

Eldrath

Human Wizard 4 CG

	9	STRENGTH		Paralysis & Constriction
✓	13	DEXTERITY	+1	Breath Weapons & Traps
	10	CONSTITUTION		Disease, Energy Drain & Poison
✓	16	INTELLIGENCE	+2	Arcane Magic & Illusion
	12	WISDOM		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph
✓	13	CHARISMA	+1	Death Attack, Charm & Fear

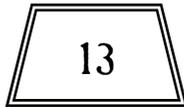


Armor Class

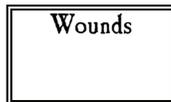


No shield 14
No Dex 13
Touch AC 13

Hit Points



Hit Die Type: d4



Armor Worn: _____
Shield: _____
Other: Armbands of Defense +3

BTH	#ATT	Move
+1	1	30'

Weapon	ATB (To Hit/Dam)	Damage	Range
Quarterstaff	+1/+0	1d6	
Dagger	+1/+0	1d4	

Combat/Saving Throw Adjustments

Languages

Common, Elf, Dragon, Devil

Equipment

Traveling clothes, spellbook, quarterstaff, dagger, scrolls blank, quills, ink, pouch, belt, mantle

Magic

Scroll—cast at 5th level—Fireball, Dispel Magic, Tiny Hut

Light Alfar Bloom Ring, Armbands of Defense +3

Class/Racial/Special Abilities

Spellcasting 4-0, 4-1st, 3-2nd

0 Arcane Mark, Detect Magic, Light, Mage Hand, Prestidigitation

1st Burning Hands, Floating Disk, Magic Missile, Shield, Sleep

2nd Darkness, Pyrotechnics, Web

Familiar—Owl "Tolwyn" - grants Dusk Vision & +2 on Listening checks

Background

Blasted giants! Disrupting my work and destroying my sanctum. When the Ordo Arcanum deigned me to be the advisor to the Lord of Skulcrag Keep I thought this would be the perfect opportunity to continue my studies. An out of the way barony whose keep was built upon the ruins of an old dark alfar outpost. Who knows what artifacts I could have found?

Alas, it was not meant to be. When the giants attacked I assisted as much as I could in waylaying some of the lesser monstrosities like orcs and goblins. Traveling with these companions until I can make it back to the Ordo is as good a task as any...and you still serve at least one resident of Skulcrag Keep.



Light Alfar Bloom Ring—The bearer of these rings have been proven elf-friends. They increase the power of wizards and those who use arcane magic.

- Each spell that the wearer casts that requires a roll gets to increase the die type by one.

For example— a *Magic Missile* spell rolls a 1d4. When wearing this ring it is now a 1d6. A *Sleep* spell affects 2d6 HD instead of 2d4. Note that only spells personally cast are affected—not scrolls or spells from items.

Brother Shelbin—The good brother is just as likely to thump you with his staff than he is to proselytize...although for his order that's almost the same thing. A good pipe, a stout ale, and a discussion regarding the Gods with Brother Shelbin do make for a fine evening though. I'll just have to make sure he doesn't have his staff though.



Galimorris Windferret—Definitely a tall tale teller. His knowledge regarding some more of the esoteric arcane bits is fascinating through. His attempts to make Orin laugh result in some of the most entertaining evenings.



Thorn Tumblebottom—if arcane might was measured by the amount of secrets one kept then Thorn would be an archmage by now. You know that he hides himself in shadows to not be seen but he hides something else as well. It makes no nevermind though. Everyone keeps secrets at one time or another.



Orin Dragonfist—a hearty soul from Two Claw Monastery. Some of his abilities border on the mystic and those tattoos he wears are definitely drawn with some form of alchemical ink.



Sir Gareth Silverblade—The Ordo Arcanum assigned you to Skulcrag Keep and as near as you can tell this poor soul is the last remaining noble of the keep so it is in his service that you must remain. He has indicated that you can be released from your bond but going against the Ordo's will can result in dire consequences for any mage who disobeys.



