

# ANIME 5E

PRE-GEN CHARACTER PACK – DIGITAL EXPANSION

## Design and Graphic Production

Mark MacKinnon

## Artwork

Chabibit

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[info@dyskami.ca](mailto:info@dyskami.ca)

[dyskami.ca](http://dyskami.ca)



## TRACKER SVIRSM

Race and Size: Small (3' 2") | Forest Gnome  
 Level and Class: 4th Level | Hunter 3 | Samurai 1  
 Movement: Ground (15')

### TRACKER SVIRSM

Forest Gnome | 3rd Hunter | 1st Samurai

**SIZE** Small     **ARMOUR** Studded, Shield  
**SPEED** 15'     **ARMOUR CLASS** 18  
**ENERGY** 30     **HIT POINTS** 40 (4d10+12) [20]  
**XP** 2,700     **PROFICIENCY BONUS** +2 [4]  
**POINTS** 138     **SAVING THROWS** STR, INT, WIS [6]

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	12 (+1)	10 (+0)	10 (+0)

WEAPON	TO HIT	DAMAGE	TYPE
Katana	+8	2d4+2	Melee; Slashing
Hand Crossbow	+8	1d6+4	Range 2 (30') Piercing

RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
4	4	Armour Proficiency (All Armour, Shield)
2	2	Combat Mastery (+2 attack rolls)
2	2	Combat Technique (Blackout, Critical Strike)
1	1	Connected (Bounty Hunters' League)
2	2	Edge (Initiative)
2	2	Edge (Intelligence, Wisdom, and Charisma Save vs. magic)
1	1	Features (Darkvision 60')
2	2	Language (Common, Gnomish, Small Beasts)
7	7	Skill Proficiency (Acrobatics, Athletics, Business, Culture, Nature, Riding, Street Sense)
1	1	Special Movement (Wall-Bouncing)
1	1	Spell-Like Ability (Minor Illusion cantrip)
2	2	Tool Proficiency (Artisan: Brewer, Navigators' Tools)
1	1	Unique Attribute (Small, light, and unobtrusive)
4	4	Weapon Proficiency (Martial)

RANK	POINTS	DEFECT
2	-2	Limited Damage (-2 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
1	-1	Slow (÷2 speed)
2	-2	Susceptible (+2 Standard damage)
1	-1	Unique Defect (Thrown weapon distance ÷2)

**24 + 30 Base + 84 Abilities = 138 POINTS**

## EL'MALO'DA-SHAN-AE

Race and Size: Tiny (1' 7") | Kodama  
 Level and Class: 4th Level | Psionicist 4  
 Movement: Ground (8')

### EL'MALO'DA-SHAN-AE

Kodama | 4th Psionicist

**SIZE** Tiny     **ARMOUR** Leather, Shield  
**SPEED** 8'     **ARMOUR CLASS** 18  
**ENERGY** 70     **HIT POINTS** 13 (4d4) [8]  
**XP** 2,700     **PROFICIENCY BONUS** +2 [4]  
**POINTS** 125     **SAVING THROWS** INT, CHA [4]

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	12 (+1)

WEAPON	TO HIT	DAMAGE	TYPE
Rapier (Dexterity)	+7	1d8-3	Melee; Piercing
Net, Fighting	+7	1d4+1	Range 1 (10') ÷4 Piercing

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
2	2	Armour Proficiency (Light, Shield)
3	9	Change State (Liquid, gaseous, and incorporeal)
2	2	Cognition (Postcognition)
4	4	Combat Mastery (+4 attack rolls)
4	4	Energised (+40 Energy)
1	1	Language (Common, Sylvan)
2	2	Skill Proficiency (Empathy, History)
-	17	Spellcasting (Psionics – 4 cantrips, 3 @ 1st, 2 @ 2nd, 1 @ 3rd)
5	5	Spell-Like Ability (Banishment)
2	2	Spell-Like Ability (Cure Wounds – 1d8+2 Hit Points)
2	2	Unique Attribute (Small, Light, and Unobtrusive)
1	1	Weapon Proficiency (Net, Rapier)

