

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Zee Key**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
6"	3	1/3	2	5	3	3	

^ ^ +5

**Race Abilities** (racial abilities, etc.)

+1p initiative (already included below)

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Languages: Adventure Beetle, Common, Goblin

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**Perks & Flaws** (what makes you different)

(P6) "Quick" = +2p initiative (already included below)

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(F1) "Poor Direction Sense" = gets lost easily

(F1) "Fear of " = Snakes

(F1) "Fear of " = Water, cannot swim

(F3) "Weakling" = -2d all ST rolls

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**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = +3d

(A) Attack Adjustments = +3d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Shell (Torso) = +1d

(D) Parry (action) = +2d

(3d CB) + (1d shell) + (2d parry) = 6d

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WHITE Attack Pool = (A) Staff (blunt, parry. M2) = +2d

(3d CB) + (2d staff) = 5d

Jump + landing Attack =

(1/5 rounds) (A) Landing Attack = +2d

+6p	3"
Initiative	Move
6d	5d
BLUE Defense Pool	WHITE Attack Pool

Hit Points	20
Current	

Race	Adv. Beetle
Age	Youthful
Hair	None
Eyes	Green
Sex	Female

**Personality:** (description)

She loves eating tiny insects, especially dragon flies. She rarely flies, ..for now.

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**Primal (PR) Rating**

3	"Double Jump" twice as far (3/day)
6	
9	
12	
15	
18	
21	

**Items Carried:** (not armor & weapons)

Ready Pack, Bottle of fine red wine

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**Spell Glyphs**

_____
_____
_____

Gems	Gold	Silver
	9	17

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Character Name **Bak Skratch**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
3	1	1	6	1	1	1	1

+5 +20

DV	MV	JP	SZ	LF	LK	PR	XP
15"	3	2/4	3	5	3		

^ ^

Hit Points	20
Current	

Race	Catling
Age	Youthful
Hair	Tuxedo
Eyes	Black
Sex	Male

**Race Abilities** (racial abilities, etc.)

I get LUCK with every "Landing Attack" roll

Languages: Cattling, Common, Goblin

**Personality:** (description)

Scruffy looking. Likes to nap in high places. He likes to smuggle for profit. He enjoys dealing with criminals, and seems to understand their point of view more easily than that of a hero.



**Perks & Flaws** (what makes you different)

(P4) "Investigator" = +2d search rolls

(P2) "Street Wise" = Knows a guy who knows a guy

(F1) "Fear of" = Spiders

(F5) "Combat Paralysis" = Skip first round of a new battle

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = +3d

(A) Attack Adjustments = NONE Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Leather Armor (Torso) = +1d

(D) Wooden Shield (Hand) = +1d

(D) Parry (action) = +1d

(D) All Out Defense = +1d

(3d CB) + (2d armor) + (1d parry) + (1d All Out) = 7d

WHITE Attack Pool = (A) Small Sword (Hand) = +2d

"All Out Defense" = NO ATTACK

**Primal (PR) Rating**

3	
6	
9	
12	
15	
18	
21	

**Items Carried:** (not armor & weapons)

Ready Pack, Large block of cheese

**Spell Glyphs**


Gems	Gold	Silver
	9	17

+3p	3"
Initiative	Move
7d	NONE
BLUE Defense Pool	WHITE Attack Pool

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Take Cover

Back Stabbing
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Sneak Attack

Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack

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Trip

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Character Name **Barktooth**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
6"	3	1/4	4	5	3	3	

^ ^ +5

**Race Abilities** (racial abilities, etc.)

I get +1d to all "Bite Attack" rolls.

Languages: Cesspooler Common, Goblin

**Perks & Flaws** (what makes you different)

(P4) "Savage Attack" = +1d to all natural attacks (ie. Bite)

(F3) "Mundane" = -2d al Magic (MG) rolls

(F1) "Poor Direction Sense" = Gets lost very easy

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +1d Max = +3d  
(A) Attack Adjustments = +5d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Skin (Torso) = +3d  
(D) 2 Wooden Shields (Both Hands) = +2d  
(1d CB) + (3d skin) + (2d shields) = 6d

WHITE Attack Pool = (A) Bite (Head) = +2d  
(5d CB) + (2d bite) = 7d

+3p	3"
Initiative	Move
6d	7d
BLUE Defense Pool	WHITE Attack Pool

Hit Points	16
Current	

Race **Cesspooler**  
Age **Youngling**  
Hair **None**  
Eyes **Yellow**  
Sex **Male**

**Personality:** (description)

Drools a lot and spits while talking.  
He loves to chew on big sticks and small logs, building up the strength in his jaw so his bite will be even more deadly.