Sir Gareth Silverblade

Human Knight 4 LN

✓	16	STRENGTH	+2	Paralysis & Constriction
	9	DEXTERITY		Breath Weapons & Traps
✓	13	CONSTITUTION	+1	Disease, Energy Drain & Poison
	12	INTELLIGENCE		Arcane Magic & Illusion
	10	WISDOM		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph
✓	16	CHARISMA	+2	Death Attack, Charm & Fear

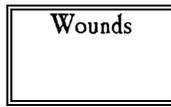
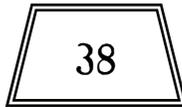


Armor Class



No shield 17
No Dex 18
Touch AC 11

Hit Points



Hit Die Type:

Armor Worn: Plate Mail

Shield: Large Steel

Other:

BTH	#ATT	Move
+3	1	30

Weapon	ATB (To Hit/Dam)	Damage	Range
The Watcher	+7/+4	1d8+4	
Heavy Lance	+5/+2	1d10	X2 if charging
Dagger	+5/+2	1d4	

Combat/Saving Throw Adjustments

Languages

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Equipment

The Watcher, Plate Mail, Large Shield, Heavy Lance, Dagger, saddle, Chain barding, feed (4 days), 1 weeks rations,

Magic

The Watcher (see back of this sheet),

Class/Racial/Special Abilities

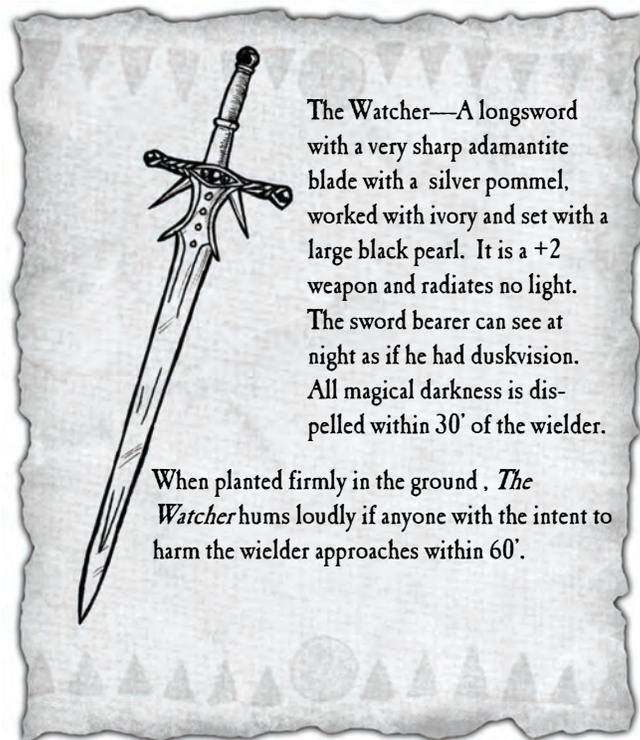
Birthright Mount (Serach HP 30, AC 18, MV 60, Att 2 hooves Damage 1d4+2, 1 bite 1d4)
Horsemanship (Dex) -[Deflect, Cover, Fall Softly, Leap, Charge], Inspire, Embolden, Knightly Virtues & Code of Conduct

Background

The Battle of Skulcrag Keep still haunts your memory. Your liege was being assaulted by a group of hill giant brutes. You rallied your men-at-arms but the giants had split your force. The memory of your lord's lady and the sting of her slap across your face is something you will not soon forget.

Leaving the kingdom in disgrace you travelled for a bit before coming upon this motley crew. While not as disciplined as troops you have lead in the past they are a fine group

While not a holy man you've had a nagging feeling in the back of mind that things are in motion that you cannot comprehend.



Brother Shelbin—The good brother has counseled you on your grief and has given you a few thumps with that staff of his for acting like a stubborn fool. The Code is a strict thing and you and the brother have a lot in common.



Galimorris Windferret—a storyteller. Bold and boisterous he fights well but you can tell that his actions are as much driven by the wind as they are by his head. He knows of the battle you fought from a song already written by another bard from your kingdom.



Thorn Tumblebottom—an honorless vagabond. He has his uses but you trust him less than as far as you could throw him...he is a halfling after all.



