

Name

Race Human

Class Artificer

Level 1

Background Tinker

Attributes	Score	Mod	GS	TF
Strength	14	+1	7	20
Dexterity	9	-	4	14
Constitution	13	+1	6	20
Intelligence	17	+3	8	20
Willpower	15	+2	7	20
Perception	9	-	4	14
Charisma	10	-	5	16



Weapon	Hit	Dmg	Properties
Chaintooth	+1	2d4+2	19: Injury, 4's add, 1: Malfunction
Dagger	+1	d4+1	Init +2, throw 40 ft.

Rests

- 3 x Will
- 2 x Will
- 1 x Will

Con Bonus: 1

Injuries & Effects

DDM Tally: 1

Class Abilities

- Alchemy & Mechanics (1)
- Chaintooth Weapon
- Flash Rig
- Fume Flask



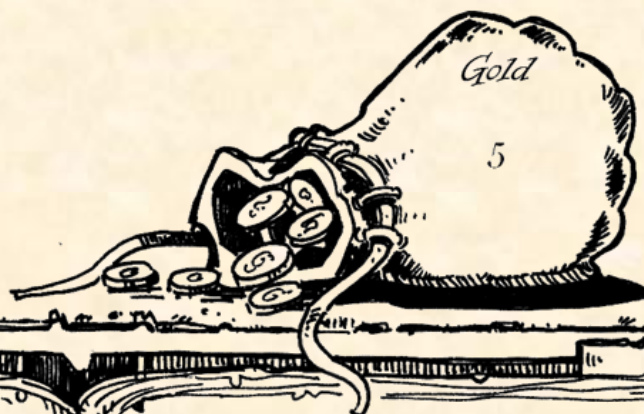
Skills

<i>Acrobatics (Dex)</i>	◇
<i>Animal Lore (Int)</i>	◇
<i>Apothecary (Int)</i>	◆
<i>Arcane Lore (Int)</i>	◇
<i>Athletics (Str)</i>	◆
<i>Deception (Cha)</i>	◇
<i>Detection (Perc)</i>	◇
<i>Gather Information (Int/Cha)</i>	◇
<i>General Lore (Int)</i>	◆
<i>Insight (Int/Perc)</i>	◆
<i>Leadership (Cha)</i>	◇
<i>Persuasion (Cha)</i>	◇
<i>Steight of Hand (Dex)</i>	◆
<i>Stealth (Dex)</i>	◇
<i>Traps + Locks (Dex)</i>	◆
<i>Wilderness Lore (Int)</i>	◇

Equipment

Backpack
Coin pouch
Bedroll
Rations (days): 7
Waterskin
Tinderbox
Lantern
Oil flasks: 4
Fire pots: 2
10 ft chain
10 ft pole (collapsible)
Tinker parts

Chaintooth Weapon
Chain shirt armour
Dagger



Notes

Read, write & speak: Common, Karok,
Thuel, Varnori, Argosan

Party Bond(s):

Name

Race Human

Class Barbarian

Level 1

Background Hunter

Attributes	Score	Mod	GS	TF
Strength	15	+2	7	20
Dexterity	12	-	6	19
Constitution	17	+3	8	20
Intelligence	8	-1	4	13
Willpower	12	-	6	19
Perception	13	+1	6	20
Charisma	11	-	5	17



Luck



Reroll



Weapon	Hit	Dmg	Properties
Battle Axe	+3	d8+2	19: Injury
Short Bow	+1	d6	Range 150 ft

Rests

- ◇ 3 x Will
- ◇ 2 x Will
- ◇ 1 x Will

Con Bonus: 3

Injuries & Effects

DDM Tally: 1

Class Abilities

Ferocious Rage (1)