RANK	POINTS	DEFECT
8	-	Degraded (-4 Strength)
4	-4	Limited Damage (-4 Strength Impacts)
4	-4	Obstacle (Strength dice rolls)
2	-2	Slow (÷4 speed; 8 feet/round)
4	-4	Susceptible (+4 Standard damage)
2	-2	Unique Defect (Thrown Weapon Distance ÷4)

**39 + 16 Base + 70 Abilities = 125 POINTS**

## TEULEE

Race and Size: Medium (5' 5") | Satyr  
 Level and Class: 4th Level | Pet Monster Trainer 4  
 Movement: Ground (60')

### TEULEE

Satyr | 4th Pet Monster Trainer

**SIZE** Medium **ARMOUR** –  
**SPEED** 60' **ARMOUR CLASS** 12  
**ENERGY** 30 **HIT POINTS** 17 (4d4+4) [8]  
**XP** 2,700 **PROFICIENCY BONUS** +2 [4]  
**POINTS** 123 **SAVING THROWS** DEX, CHA [4]

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	12 (+1)	12 (+1)	16 (+3)

WEAPON	TO HIT	DAMAGE	TYPE
Quarterstaff	+3	1d6+1	Melee; Bludgeoning
Sling	+4	1d4+2	Range 2 (30') Bludgeoning

RANK	POINTS	ATTRIBUTE
3	15	Companion: Kinyap (Goblin: upgraded 16 Strength – 80 Points; ASE page 217)
1	2	Extra Actions – Lesser (1 Extra Action/round; not attacks)
1	1	Fast (x2 speed; 60 feet/round)
1	1	Jumping (x3 normal; 39/12 feet forward/up)
2	2	Language (Common, Elvish, Sylvan)
3	3	Monster Training (Breed Monster, Instil Discipline, Nurse Monster)
3	3	Skill Proficiency (Agriculture, Nature, Seduction)
1	1	Telepathy – Lesser (Pet Monster)

RANK	POINTS	DEFECT
1	-1	Easily Distracted (Things that distract children)
<b>27</b>		<b>+ 16 Base + 80 Abilities = 123 POINTS</b>

## NEWTAN

Race and Size: Medium (4' 11") | Satyr  
 Level and Class: 4th Level | Dynamic Spellbinder 4  
 Movement: Ground (60')

### NEWTAN

Satyr | 4th Dynamic Spellbinder

**SIZE** Medium **ARMOUR** –  
**SPEED** 60' **ARMOUR CLASS** 13  
**ENERGY** 60 **HIT POINTS** 18 (4d6) [12]  
**XP** 2,700 **PROFICIENCY BONUS** +2 [4]  
**POINTS** 128 **SAVING THROWS** INT [2]

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	18 (+4)	12 (+1)	13 (+1)

WEAPON	TO HIT	DAMAGE	TYPE
Dagger (Dexterity)	+5	1d4+3	Melee; Piercing
Spear	+5	1d6+3	Range 2 (30') Piercing

RANK	POINTS	ATTRIBUTE
2	20	Dynamic Powers (Weather)
3	3	Energised (+30 Energy)
1	2	Extra Actions – Lesser (1 Extra Action/round; not attacks)
1	1	Fast (x2 speed; 60 feet/round)
1	1	Jumping (x3 normal; 30/9 feet forward/up)
2	2	Language (Common, Elvish, Sylvan)
2	2	Skill Proficiency (Arcana, Nature)

RANK	POINTS	DEFECT
1	-1	Easily Distracted (Things that distract children)
<b>30</b>		<b>+ 18 Base + 80 Abilities = 128 POINTS</b>



## WILLYAM SMITHSON

Race and Size: Medium (6' 6") | Parasite + Human  
 Level and Class: 4th Level | Shadow Warrior 4  
 Movement: Ground (30')

### WILLYAM SMITHSON

Parasite + Human | 4th Shadow Warrior

**SIZE** Medium **ARMOUR** Splint, Shield  
**SPEED** 30' **ARMOUR CLASS** 19  
**ENERGY** 30 **HIT POINTS** 37 (4d12+4) [24]  
**XP** 2,700 **PROFICIENCY BONUS** +2 [4]  
**POINTS** 137 **SAVING THROWS** STR [2]