**Primal (PR) Rating**

3	Tough Skin
6	
9	
12	
15	
18	
21	

**Items Carried:** (not armor & weapons)

Ready Pack, Pet Rat

**Spell Glyphs**


Gems	Gold	Silver
	9	17

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Character Name **Bird Beak**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
6"	3/3	2/4	2	5	3	3	

^ ^ +5

**Race Abilities** (racial abilities, etc.)

I can breathe under water

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Languages: Cyclops Turtle Common, Goblin

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**Perks & Flaws** (what makes you different)

NONE (These are optional)

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +1d Max = +3d

(A) Attack Adjustments = +5d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Shell (Torso) = +3d

(D) Empty Hands (Both hands) = +1d

(1d CB) + (3d shell) + (1d hands) = 5d

WHITE Attack Pool = (A) Claws = +2d

(5d CB) + (2d claws) = 7d

+5p	3"
Initiative	Move
5d	7d
BLUE Defense Pool	WHITE Attack Pool

Hit Points	20
Current	

Race **Cyc. Turtle**  
Age **Youthful**  
Hair **Blue**  
Eyes **Blue**  
Sex **Male**

**Personality:** (description)

He has a raspy voice and shifty eyes.

He is being hunted by his own kind, because he has chosen to associate with the "air breathers".



**Primal (PR) Rating**

3	Quick = +2p initiative (already set)
6	
9	
12	
15	
18	
21	

**Items Carried:** (not armor & weapons)

Ready Pack, Some dried bread

**Spell Glyphs**

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\_\_\_\_\_

\_\_\_\_\_

Gems	Gold	Silver
	9	17

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Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Bashnow**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
5	2	1	1	1	1	4	1
+14		+2		+9			
DV	MV	JP	SZ	LF	LK	PR	XP
6"	3	2/4	7	5	2	1	

Hit Points	20
Current	

Race	Cyclopsling
Age	Youthful
Hair	Black
Eyes	Green
Sex	Female

**Race Abilities** (racial abilities, etc.)

I can wield "Massive Weapons" as if I was 1 size larger

I act as two people when operating siege weapons

Languages: Cyclopsling, Common, Goblin

**Personality:** (description)

He has a strange fasciation with statues.

He is a gentle giant and gracefully swipes his enemies, sending them flying. He prefers to stand and protect the archers and wizards.



**Perks & Flaws** (what makes you different)

(P4) "Hulk" = wield massive weapons as if 2 Sizes (SZ) larger  
=(SZ + ST) / 2, round up = 7

(F3) "Slow" = -1p to all Initiative rolls

(F1) Mute = may only say his name

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Ajustment = +3d Max = +3d

(A) Attack Adjustments = +2d Max = +5d (each)

**Primal (PR) Rating**

3
6
9
12
15
18
21

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d  
(3d CB) + (2d armor) = 5d

WHITE Attack Pool = (A) Siege Hammer (Blunt, Impact, Size 7) = +7d  
(2d CB) + (7d club) = 9d

**Items Carried:** (not armor & weapons)

Ready Pack, Barrel of beer

+2p	3"
Initiative	Move
5d	9d
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**

Gems	Gold	Silver
	9	17

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Fall Down
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Quick Stand

Character Name **Digdirt**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
15"	3	1/4	2	5	3	3	

^ ^ +5

**Race Abilities** (racial abilities, etc.)

+1d for all axe attack rolls

+1d to search for "Secret Doors"

Languages: Dwarf, Common, Goblin

**Perks & Flaws** (what makes you different)

(P4) "Magic Resistant" = +2d to resist magic

(F3) "Mundane" = -2d to all MG rolls

(F1) "Speech Impediment" = Pronounce "V" as "TH"

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +2d Max = +3d

(A) Attack Adjustments = +4d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d

(D) Shield, Wooden (Hand) = +1d

(2d CB) + (2d armor) + (1d shield) = 5d

WHITE Attack Pool =

(A) Big Axe (Sharp, Versatile, M2) = +2d/3d

(A) Dwarf with axe = 1d

(4d CB) + (2d axe) + (1d dwarf) = 7d

+3p	3"
Initiative	Move
5d	6d
BLUE Defense Pool	WHITE Attack Pool

Hit Points	20
Current	
Race	Dwarf
Age	Youthful
Hair	Red
Eyes	Black
Sex	Male

**Personality:** (description)

Grunts and spts a lot, with a pesamistic

outlook. He's learned that saying "we're

all going to die." is not as good as

saying, "It's a great day to die."