Eldrath—wizards have their place on the battlefield and you've seen Eldrath take out large groups of orcs with a wave of his hand and some sand. His owl, Tolwyn, makes you chuckle, especially when the owl filches something from Thorn's bag.



Orin Dragonfist—fighting without armor or weapons? You would have not believed it if you had not seen it. There is no holding back when sparring with this monk as he can turn your blade with his hand as easily as if he were holding a sword of his own.



Thorn Tumblebottom

Halfling Rogue 4 NG

	10	STRENGTH		Paralysis & Constriction
✓	16	DEXTERITY	+2	Breath Weapons & Traps
	10	CONSTITUTION		Disease, Energy Drain & Poison
✓	14	INTELLIGENCE	+1	Arcane Magic & Illusion
	12	WISDOM		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph
	12	CHARISMA		Death Attack, Charm & Fear

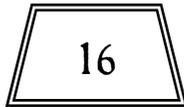


Armor Class

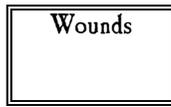


No shield 15
No Dex 13
Touch AC 12

Hit Points



Hit Die Type: d6



Armor Worn: Leather armor

Shield: None

Other:

BTH	#ATT	Move
+1	1	20

Weapon	ATB (To Hit/Dam)	Damage	Range
Dagger	+3/+2	1d4+2	
Dagger (thrown)	+4/+2	1d4+2	10 ft
Crow's Feathers	+3/+0	1d4	15 ft

Combat/Saving Throw Adjustments

Race: Fearless (+2 on saves vs. Fear), Resistant (+1 on Con saves)

Languages

Halfling, Common, Sylvan

Equipment

Leather Armor +1, Dagger +2, Crow's Cloak, thieves tools, 1 weeks rations
2 flask of oil, tinder box, fine clothes, small sack, small ring of cheese
skin filled with ale

Magic

Leather armor +1, Crow's Cloak (see back of character sheet), Dagger +2

Class/Racial/Special Abilities

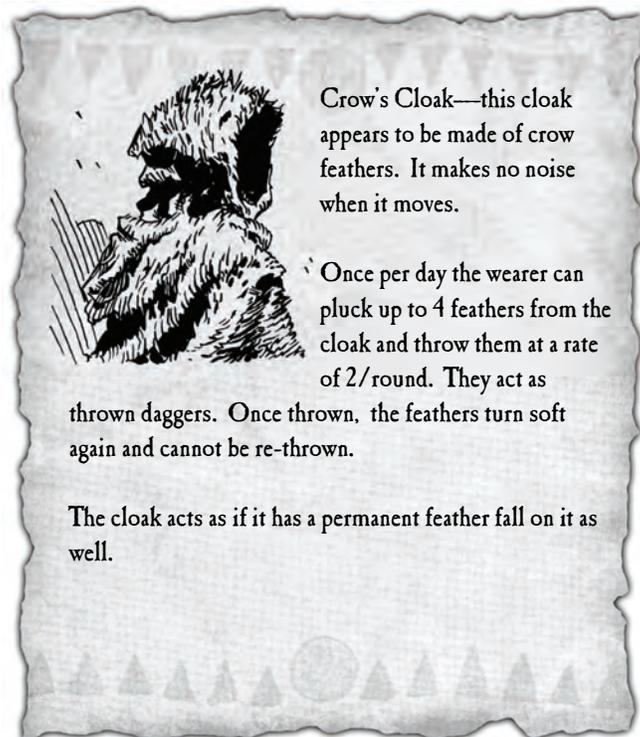
Class: Cant, Climb (Dex), Decipher Script (Int), Hide +2 (Dex),
Listen (Wis), Move Silently +2 (Dex), Open Lock (Dex),
Pick Pocket (Dex), Traps (Int), Back Attack
Race: Duskvision,

Background

Being trained by the Brotherhood as a spy was, needless to say, not the best time of your life. All non-humans are normally treated like slaves but the need for an “unassuming, small pair of eyes” was necessary to get into the court of the Lord of Skulcrag keep.