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	8 (-1)	10 (+0)	9 (-1)

WEAPON	TO HIT	DAMAGE	TYPE
Extending Blades	+4	1d8+1d8+2	Unarmed; Slashing
Heavy Crossbow	+3	1d10+1	Range 3 (100') Piercing

RANK	POINTS	ATTRIBUTE
4	4	Armour Proficiency (All Armour, Shield)
2	6	Change State (Liquid, Gaseous)
2	4	Elasticity (Two limbs stretch 5x; +4 grappling checks)
1	4	Extra Actions (1 Extra Action/round)
1	2	Extra Actions – Lesser (1 Extra Action/round; not attacks)
2	6	Immunity (Lightning)
1	1	Language (Common, Sylvan)
1	4	Size Change – Lesser (Grow 1 size)
1	1	Skill Proficiency (Athletics)
4	4	Massive Damage – Lesser (+1d8 unarmed attacks)
1	1	Regeneration (1 HP/round)
2	2	Weapon: Extending Blades (1d8+2 slashing damage)
4	4	Weapon Proficiency (Martial)

RANK	POINTS	DEFECT
1	-2	Bane (Loud Sounds)

**41 + 30 Base + 66 Abilities = 137 POINTS**

## RUBENA KNIGHT (MERSH)

Race and Size: Small (3' 1") | Stout Halfling  
 Level and Class: 4th Level | Magical Girl 2 | Techknight 2  
 Movement: Ground (15')

### RUBENA KNIGHT (MERSH)

Stout Halfling | 2nd Magical Girl | 2nd Techknight

**SIZE** Small **ARMOUR** Techknight (AC 16)  
**SPEED** 15' **ARMOUR CLASS** 20  
**ENERGY** 30 **HIT POINTS** 30 (2d10+2d8+4) [18]  
**XP** 2,700 **PROFICIENCY BONUS** +2 [4]  
**POINTS** 149 **SAVING THROWS** DEX, CON, WIS, CHA [8]

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	10 (+0)	13 (+1)	14 (+2)

WEAPON	TO HIT	DAMAGE	TYPE
Bastard Sword	+5	1d10-1	Melee; Slashing

RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
1	1	Alternate Identity (Gender swap)
4	4	Armour Proficiency (All Armour, Shield)
2	2	Combat Mastery (+2 attack rolls)
2	2	Combat Technique (Blind Shooting, Extended Range)
3	15	Companion: Furbottom (Battle Cabbit – 80 Points; A5E page 230)
1	1	Connected (Techknight Order)
2	2	Edge (Save vs. fright and poison)
2	2	Immunity – Lesser (Poison)
1	4	Item: 3D Manoeuvring Gear (5 Points; A5E page 200)
1	1	Language (Common, Halfling)
6	6	Skill Proficiency (Animal Handling, Artisan, Empathy, Helming, Performance, Warfare)
2	2	Tool Proficiency (Artisan: Smith, Gaming)
–	1	Unique Attribute ( <i>Lucky</i> – Can re-roll 1s during attacks or Saving Throws)
–	1	Unique Attribute ( <i>Nimbleness</i> – Can move through space of larger creature)
1	1	Unique Attribute (Small, light, and unobtrusive)
2 (5)	2	Weapon: Effervescent Shaft (2d10+2 radiant damage; Range: 30' -2; Hands +1; Save +4 [Dexterity vs DC 12])
4	4	Weapon Proficiency (Martial)

RANK	POINTS	DEFECT
2	-2	Limited Damage (-2 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
1	-1	Slow (÷2 speed)
2	-2	Susceptible (+2 Standard damage)
1	-1	Unique Defect (Thrown Weapon Distance ÷2)

**43 + 30 Base + 76 Abilities = 149 POINTS**

## MAGE MAVEN (KRAHALOR)

Race and Size: Huge (28') | Archfiend  
 Level and Class: 8th Level | Magical Girl 8  
 Movement: Ground (120'); Flight (30'); Tunelling (1')