**Primal (PR) Rating**

3 Throw Weapons the spell (3/day)

6

9

12

15

18

21

**Items Carried:** (not armor & weapons)

Ready Pack, Bone Dice

**Spell Glyphs**

Gems	Gold	Silver
	9	17

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Character Name **Dessep Nar**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
15"	3	2/4	3	5	3	3	

^ ^ +5

**Race Abilities** (racial abilities, etc.)

+1d to all bow attack rolls

+2d defense when in "Shadowy Darkness"

Languages: Drow, Common, Goblin

**Perks & Flaws** (what makes you different)

NONE (These are optional)

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = NONE Max = +3d

(A) Attack Adjustments = +3d, 3d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d

(0d CB) + (2d armor) = 2d

WHITE Attack Pool = All Out Attack = +1d

Elf with bow = +1d

(A) Bow (Both Hands, Range 3", 12", 18") = +2d

(3d,3d CB) + (1 ALL Out) + (1d e:f) + (2 bow) = 7d,7dd

"2 shots"

+3p	3
Initiative	Move
2d	7d, 7d
BLUE Defense Pool	WHITE Attack Pool

Hit Points	20
Current	

Race	Dark Elf
Age	Youthful
Hair	White
Eyes	Green
Sex	Male

**Personality:** (description)

Very secretive, and a bit sneaky. He's a

good guy, with some bad guy skills. He

calls himself an archer and stays back

from melee. He can cast shadowy darkness

3/day to gain a +2d defense bonus



**Primal (PR) Rating**

3 Shadowy Darkness as spell (3/day)

6

9

12

15

18

21

**Items Carried:** (not armor & weapons)

Ready Pack, Quiver with 24 arrows

A fletcher kit (for making more arrows)

**Spell Glyphs**


Gems	Gold	Silver
	9	17

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Character Name **Valerise Nay (Vicky)**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
12"	3	2/4	3	5	3	3	

^ ^ +5

Hit Points	20
Current	

Race	Light Elf
Age	Youthful
Hair	Silver
Eyes	Gold
Sex	Female

**Race Abilities** (racial abilities, etc.)

- +1d to all bow attack rolls
- Treat "Sleeping" as awake but "Prone"
- Languages: Fae, Common, Goblin

**Perks & Flaws** (what makes you different)

- (P4) Alert = +2d to resist surprise, and sneak attacks
- (F3) Clumsy = -2d to all CN rolls
- (F1) "Trigger word" = gets angry when called a coward

**Combat Adjustments:** (default / standard adjustments)

- (D) Defense Adjustment = NONE Max = +3d
- (A) Attack Adjustments = +3d, 3d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

- BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d (0d CB) + (2d armor) = 2d
- WHITE Attack Pool = All Out Attack = +1d Elf with bow = +1d (A) Bow (Both Hands, Range 3", 12", 18") = +2d (3d,3d CB) + (1 ALL Out) + (1d e;f) + (2 bow) = 7d,7dd "2 shots"

+3p	3"
Initiative	Move
2d	7d, 7d
BLUE Defense Pool	WHITE Attack Pool

**Personality:** (description)

Stays back from melee, and fires her bow.



**Primal (PR) Rating**

3
6
9
12
15
18
21

**Items Carried:** (not armor & weapons)

- Ready Pack, Quiver with 24 arrows
- A fletcher kit (for making more arrows)

**Spell Glyphs**


Gems	Gold	Silver
	9	17



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Character Name **Bahr Bee**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
3	1	1	1	3	3	1	3
+5				+5		+5	
DV	MV	JP	SZ	LF	LK	PR	XP
6"	3	2/4	3	5	3	3	
				^		+5	

Hit Points	20
Current	

Race	Half Elf
Age	Youthful
Hair	Blonde
Eyes	Blue
Sex	Female

**Race Abilities** (racial abilities, etc.)

+1d to all Move (MV) rolls

+1d resist beng "Tracked"

Languages: Fae, Common, Goblin

**Personality:** (description)

Cheerful and friendly. Very helpful, if not a tad bit too trusting of strangers. She realises that Elves and Humans don't like that she is a half-breed. For that matter, Dwarves don like Elves (or her) either.