Wilderness Ranger



Skills

Acrobatics (Dex) ◆
Animal Lore (Int) ◆
Apothecary (Int) ◆
Arcane Lore (Int) ◆
Athletics (Str) ◆
Deception (Cha) ◆
Detection (Perc) ◆
Gather Information (Int/Cha) ◆
General Lore (Int) ◆
Insight (Int/Perc) ◆
Leadership (Cha) ◆
Persuasion (Cha) ◆
Sleight of Hand (Dex) ◆
Stealth (Dex) ◆
Traps + Locks (Dex) ◆
Wilderness Lore (Int) ◆

Equipment

Backpack
Coin pouch
Bedroll
Rations (days): 2
Waterskin
Tinderbox
Torches: 2
Totem object
Anti-toxin herbs: 2

Breastplate
Shield (Negate attack ◆)
Battle Axe
Short Bow
Arrows: 10



Notes

Speak: Thuel, Common

Party Bond(s):

Name

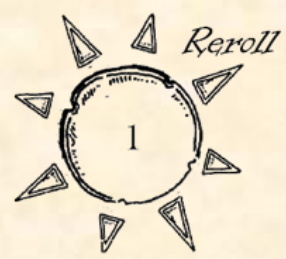
Race Human

Class Bard

Level 1

Background Emissary

Attributes	Score	Mod	GS	TF
Strength	15	+2	7	20
Dexterity	13	+1	6	20
Constitution	12	-	6	19
Intelligence	14	+1	7	20
Willpower	12	-	6	19
Perception	9	-	4	17
Charisma	16	+2	8	20



Weapon	Hit	Dmg	Properties
Polearm	+2	d10+2	10 ft reach
Javelin	+1	d6+1	Throw 70 ft
Dagger	+2	d4+2	+2 Init, throw 40 ft

Rests

- 3 x Will
- 2 x Will
- 1 x Will

Con Bonus: -

Injuries & Effects

DDM Tally: 1

Class Abilities

Inspire Greatness (1)

Silver Tongued

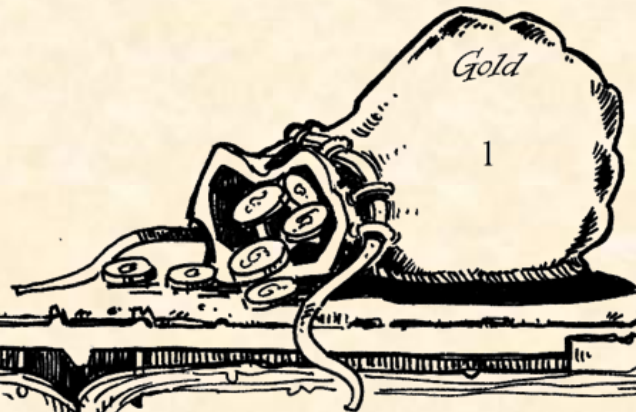


Skills

- Acrobatics (Dex) ◇
- Animal Lore (Int) ◇
- Apothecary (Int) ◇
- Arcane Lore (Int) ◆
- Athletics (Str) ◆
- Deception (Cha) ◆
- Detection (Perc) ◇
- Gather Information (Int/Cha) ◆
- General Lore (Int) ◆
- Insight (Int/Perc) ◇
- Leadership (Cha) ◆
- Persuasion (Cha) ◆
- Sleight of Hand (Dex) ◇
- Stealth (Dex) ◇
- Traps + Locks (Dex) ◇
- Wilderness Lore (Int) ◇

Equipment

- Backpack
- Coin pouch
- Bedroll
- Rations (days): 7
- Waterskin
- Torches: 6
- Tinderbox
- Horn
- Parchment (pages): 3
- Quill & ink
- Signet ring (50 gp)
- Ghoulshen poison: 1
- Polearm
- Scale armour
- Javelin
- Shield (AC 15, Negate attack: ◇)
- Dagger



Notes

Read, write & speak: Common, Argosan, Varnori

Party Bond(s):

Name

Race Human

Class Fighter

Level 1

Background Highborn

Attributes	Score	Mod	GS	TF
Strength	16	+2	8	20
Dexterity	13	+1	6	20
Constitution	15	+2	7	20
Intelligence	13	+1	6	20
Willpower	11	-	5	17
Perception	8	-1	4	13
Charisma	10	-	5	16