When the attack came you were supposed to slip into the treasury of the keep and steal an amulet that was held there. During your months in the service of the castellan you grew close to the knights and their retainers. In the end, you could not go through with the theft and you snuck out of the keep.

Now on the run from the Brotherhood you have offered your services to this traveling group as a scout. You’ve definitely acquitted yourself well but if they ever found out where your allegiances first lay...well...you don’t want to think about that.



Brother Shelbin—The brother of The Order Most Holy keeps a close eye on you but not as much after you assisted in the escape from the Bandit Lords. He’d be very cross with you if he found out you used some passwords learned from your Brotherhood training.



Sir Gareth—you feel a sense of loyalty to this knight. You saw him fail on the battlefield during the great skirmish when his lord was laid low. In some way you assume responsibility because you could have warned the keep of the attack.



Galimorris Windferret—you’ve seen him watch you and think he may know who trained you. He is a very knowledgeable bard and his tales at the fireside have kept your thoughts off your past.



Eldrath—this wizard is a goodly sort of fellow. Even though his magics sometimes scare you (and Halflings are supposed to be fearless) you know he has control over his magic, mostly.



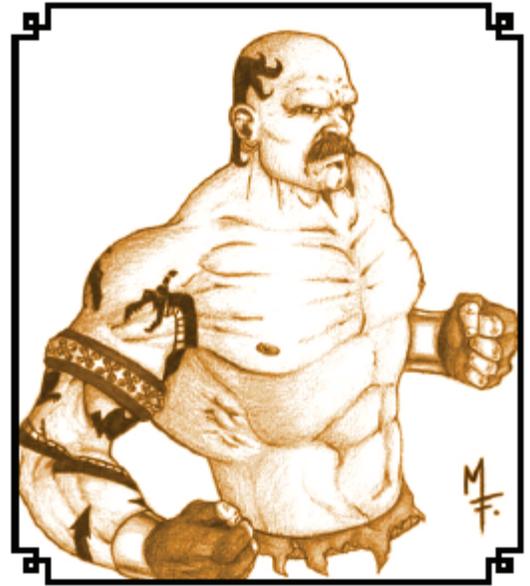
Orin Dragonfist—a stout, if gruff companion on your journeys so far. His view on life is close to your own although where you see a story to be told and shared he sees an event that should be contemplated and pondered upon. That’s not to say he’s not a man of action but if you think to long on things...you’ll go crazy.



Orin Dragonfist

Human Monk 4 LN

✓	13	STRENGTH	+1	Paralysis & Constriction
✓	13	DEXTERITY	+1	Breath Weapons & Traps
✓	16	CONSTITUTION	+2	Disease, Energy Drain & Poison
	10	INTELLIGENCE		Arcane Magic & Illusion
	12	WISDOM		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph
	9	CHARISMA		Death Attack, Charm & Fear

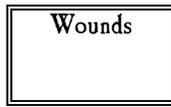
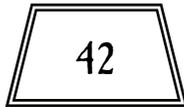


Armor Class



No shield 15
No Dex 14
Touch AC 14

Hit Points



Hit Die Type: d12

Armor Worn: _____
Shield: _____
Other: Armbands of Defense +1

BTH	#ATT	Move
+3	1	40'

Weapon	ATB (To Hit/Dam)	Damage	Range
Unarmed	+4/+1	1d6+1	
Shuriken	+4/+1	1d3+1	15'

Combat/Saving Throw Adjustments

+1 to paralysis, polymorph, petrification and death attack saves

Languages

Common

Equipment

Travelling clothes, gloves, belt, belt pouch, 10 shuriken

Magic

Dragon Tattoos (see back of sheet), Armbands of Defense +1, Salve of Extra Healing (3 applications, each application heals 1d8+1)