**Perks & Flaws** (what makes you different)

(P4) "Bard" = +2d battle song for ALL friends

A battle song takes both actions

All friends gain a TOTAL of +2d to all their attack rolls

(P5) "Slow" = - 2p to all Initiative rolls (already set)



**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = +3d

(A) Attack Adjustments = NONE Max = +5d (each)

**Primal (PR) Rating**

3
6
9
12
15
18
21

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d

(D) Wooden Shield (Hand) = +1d

(D) All Out Defense = +1d

(3d CB) + (2d armor) + (1d shield) + (All out defense) = 7d

WHITE Attack Pool = NONE

"Sings songs to aid the party."

**Items Carried:** (not armor & weapons)

Ready Pack, Lock picks

+1p	3"
Initiative	Move
7d	None
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**

Gems	Gold	Silver
	9	17

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Fall Down
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Character Name **Driprnose**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
3	1	1	1	1	1	1	1

+5

DV	MV	JP	SZ	LF	LK	PR	XP
12"	3	2/4	4	5	3	6	

^ ^ +20

Hit Points	20
Current	

Race	Half Troll
Age	Youthful
Hair	White
Eyes	Green
Sex	Male

**Race Abilities** (racial abilities, etc.)

+1d to all "Club Attack" rolls
Languages: Troll, Common, Goblin

**Personality:** (description)

Large and smelly. Laughs a lot. He speaks well and is not dumb, but he knows that others seem to like him better if he plays stupid and says shorty one-liners like, "Me smash!"



**Perks & Flaws** (what makes you different)

NONE (These are optional)

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +1d	Max = +3d
(A) Attack Adjustments = +2d	Max = +5d (each)

**Primal (PR) Rating**

3	Regenerate 1 HP per round
6	Regenerate 2HP (total) per round
9	
12	
15	
18	
21	

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool =	(D) Half Chain Armor (Torso) = +2d
	(D) Wooden shield = +1d
	(1d CB) + (2d armor) + (1d shield) = 4d
WHITE Attack Pool =	Half-troll with club = +1d
	(A) Big Club (Both Hands, Impact) = +2d
	(2d CB) + (2d club) + (half troll) = 5d

**Items Carried:** (not armor & weapons)

Ready Pack, Small stone frog figurine

+3p	3"
Initiative	Move
4d	5d
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast

Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand

Attacking
Aim
Battle Cry
Attack

Defending
Parry
Take Cover

Back Stabbing
Hide
Sneak
Sneak Attack

Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack

Fighting Dirty
Frighten
Nudge
Taunt
Trip

Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Morgan**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	3	1

+20 +5

DV	MV	JP	SZ	LF	LK	PR	XP
0"	3	2/4	3	7	3	1	

^ ^

Hit Points	28
Current	

Race	Human
Age	Youthful
Hair	Brown
Eyes	Green
Sex	Male

**Race Abilities** (racial abilities, etc.)

+1d or -1d to all Corruption (CR) rolls, my choice, at will

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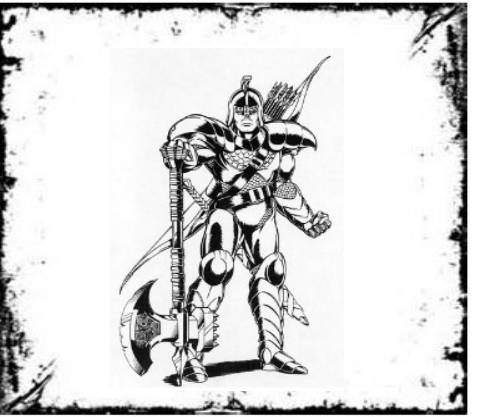


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Languages: Fae, Common, Goblin

**Personality:** (description)

Very goal oriented, persisent, and arrogant. Immediately believes he should be the leader, but won't get angry if he's not.