Luck



Reroll



Weapon	Hit	Dmg	Properties
Great Sword	+3	d12+2	19: Daze
Short Bow	+2	d6+1	Range 150 ft
Dagger	+3	d4+2	+2 Init, throw 40 ft

Rests

- 3 x Will
- 2 x Will
- 1 x Will

Con Bonus: 2

Injuries & Effects

DDM Tally: 1

Class Abilities

Adaptable (1)
Default style: Two Hander
Deadly Strikes



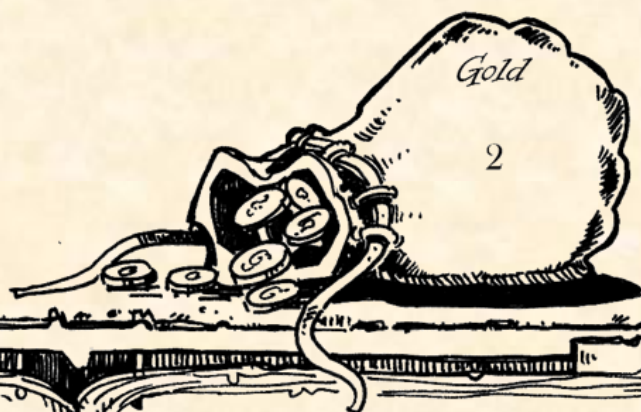
Skills

Acrobatics (Dex) ◇
Animal Lore (Int) ◇
Apothecary (Int) ◇
Arcane Lore (Int) ◇
Athletics (Str) ◆
Deception (Cha) ◇
Detection (Per) ◆
Gather Information (Int/Cha) ◇
General Lore (Int) ◆
Insight (Int/Per) ◆
Leadership (Cha) ◆
Persuasion (Cha) ◆
Sleight of Hand (Dex) ◇
Stealth (Dex) ◇
Traps + Locks (Dex) ◇
Wilderness Lore (Int) ◇

Equipment

Backpack
Coin pouch
Bedroll
Rations (days): 7
Waterskin
Torches: 5
Tinderbox
Climbing gear
Iron spikes: 6
Hemp rope (ft): 50
Whetstone

Shield (AC 17, Negate attack ◇)
Plate armour
Great Sword
Dagger
Short Bow
Arrows: 20



Notes

Read, write & speak: Common, Argosan, Varnori

Party Bond(s):

Name

Race Human

Class Magic User

Level 1

Background Exile

Attributes	Score	Mod	GS	TF
Strength	13	+1	6	20
Dexterity	15	+2	7	20
Constitution	9	-	4	14
Intelligence	17	+3	8	20
Willpower	14	+1	7	20
Perception	9	-	4	14
Charisma	13	+1	6	20



Luck



Reroll



Weapon	Hit	Dmg	Properties
Spear	+1	d6+2	10 ft reach, throw 50 ft
Dagger	+1	d4+1	+2 Init, throw 40 ft