### MAGE MAVEN (KRAHALOR)

Archfiend | 8th Magical Girl

**SIZE** Huge **ARMOUR** Studded Leather  
**SPEED** 120' **ARMOUR CLASS** 9  
**ENERGY** 50 **HIT POINTS** 43 (8d8) [32]  
**XP** 34,000 **PROFICIENCY BONUS** +3 [6]  
**POINTS** 173 **SAVING THROWS** WIS, CHA [4]

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	11 (+0)	18 (+4)	10 (+0)

WEAPON	TO HIT	DAMAGE	TYPE
Morningstar Flail	+2	1d8+7	Melee; Piercing

RANK	POINTS	ATTRIBUTE
1	1	Alternate Identity (Red, 10' shorter, translucent wings)
2	2	Armour Proficiency (Light, Shield)
4	-	Augmented (Strength)
3	15	Companion: Grimchar (Battle Nue – 80 Points; A5E page 234)
1	3	Conversion (1 Point per 10 damage)
4	4	Edge (Strength dice rolls)
1	1	Extra Actions (1 Extra Action/round)
2	2	Fast (x4 speed; 120 feet/round)
2	2	Feature (Darkvision 120' x2)
2	8	Item: Animal Control Flute (10 Points; A5E page 200)
1	3	Flight (30 feet/round)
1	1	Jumping (x3 normal; 48/18 feet forward/up)
1	1	Language (Common, Infernal)
4	4	Massive Damage – Lesser (+4 Strength Impacts)
1	1	Mind Control – Lesser (Demons; basic, non-aggressive)
4	4	Protected (-4 Standard damage)
3	3	Regeneration (3 HP/round)
4	4	Skill Proficiency (Focus, Interrogation, Religion, Warfare)
1	1	Tool Proficiency (Flute)
1	1	Tunnelling (1 foot/round)
2	2	Unique Attribute (x4 Thrown Weapon Distance) Weapon: Enervating Ebullient Kiss (2d10+1 radiant damage; Enervation: 1d4 Energy -1; Range: 10' -1; Ammo: 3 shots +2; Exclusive: Targets with current or imminent intentions to harm innocents +1)
4 (5)	4	
1	1	Weapon Proficiency (Morningstar Flail)

RANK	POINTS	DEFECT
4	-4	AC Penalty (-4 AC)
1	-2	Cursed (Lose Magical Girl powers when experiencing romantic feelings)
4	-4	Inept Attack (-4 attack rolls)
2	-2	Unique Defect (Big, Heavy, and Obvious)
1	-2	Vulnerability (Lightning)

54 + 42 Base + 77 Abilities = 173 POINTS

## NUPENU

Race and Size: Diminutive (7") | Fairy  
 Level and Class: 8th Level | Hunter 5 | Ninja 3  
 Movement: Ground (4'); Flight (90')

### NUPENU

Fairy | 5th Hunter | 3rd Ninja

**SIZE** Diminutive **ARMOUR** Leather  
**SPEED** 4' **ARMOUR CLASS** 21  
**ENERGY** 50 **HIT POINTS** 73 (5d10+3d8+24) [37]  
**XP** 34,000 **PROFICIENCY BONUS** +3 [6]  
**POINTS** 174 **SAVING THROWS** STR, DEX, INT [6]

STR	DEX	CON	INT	WIS	CHA
3 (-4)	19 (+4)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

WEAPON	TO HIT	DAMAGE	TYPE
Rapier (Dexterity)	+13	1d8-2	Melee; Piercing

RANK	POINTS	ATTRIBUTE
6	6	AC Bonus (+6 AC)
3	3	Armour Proficiency (Light, Medium, Shield)
6	6	Combat Mastery (+6 attack rolls)
1	1	Combat Technique (Flanking Defence)
1	1	Connected (Bounty Hunters' League)
1	1	Control Environment (Lights)
2	2	Edge (Initiative)
1	4	Extra Actions (1 Extra Action/round)
2	2	Features (Direction Sense, Scentsless)
2	6	Flight (90 feet/round)
2	2	Heightened Senses (Hearing, Smell)
2	8	Item: Hearth Tree Bow (Weapon 10 (6) – 2d12+4 piercing damage; Incapacitating: Vine wrap for one round -2, Range: 100' -3; Hands +1; 10 Points)
1	1	Jumping (x3 normal; 9/3 feet forward/up)
2	2	Language (Common, Elvish, Sylvan)
2	2	Massive Damage – Lesser (+2 sneak attacks)
8	8	Skill Proficiency (Acrobatics, Alchemy, Deception, Investigation, Perception, Stealth, Street Sense, Traps)
1	1	Special Movement (Zen Direction)
4	4	Spell-Like Ability (Major Image)
3	3	Tool Proficiency (Disguise Kit, Gaming Set, Poisoners' Kit)
3	3	Unique Attribute (Small, Light, and Unobtrusive)
1	3	Wealth (3,000 gold pieces)
4	4	Weapon Proficiency (Martial)