**Perks & Flaws** (what makes you different)

(P6) "Warlord" = Friends get an extra "Free Move"

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(F3) "Dim Witted" = -2d to all IN rolls

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(F3) "Mundane" = -2d to all MG rolls

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**Combat Adjustments:** (default / standard adjustments)

(D) Defense Ajustment = +3d Max = +3d  
(A) Attack Adjustments = +3d Max = +5d (each)

**Primal (PR) Rating**

3	
6	
9	
12	
15	
18	
21	

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d  
(3d CB) + (2d armor) = 5d

---

WHITE Attack Pool = (A) Brutal Axe (Sharp, M2) = +4d  
(3d CB) + (4d axe) = 7d

**Items Carried:** (not armor & weapons)

Ready Pack, Ink well and quill  
Blank parchment scrolls [20]

<b>+3p</b>	<b>3"</b>
Initiative	Move
<b>5d</b>	<b>7d</b>
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Honey Cutter**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
0"	3	2/4	3	8	3	3	

^ ^ +5

**Race Abilities** (racial abilities, etc.)

+1d or -1d to all Corruption (CR) rolls, my choice, at will

Languages: Drow, Common, Goblin

**Perks & Flaws** (what makes you different)

NONE (These are optional)

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = +3d

(A) Attack Adjustments = +3d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d

(D) Wooden shield = +1d

(D) Parry = 1d

(3d CB) + (2d armor) + (1d shield) + (1d parry) = 7d

WHITE Attack Pool = +4d (A) Small Sword (Sharp, Parry, M2) = +2d

(3d CB) + (2d sword) = 5d

+5p	2"
Initiative	Move
7d	5d
BLUE Defense Pool	WHITE Attack Pool

Hit Points	32
Current	

Race	Human
Age	Youthful
Hair	Blonde
Eyes	Blue
Sex	Female

**Personality:** (description)

Light on her feet. Confident. Likes to tell stories and sing songs. Her stories get a little bigger and more exciting each time she tells them.



**Primal (PR) Rating**

3	Improved Life Force 1 (already set)
6	
9	
12	
15	
18	
21	

**Items Carried:** (not armor & weapons)

Ready Pack, Pouch of salt

**Spell Glyphs**

Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Sihnnor**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
15"	4	2/4	1	3	3	3	

^ ^ +5

**Race Abilities** (racial abilities, etc.)

+1p to all "Initiative" rolls  
I climb and crawl at normal Movement speed  
Languages: Nightstalker, Common, Goblin

**Perks & Flaws** (what makes you different)

NONE (These are optional)

**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = +3d  
(A) Attack Adjustments = +3d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Shell (Torso) = +4d  
(D) Two Wooden Shields (Hand) = +2d  
(3d CB) + (4d shell) + (2d shields) = 9d

WHITE Attack Pool = (A) Bite (Head) = +6d  
(3d CB) + (4d bite) = 10d

+3p	3" (Climb 3")
Initiative	Move
9d	10d
BLUE Defense Pool	WHITE Attack Pool

Hit Points	12
Current	

Race **Nightstalker**  
Age **Youthful**  
Hair **Blue**  
Eyes **Black**  
Sex **Male**

**Personality:** (description)

Dark blue shell and blonde hair. A beast like monster. Loves to devour off still living prey. He typically stis alone and stares at the others in his group.



**Primal (PR) Rating**

3	Shiny Shell 1 (already set)
6	
9	
12	
15	
18	
21	

**Items Carried:** (not armor & weapons)

Ready Pack, Lamp  
2 skins of lamp oil

**Spell Glyphs**


Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Zacheria**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
6"	3	2/4	3	5	3	3	

^ ^ +5

Hit Points	20
Current	

Race	Tundra
Age	Youthful
Hair	White
Eyes	Green
Sex	Male

**Race Abilities** (racial abilities, etc.)

I can wield two weapons at once, regardless of my CB and CN ratings

Languages: Tundra, Common, Goblin

**Personality:** (description)

Short white hair with a tan patch on his chest. His armor and boots are a matched set. He is very flashy and brushes his hair (whole body) every night. He hopes to one day find a "silk sash".

**Perks & Flaws** (what makes you different)

(P4) "Beast Master" = +2d charm and train beast

(P4) "Alert" = +2d to resist surprise & sneak attacks

(P2) "Goblin Hunter" = Attack a goblin or orc = LUCK 3/day

(F3) "Mundane" = -2d to all magic (MG) rolls

(F3) "Dim Witted" = -2d to all intellect (IN) Rolls

(F3) "Dim Witted" = -2d to all intellect (IN) Rolls

(F1) "Knot Challenged" = Cannot tie knots



**Combat Adjustments:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = +3d

(A) Attack Adjustments = +3d Max = +5d (each)