Rests

- ♦ 3 x Will
- ♦ 2 x Will
- ♦ 1 x Will

Con Bonus: -

Injuries & Effects

DDM Tally: 1

Class Abilities

Spell Casting (2)
Charm Person, Sleep, Shield
Silent Image



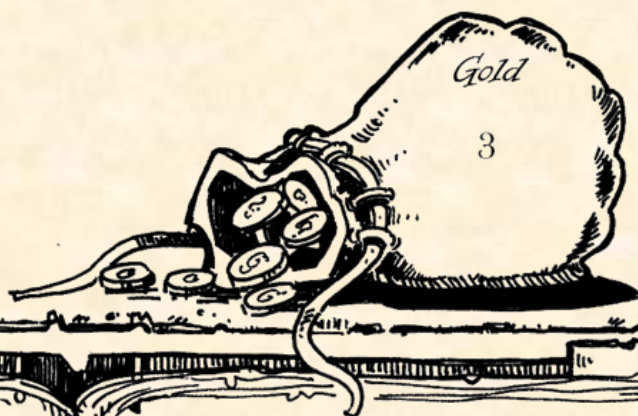
Skills

Acrobatics (Dex) ◆
Animal Lore (Int) ◆
Apothecary (Int) ◆
Arcane Lore (Int) ◆
Athletics (Str) ◆
Deception (Cha) ◆
Detection (Perc) ◆
Gather Information (Int/Cha) ◆
General Lore (Int) ◆
Insight (Int/Perc) ◆
Leadership (Cha) ◆
Persuasion (Cha) ◆
Sleight of Hand (Dex) ◆
Stealth (Dex) ◆
Traps + Locks (Dex) ◆
Wilderness Lore (Int) ◆

Equipment

Backpack
Coin pouch
Bedroll
Rations (days): 7
Waterskin
Lantern
Oil flasks: 3
Tinderbox
Scrolls of secret lore
Acid: 1
Fire pots: 1

Leather armour
Spear
Dagger



Notes

Read, write & speak: Common, Karok,
Thuel, Varnori, Argosan

Party Bond(s):

Name

Race Human

Class Monk

Level 1

Background Disciple

Attributes	Score	Mod	GS	TF
Strength	14	+1	7	20
Dexterity	15	+2	7	20
Constitution	13	+1	6	20
Intelligence	9	-	4	14
Willpower	18	+3	9	20
Perception	7	-1	3	11
Charisma	9	-	4	14



Luck



Reroll



Weapon	Hit	Dmg	Properties
Fist, etc	+1	d6+1	Extra attack
Staff	+1	d6+1	10 ft reach
Sling	+2	d4+2	Range 100 ft

Rests

- ◇ 3 x Will
- ◇ 2 x Will
- ◇ 1 x Will

Con Bonus: 1

Injuries & Effects

DDM Tally: 1

Class Abilities

Martial Arts

Monk Techniques (1)

Formless Water

Iron Fist

Fork the River



Skills

Acrobatics (Dex) ◆
Animal Lore (Int) ◇
Apothecary (Int) ◆
Arcane Lore (Int) ◆
Athletics (Str) ◆
Deception (Cha) ◇
Detection (Per) ◆
Gather Information (Int/Cha) ◇
General Lore (Int) ◇
Insight (Int/Per) ◇
Leadership (Cha) ◇
Persuasion (Cha) ◇
Steight of Hand (Dex) ◇
Stealth (Dex) ◆
Traps + Locks (Dex) ◆
Wilderness Lore (Int) ◇

Equipment

Backpack
Coin pouch
Bedroll
Rations (days): 3
Waterskin
Torches: 6
Tinderbox
Healer's kit
Silk rope (ft): 100
Scriptures



Notes

Read, write & speak: Common,
Nydisian

Party Bond(s):

Name

Race Human

Class Ranger

Level 1

Background Scout

Attributes	Score	Mod	GS	TF
Strength	9	-	4	14
Dexterity	15	+2	7	20
Constitution	10	-	5	16
Intelligence	11	-	5	17
Willpower	13	+1	6	20
Perception	16	+2	8	20
Charisma	14	+1	7	20



Luck



Reroll



Weapon	Hit	Dmg	Properties
Long Bow	+3	d8+2	Range 250 ft
Dagger	+1	d4	+2 Init, throw 40 ft
Wolf	+1	d6+1	Adv if flanking
Longsword	+1	d8	19: Disarm

Rests

- ◇ 3 x Will
- ◇ 2 x Will
- ◇ 1 x Will

Con Bonus: -

Injuries & Effects

DDM Tally: 1

Class Abilities

- Beast Companion (Wolf)
- Rangercraft (1)
- Sharpshooter
- Seasoned Explorer
- Cover Fire