RANK	POINTS	DEFECT
8	-	Degraded (Strength)
6	-6	Limited Damage (-6 Strength Impacts)
4	-4	Obstacle (Strength dice rolls)
3	-3	Slow (÷8 speed; 4 feet/round)
6	-6	Susceptible (+6 Standard damage)
3	-3	Unique Defect (Thrown Weapon Distance ÷8)
1	-2	Vulnerability (Silver)

49 + 49 Base + 76 Abilities = 174 POINTS



## YALENLIA OF THE FIFTH

Race and Size: Medium (5' 0") | Dark Elf  
 Level and Class: 8th Level | Techknight 6 | Adventurer 2  
 Movement: Ground (30')

### YALENLIA OF THE FIFTH

Dark Elf | 6th Techknight | 2nd Adventurer

**SIZE** Medium **ARMOUR** Techknight (AC 16)  
**SPEED** 30' **ARMOUR CLASS** 21  
**ENERGY** 50 **HIT POINTS** 64 (6d10+2d6+16) [36]  
**XP** 34,000 **PROFICIENCY BONUS** +3 [6]  
**POINTS** 181 **SAVING THROWS** DEX, CON, WIS [6]

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

WEAPON	TO HIT	DAMAGE	TYPE
Bastard Sword	+5	1d10+2	Melee; Slashing
Heavy Crossbow	+8	1d10+5	Range 3 (100') Piercing

RANK	POINTS	ATTRIBUTE
4	4	Armour Proficiency (All Armour, Shield)
3	3	Combat Technique (Blind Fighting, Multiple Targets 2)
1	1	Connected (Techknight Order)
1	1	Edge (Save vs. charm)
1	4	Extra Actions (1 Extra Action/round)
2	2	Feature (Darkvision 120' x2)
5	20	Item: Mobius Blade (25 Points; A5E page 211 – Dexterity bonus is already added above)
1	1	Language (Common, Elvish)
1	1	Protected (-1 Melee damage)
1	1	Protected (-1 Ranged damage)
1	1	Resilient (Sleep-like effects; doesn't need much sleep)
9	9	Skill Proficiency (Animal Handling, Culture, Domestic Arts, Helming, Interrogation, Perception, Seduction, Stealth, Survival)
3	3	Tool Proficiency (Artisan: Cook, Leatherworker, Smith)
-	4	Unique Attribute ( <i>Drow Magic</i> – Dancing Lights cantrip, Faerie Fire 1st Level, Darkness 2nd Level)
4	4	Weapon Proficiency (Martial)
RANK	POINTS	DEFECT
1	-1	Easily Distracted (Technology)
2	-2	Obstacle (While in direct sunlight)
<b>56</b>	<b>+ 48 Base + 77 Abilities = 181 POINTS</b>	

## PAELLERA

Race and Size: Diminutive (8") | Fairy  
 Level and Class: 8th Level | Psionicist 8  
 Movement: Ground (4'); Flight (90')

### PAELLERA

Fairy | 8th Psionicist

**SIZE** Diminutive **ARMOUR** Leather  
**SPEED** 4' **ARMOUR CLASS** 17  
**ENERGY** 50 **HIT POINTS** 49 (8d4+24) [16]  
**XP** 34,000 **PROFICIENCY BONUS** +3 [6]  
**POINTS** 171 **SAVING THROWS** INT, CHA [4]

STR	DEX	CON	INT	WIS	CHA
4 (-2)	10 (+0)	16 (+3)	20 (+5)	10 (+0)	10 (+0)