**Primal (PR) Rating**

3	Dog's Bark 1 = speak with pet dogs
6	
9	
12	
15	
18	
21	

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Parry = +1d

(D) Half Chain Armor (Torso) = +2d

(3d CB) + (2d armor) + (1d parry) = 6d

WHITE Attack Pool = (A) Two Small Swordz (Hand) = +2d

(A) Wielding two weapons = +1d

(3d CB) + (1d bonus) + (2d sword) = 6d

**Items Carried:** (not armor & weapons)

Ready Pack, Hair brush

+3p	3"
Initiative	Move
6d	6d
BLUE Defense Pool	WHITE Attack Pool

**Spell Glyphs**


Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Buzz Zerky**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
6"	1/3	NA	1	5	3	3	

^ ^ +5

**Race Abilities** (racial abilities, etc.)

I can fly all day without resting

Languages: Warrior Fly, Common, Goblin

**Perks & Flaws** (what makes you different)

NONE (These are optional)

**RED Combat (CB) Dice:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = +3d  
(A) Attack Adjustments = +3d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = Defense Flying 1 = +1d  
(D) Leather Armor (Torso) = +1d  
(3d CB) + (1d armor) + (1d defense flying) = 5d

WHITE Attack Pool = (A) Small Sword (Hand) = +2d  
(3d CB) + (2d sword) = 5d

+3p	(Fly 3")
Initiative	Move
5d	5d
BLUE Defense Pool	WHITE Attack Pool

Hit Points	20
Current	

Race **Warrior Fly**  
Age **Youthful**  
Hair **Black**  
Eyes **Blue**  
Sex **Female**

**Personality:** (description)

Volunteers to scout ahead. Struggles to feel like part of the team. She is small, timid and shy, but curious. She enjoys digging through piles of garbage.



**Primal (PR) Rating**

3	Defense Flying 1 = +1d
6	
9	
12	
15	
18	
21	

**Items Carried:** (not armor & weapons)

Ready Pack, Sugar cubes [25]

**Spell Glyphs**


Gems	Gold	Silver
	9	17

Special
All Out Attack
All Out Defense
Run Away
Look Around
Turn Undead
Battle Song
Charm a Beast
Moving
Move
Sprint
Jump (Run)
Jump (Sprint)
Stand Up
Quick Stand
Attacking
Aim
Battle Cry
Attack
Defending
Parry
Take Cover
Back Stabbing
Hide
Sneak
Sneak Attack
Combat Jumps
Jump (Run)
Jump (Sprint)
Landing Attack
Fighting Dirty
Frighten
Nudge
Taunt
Trip
Falling Down
Fall Down
Stand Up
Quick Stand

Character Name **Dudley**

Player Name **Sample**  
Date Created **7/11/2013**

CB	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1

+20

DV	MV	JP	SZ	LF	LK	PR	XP
0"	3	2/4	2	3	5	3	

^ ^ +5

**Race Abilities** (racial abilities, etc.)

I get +2d to "Hide", but -2d to "Sneak"

Hide = (1 CN) + (2 race) + (4 perk) = 7d

Sneak = (1 CN) - (1 race) + (4 perk) = 4d

Languages: Zeetvah, Common, Goblin

**Perks & Flaws** (what makes you different)

(P4) "Sneaky" = +2d to hide and sneak

(P4) "Sneaky" = +2d to hide and sneak - AGAIN

(F5) "Combat Paralysis" = Skip first round of a new battle

(F3) "Weakling" = -2d to all ST rolls

**RED Combat (CB) Dice:** (default / standard adjustments)

(D) Defense Adjustment = +3d Max = +3d

(A) Attack Adjustments = +3d Max = +5d (each)

**Armor & Weapons:** (sword, shield, ring, etc.)

BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d

(D) Steel Shield (Hand) = +1d

(D) Parry = +1d

(3d CB) + (2d armor) + (1d shield) + (1d parry) = 7d

WHITE Attack Pool = (A) Small Sword (Hand) = +2d

(3d CB) + (2d sword) = 5d

+3p	3"
Initiative	Move
7d	5d
BLUE Defense Pool	WHITE Attack Pool

Hit Points	12
Current	

Race **Zeetvah**  
Age **Youthful**  
Hair **Blonde**  
Eyes **Blue**  
Sex **Male**

**Personality:** (description)

Dashing, but goofy. Quick to hide, but lousy to sneak. A greedy little fella. He's in love with his magic sword. He has a hard time trusting anyone at first, but he comes around eventually.



**Primal (PR) Rating**

3	Sneaky 1 (already set)
6	
9	
12	
15	
18	
21	

**Items Carried:** (not armor & weapons)

Ready Pack, Iron frying pan

**Spell Glyphs**


Gems	Gold	Silver
	9	17