavern.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

+2

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

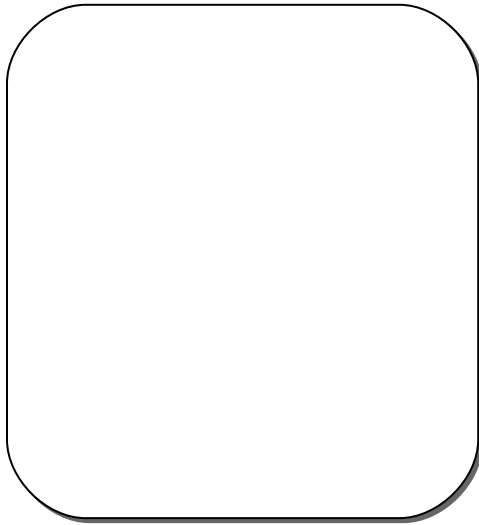
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
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								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Edwanda

Class: Dwarf 2 4
Special Skills Movement

Gender: Female Age: Upper Forties

Weapon: A Big Rolling Pin

Background/Personality/Hobbies: When there's important work to do Edwanda is all about getting the job done. She doesn't put up with mischief and will have words with those who don't mind their manners. She loves to cook in her free time and her specialty is Oatmeal Raisin cookies.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

+2

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

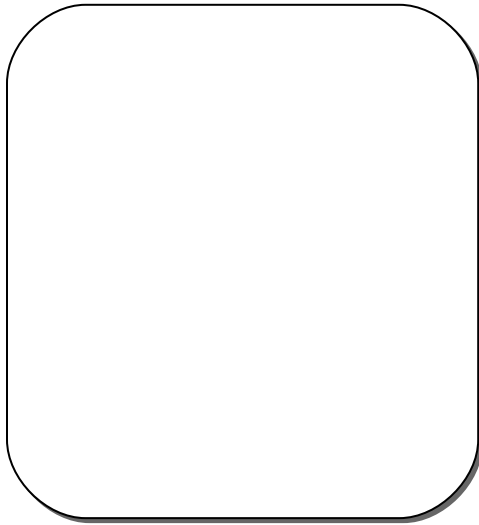
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
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								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Ramius

Class: Khajathi 1 7
Special Skills Movement

Gender: Male Age: Mature

Weapon: An Enchanted Scimitar

Background/Personality/Hobbies: Ramius is the head of his Clan and a natural leader. He is on a mission of his own, though he won't say what it is. Life has taught Ramius many hard lessons, which makes him cautious in his dealings with the outside world. It will take time to earn his trust.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	<i>Odd numbers equal a catch and may be followed by another roll</i>	

Ability
Bonuses

+1

+2

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

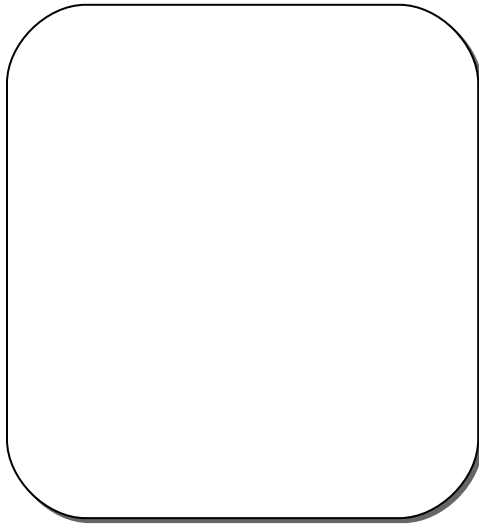
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
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								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Simone

Class: Khajathi 1 7
Special Skills Movement

Gender: Female Age: 20

Weapon: Scarlet Boomerang

Background/Personality/Hobbies: Simone comes from a sheltered background and a large family. She is young, ambitious, charming and very social. The world seems like such a large place, so full of wonder, and she is drawn to the excitement of adventure. Simone also loves shopping.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

+1

+2

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

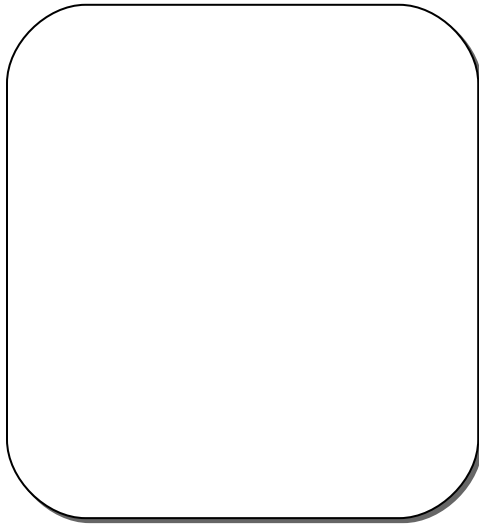
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Kit

Class: Malornian 1 6
Special Skills Movement

Gender: Male Age: 20

Weapon: A Slingshot and pouch of marbles

Background/Personality/Hobbies: This young Malornian is rambunctious and eager for adventure. He has dreamed of going on a great adventure ever since hearing the famous story of Matthias the Swift. Kit also tends to have difficulty staying out of trouble. He likes diving for pearls.

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability
Bonuses

+1

+1

Master
Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

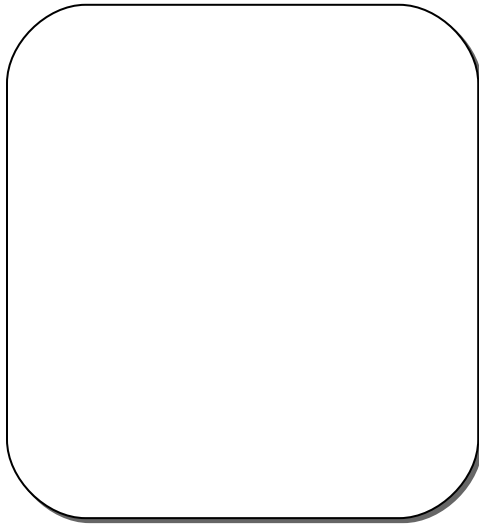
Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
								Special

Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: Shila Methazar

Class: Malornian 1 6
Special Skills Movement

Gender: Female Age: Early Twenties

Weapon: Crossbow with Poison Arrows

Background/Personality/Hobbies: Shila hails from a long line of nobility. All members of her family were trained in the arts of combat. Her greatest goal in life is to be of service to her people. She is a capable Fighter with few words, lightning reflexes, and a regular at the Fighting Guild

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12
Fishing	d6	Odd numbers equal a catch and may be followed by another roll	

Ability Bonuses

+1

+1

Master Class



Reputation

Special Skills

- Magic – Your character has the ability to use Magic Spells, and starts each adventure with one Spell card.
- Charisma – Your character can recruit and travel with two Companions instead of just one.
- Thievery – Your character can steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter – Search for Hidden Treasure whenever the group lands on a Treasure Chest.

Permanent Mount

Name: _____ Type: _____ Movement: _____

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
								Special