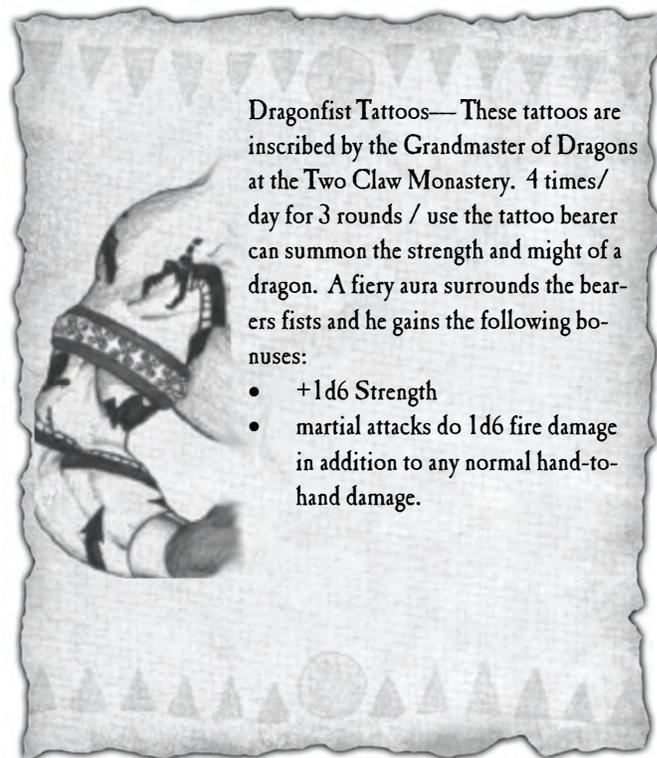
Class/Racial/Special Abilities

Mind Over Body (adjustments to saves), Stunning Attack 4/day,
Unarmed Attack (1d6), Unarmored Defense (12), Deflect
Missiles 1/rd, Fast Movement, Ki Strike (h-t-h as a +1 weapon),
Slow Fall

Background

On the day you left the monastery your master gave you this advice, "You will learn by going where you have to go". Your wandering course took you near Skulcrag Keep a few weeks ago where you were given shelter for the evening. There you met the group that you are traveling with now.

You assisted in the battle as well as you could but the forces were too great. It is as the master said, "He who knows when he can fight and when he cannot will be victorious." The master of Skulcrag Keep must have known he could not win but yet he fought on. While there is much honor in that, honor does you no good if you are dead.



Dragonfist Tattoos—These tattoos are inscribed by the Grandmaster of Dragons at the Two Claw Monastery. 4 times/day for 3 rounds / use the tattoo bearer can summon the strength and might of a dragon. A fiery aura surrounds the bearers fists and he gains the following bonuses:

- +1d6 Strength
- martial attacks do 1d6 fire damage in addition to any normal hand-to-hand damage.

Brother Shelbin—You have no doubt that the Gods exist but you seek enlightenment through knowledge and understanding. The Gods deserve their due but you have a mind of your own, as you've told the good brother many times. A stout compatriot in your journeys and an excellent debater.



Galimorris Windferret—The bard. If he had more focus he could be a great warrior but he's too concerned with the story and the glory. His attempts to make you laugh are more humorous than the bawdy tales he sometimes tells.



Thorn Tumblebottom—this one fights as if trained by a master and he is as quiet as the Shadow Brothers of your order. He hides something but you cannot tell what. In time, the mysteries will be revealed. Such is the way of life.



Eldrath—the forces that this one wields requires intense concentration and for that you honor this grey beard. When he casts his spells he is at one with all of reality. It is much like when you focus your ki and utilize it...although Eldrath uses elements outside his body versus within.



Sir Gareth Silverblade—This one fights for revenge and it unbalances him. Focus on a purpose is one thing but blind hatred makes you ignore all else. He has much honor though and perhaps he will seek his balance in the days to come.



Galimorris Windferret

Human Bard 4 CG

	10	STRENGTH		Paralysis & Constriction
✓	13	DEXTERITY	+1	Breath Weapons & Traps
	9	CONSTITUTION		Disease, Energy Drain & Poison
✓	13	INTELLIGENCE	+1	Arcane Magic & Illusion
	12	WISDOM		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph
✓	16	CHARISMA	+2	Death Attack, Charm & Fear