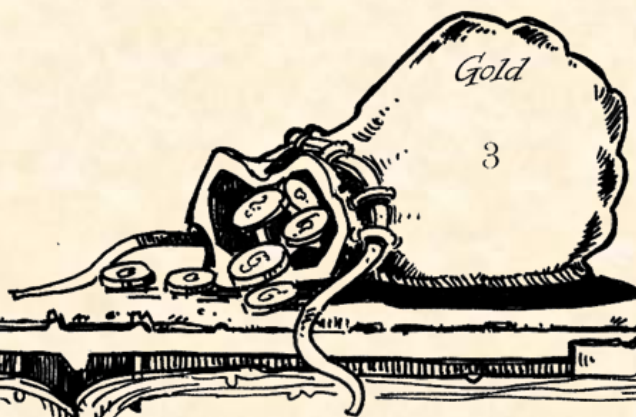
Skills

Acrobatics (Dex) ♦
Animal Lore (Int) ♦
Apothecary (Int) ♦
Arcane Lore (Int) ♦
Athletics (Str) ♦
Deception (Cha) ♦
Detection (Perc) ♦
Gather Information (Int/Cha) ♦
General Lore (Int) ♦
Insight (Int/Perc) ♦
Leadership (Cha) ♦
Persuasion (Cha) ♦
Sleight of Hand (Dex) ♦
Stealth (Dex) ♦
Traps + Locks (Dex) ♦
Wilderness Lore (Int) ♦

Equipment

Backpack
Coin pouch
Bedroll
Rations (days): 7
Waterskin
Torches: 2
Tinderbox
Small tent
Fishing gear
Hemp rope (ft): 50
Hunting traps: 2
Trip wires: 2

Long Bow
Arrows: 20
Daggers: 2
Heavy hide armour
Longsword



Notes

Read, write & speak: Common, Thuel

Party Bond(s):

Wolf, AC 13, HP 12, Bite +1/1d6+1, 19: target is knocked prone or grabbed, S15 D13 C16 I5 P14 W13 Ch7, L special, Mv 60 ft. Advantage when tracking and on attack rolls when flanking an opponent. Stealth skill, shares Ranger's Reroll pool.

Name

Race Human

Class Rogue

Level 1

Background Smuggler

Attributes	Score	Mod	GS	TF
Strength	14	+1	7	20
Dexterity	18	+3	9	20
Constitution	10	-	5	16
Intelligence	13	+1	6	20
Willpower	9	-	4	14
Perception	15	+2	7	20
Charisma	8	-1	4	13



Luck



Reroll



Weapon	Hit	Dmg	Properties
Longsword	+1	d8+1	19: Disarm
Knife, thrown	+3	d4+3	+2 Init, throw 40 ft

Rests

- ◇ 3 x Will
- ◇ 2 x Will
- ◇ 1 x Will

Con Bonus: -

Injuries & Effects

DDM Tally: 1

Class Abilities

Backstab

Finisher

Tricks & Techniques (1)

Hidden Blade, Smoke Bomb,

Unseen Whip



Skills

Acrobatics (Dex) ◆
Animal Lore (Int) ◇
Apothecary (Int) ◇
Arcane Lore (Int) ◇
Athletics (Str) ◆
Deception (Cha) ◆
Detection (Per) ◆
Gather Information (Int/Cha) ◆
General Lore (Int) ◇
Insight (Int/Per) ◇
Leadership (Cha) ◇
Persuasion (Cha) ◇
Sleight of Hand (Dex) ◆
Stealth (Dex) ◆
Traps + Locks (Dex) ◆
Wilderness Lore (Int) ◇

Equipment

Backpack
Coin pouch
Bedroll
Rations (days): 7
Waterskin
Shuttered lantern
Oil flasks: 3
Tinderbox
Fireblood poison: 1
Caltrops (bags): 1
Silk rope (ft): 100
Grappling hook
Thieves tools

Longswords: 2
Knives: 4
Leather armour



Notes

Read, write & speak: Nydissian, Common, Karok

Party Bond(s):