WEAPON	TO HIT	DAMAGE	TYPE
Scimitar (Dexterity)	+9	0 (1d6-6)	Melee; Slashing
Longbow	+9	1d8	Range 4 (1,000') Piercing

RANK	POINTS	ATTRIBUTE
6	6	AC Bonus (+6 AC)
2	2	Armour Proficiency (Light, Shield)
6	6	Combat Mastery (+6 attack rolls)
1	1	Control Environment (Lights)
2	2	Features (Direction Sense, Scentsless)
2	6	Flight (90 feet/round)
1	1	Heightened Senses (Smell)
3	12	Item: Binding Contract (15 Points; A5E page 205)
2	2	Language (Common, Elvish, Sylvan)
2	2	Skill Proficiency (Etiquette, Persuasion)
-	48	Spellcasting (8 cantrips, 3 @ 1st, 3 @ 2nd, 3 @ 3rd, 2 @ 4th, 1 @ 5th)
4	4	Spell-Like Ability (Major Image)
3	3	Unique Attribute (Small, Light, and Unobtrusive)
2	2	Weapon Proficiency (Scimitar, Longbow)
RANK	POINTS	DEFECT
8	-	Degraded (Strength)
6	-6	Limited Damage (-6 Strength Impacts)
4	-4	Obstacle (Strength dice rolls)
3	-3	Slow (÷8 speed; 4 feet/round)
6	-6	Susceptible (+6 Standard damage)
3	-3	Unique Defect (Thrown Weapon Distance ÷8)
<b>75</b>	<b>+ 26 Base + 70 Abilities = 171 POINTS</b>	

## ZEVOC'THIAN

Race and Size: Medium (6' 4") | Haud  
 Level and Class: 8th Level | Shadow Warrior 4 | Samurai 4  
 Movement: Ground (60')

### ZEVOC'THIAN

Haud | 4th Shadow Warrior | 4th Samurai

**SIZE** Medium **ARMOUR** Plate  
**SPEED** 60' **ARMOUR CLASS** 18  
**ENERGY** 50 **HIT POINTS** 81 (4d12+4d10+24) [44]  
**XP** 34,000 **PROFICIENCY BONUS** +3 [6]  
**POINTS** 178 **SAVING THROWS** STR, WIS [4]

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	11 (+0)	11 (+0)	9 (-1)

WEAPON	TO HIT	DAMAGE	TYPE
Bastard Sword	+7	1d10+4	Melee; Slashing
Heavy Crossbow	+3	1d10	Range 3 (100') Piercing

RANK	POINTS	ATTRIBUTE
4	4	Armour Proficiency (All Armour, Shield)
2	6	Change State (Liquid, Gaseous)
1	1	Combat Technique (Judge Opponent)
2	2	Edge (Initiative)
2	8	Extra Actions (2 Extra Action/round)
1	1	Fast (x2 speed; 60 feet/round)
1	1	Feature (Darkvision 60')
2	2	Heightened Senses (Taste, Vision)
2	2	Immunity – Lesser (Poison)
2	8	Item: Strength Reaver (Weapon 10 (7) – 3d10+4 slashing damage; Drain: -2 Strength -1; Multidimensional -1; Targetted: Creatures native to a different plane or dimension -2; Hands +1; 10 Points)
2	2	Language (Common, Draconic, Goblin)
1	1	Regeneration (1 HP/round)
1	4	Size Change – Lesser (Grow 1 size)
4	4	Skill Proficiency (Academia, Architecture, Athletics, Engineering)
2	2	Special Movement (Wall-Crawling 2)
1	1	Tool Proficiency (Navigators' Tools)
4	4	Weapon Proficiency (Martial)

RANK	POINTS	DEFECT
1	-2	Bane (Cold)
1	-1	Obstacle (Saving Throws vs cold)
1	-1	Nightmares (World invasion from extraplanar beings)

**49 + 54 Base + 75 Abilities = 178 POINTS**

## KAL OF THE WEST TRIBE

Race and Size: Medium (5' 8") | Half-Dragon  
 Level and Class: 8th Level | Pet Monster Trainer 8  
 Movement: Ground (30'), Flight (30')