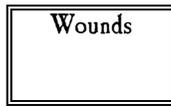


Armor Class



No shield 14
No Dex 13
Touch AC 10

Hit Points



Hit Die Type: d10

Armor Worn: Studded Leather

Shield: _____

Other: _____

BTH	#ATT	Move
+3	1	30

Weapon	ATB (To Hit/Dam)	Damage	Range
Broadsword +1	+4/+1	2d4+1	
Dagger	+3/+0	1d4	
Dagger (thrown)	+4/+0	1d4	10'

Combat/Saving Throw Adjustments

Languages

Common, Elf, Orc, Dwarf

Equipment

Studded leather, broadsword +1, 2 daggers, 30' rope, fine clothes, wine skin, 1 week rations, 2 torches

Magic

Boots of Balance (see back of character sheet), Broadsword +1

Class/Racial/Special Abilities

Decipher Script (Int), Exalt (Cha), Legend Lore (Cha),

Fascinate

Background

Growing up in the Free City surrounded by songs and tales told at the inns your mother worked at gave you a passion for story telling (which some honest folk may call lies) Travelling the roads, wandering from inn to inn and bringing news to all of those who will listen brings you joy, coin and happiness.

You have travelled with this current group of adventurers for the past few months because 1) it's always nice to have someone to talk to on a long journey and 2) they seem to get in the most exquisite situations that make for a great story.

While working for a lord or baron would be preferable the last position you held at the Baron of Skulcrag was short-lived. Perhaps the kiss you stole from the baron's daughter had something to do with that but the past is the past and the road is always open.



Boots of Balance—The wearer of these soft, low-heeled supple leather boots is endowed with a magically enhanced sense of balance.

- A +1 on any Dexterity roll not including the use of the hands is conferred to the wearer (Saving Throws, dodging, etc)
- The wearer can run along thin surfaces (ropes, cliff edges, branches that will support his weight) with no penalty.

Brother Shelbin—Ahh...Brother Shelbin. A holy soul who has already given you forgiveness far too many times for you to count. You've heard the tales of his deity, Avendus, that make you well aware that this brother is no pacifist. That stout cudgel that he wields has bashed a few non-believers heads in its day.



Sir Gareth—a sad and tragic tale this one has. His liege was killed during an assault by The Eld Thane and his giant minions. He took full responsibility for the failure of his cadre to protect their lord. In disgrace he left the Border Kingdoms in a search to restore his honor. I only hope that he makes no foolish choices in his quest.



Thorn Tumblebottom—he's on the run from something but you haven't been able to glean the information out of him. His skills are excellent and you know you've seen his fighting style somewhere but you just can't place it.



Eldrath—crazy old mage...aren't they all? Stories you've written surrounding his use of summonings have not needed any embellishment. One time he was trying to coerce a minor demon into giving up some pebble of information and horde of demonlings came through instead.



Orin Dragonfist—a stout, if gruff companion on your journey so far. His view on life is close to your own although where you see a story to be told and shared he sees an event that should be contemplated and pondered upon. That's not to say he's not a man of action but if you think as long as Orin does on things...you'll go crazy.



Brother Shelbin of the Order of the Staves

Human Cleric 4 NG

✓	13	STRENGTH	+1	Paralysis & Constriction
	9	DEXTERITY		Breath Weapons & Traps
✓	13	CONSTITUTION	+1	Disease, Energy Drain & Poison
	10	INTELLIGENCE		Arcane Magic & Illusion
✓	16	WISDOM	+2	Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph
	12	CHARISMA		Death Attack, Charm & Fear

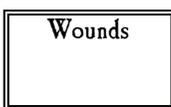
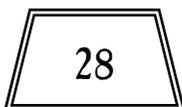


Armor Class



No shield 16
No Dex 16
Touch AC 10

Hit Points



Hit Die Type: d8

Armor Worn: Breastplate +1

Shield: none

Other: none

BTH	#ATT	Move
+2	1 (2)	30'

Weapon	ATB (To Hit/Dam)	Damage	Range
Staff of Battle	+4/+2	1d8	30*
Club	+3/+1	1d6+2	

Combat/Saving Throw Adjustments

Languages

Common, Celestial

Equipment

Breast Plate, Robes, Staff of Battle, Wooden Holy Symbol, 1 week rations, ink, quills, 4 sheets of vellum, charcoal, tinder box

Magic

Spells 4—0 lvl, 4—1st lvl, 3—2nd lvl, 3 potions of Cure Serious Wounds,

+1 Breast Plate, Staff of Battle (see back of sheet)

Class/Racial/Special Abilities

Turning Undead, Spells

As a member of the Order of Staves you may cast *friends* (see back of this sheet) once/day.

Background

The Order of the Staves precepts are to minister and protect the faithful of Avendus. This area of the kingdom has quite a few followers but also contends with the incursions of The Evil Thane.

You have been traveling with this group over the last season or so and a bond has grown between all of you. Avendus has not revealed your final calling to you yet so you continue to guide the faithful and assist those in need.

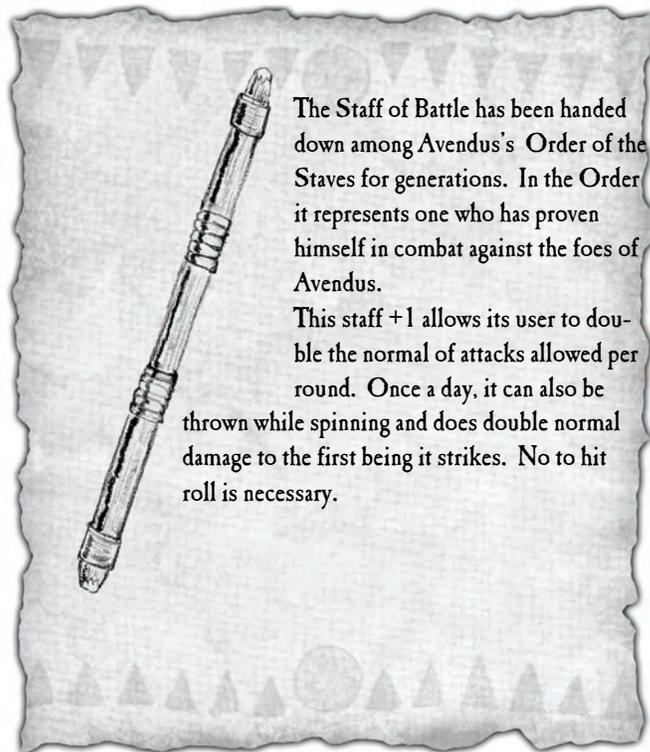
Friends Spell-like ability

Duration: 1d4 rds +1/lvl

Area of Effect: 60 ft

Saving Throw: Special

A friends spell causes the caster to temporarily gain 2d4 points of Charisma and intelligent creatures within the area of effect must make reaction checks based on the casters new Charisma.



The Staff of Battle has been handed down among Avendus's Order of the Staves for generations. In the Order it represents one who has proven himself in combat against the foes of Avendus.

This staff +1 allows its user to double the normal of attacks allowed per round. Once a day, it can also be thrown while spinning and does double normal damage to the first being it strikes. No to hit roll is necessary.

Callimoris Windferret—while outwardly he appears as a scoundrel this bard possesses a noble heart. Discussions of history and the origins of the gods have consumed many a night by the campfire or inn table.



Sir Gareth - this noble knight fought admirably in the service of his lord but the strength of his blade could not save him. The loss of his liege in the Battle of Skulcrag Keep caused him both physical and mental anguish. You have tried to console him but it will take time for this lordless knight to heal. He still possesses the ability to lead and has made sound decisions...so far.



Thorn Tumblebottom—while not fully approving of his thieving ways he has proved his worthiness in tight situations like escaping the dungeons of the evil Lords of the Bandit Kingdoms. At least it appears he only steals from those of evil intent.



Eldrath—arcane magics are a dangerous thing. Eldrath's somewhat carefree approach to the dealing with fell powers is going to be his downfall. Your debates on the outer planes and their denizens has lead you to arguments but nothing that can't be solved over a mug of ale.



Orin Dragonfist—the martial ability of this man would be a great asset to The Order of the Staves but his philosophical neutrality would have be to addressed. "All things seek balance" he says. Harumphh—all things that are evil deserved to be thumped you say!