### KAL OF THE WEST TRIBE

Half-Dragon | 8th Pet Monster Trainer

**SIZE** Medium **ARMOUR** –  
**SPEED** 30' **ARMOUR CLASS** 11  
**ENERGY** 50 **HIT POINTS** 41 (8d4+16) [16]  
**XP** 34,000 **PROFICIENCY BONUS** +3 [6]  
**POINTS** 166 **SAVING THROWS** DEX, CON, CHA [6]

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	19 (+4)

WEAPON	TO HIT	DAMAGE	TYPE
Dagger (Dexterity)	+4	1d4+1	Melee; Piercing
Shortbow	+4	1d6+1	Range 3 (100') Piercing

RANK	POINTS	ATTRIBUTE
8	40	Companion: Chimeron (Battle Gryphon – 90 Points; ASE page 232) and Flufflesnux (Battle Elephox – 72 Points; ASE page 231)
1	3	Flight (30 feet/round)
3	3	Immunity – Lesser (Fire)
1	1	Language (Common, Draconic)
3	3	Monster Training (Feed Monster, Inspire Monster, Instil Ferocity)
5	5	Skill Proficiency (Alchemy, Animal Handling, Domestic Arts, Deception, Persuasion)
1	1	Telepathy – Lesser (Pet Monster)
4 (3)	4	Weapon: Fire Breath (2d6+1 damage; Continuing -1; Range: 30' -2; Spreading: 3 targets -2; Save +4 [Dexterity vs DC 13])
1	3	Wealth (3,000 gold pieces)

RANK	POINTS	DEFECT
1	-3	Special Requirement (Expensive medicine to suppress fatal curse)

**60 + 28 Base + 78 Abilities = 166 POINTS**



## FLEURECIAN YULNEAN

Race and Size: Medium (6' 1") | Blinkbeast  
 Level and Class: 12th Level | Hunter 7 | Bender 5  
 Movement: Ground (30')

### FLEURECIAN YULNEAN

Blinkbeast | 7th Hunter | 5th Bender

**SIZE** Medium **ARMOUR** Hide  
**SPEED** 30' **ARMOUR CLASS** 14  
**ENERGY** 100 **HIT POINTS** 71 (7d10+5d8) [55]  
**XP** 100,000 **PROFICIENCY BONUS** +4 [8]  
**POINTS** 220 **SAVING THROWS** STR, CON, INT, WIS [8]

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	10 (+0)	16 (+3)	10 (+0)	9 (-1)

WEAPON	TO HIT	DAMAGE	TYPE
Trident	+7	1d6+3	Melee; Piercing
Longbow	+6	1d8+1d6+2	Range 4 (1,000') Piercing

RANK	POINTS	ATTRIBUTE
1	1	Alternate Identity (Satyr)
3	3	Armour Proficiency (Light, Medium, Shield)
2	2	Combat Technique (Precise Aim 2)
2	2	Connected (Bounty Hunters' League)
6	30	Dynamic Powers – Lesser (Vegetation; Area: 30' -2; Concentration +1; Unpredictable +1)
3	3	Energised (+30 Energy)
1	1	Extra Actions (1 Extra Action/round)
1	1	Immutable (+2 check bonus to resist bodily effects)
1	4	Item: Bag of Holding (5 Points; A5E page 201)
1	1	Language (Common, Sylvan)
3	3	Massive Damage – Lesser (+1d6 ranged attacks)
7	7	Skill Proficiency (Agriculture, Empathy, Insight, Nature, Physics, Street Sense, Survival)
1	1	Special Movement (Untrackable)
2	6	Teleport (100')
1	1	Tool Proficiency (Disguise Kit, Gaming Set, Poisoners' Kit)
1	3	Wealth (3,000 gold pieces)
4	4	Weapon Proficiency (Martial)

**73 + 71 Base + 76 Abilities = 220 POINTS**

## TRAVELLER RIN

Race and Size: Small (2' 4') | Slime  
 Level and Class: 12th Level | Isekai Student 12  
 Movement: Ground (15')

### TRAVELLER RIN

Slime | 12th Isekai Student

**SIZE** Small **ARMOUR** –  
**SPEED** 15' **ARMOUR CLASS** 18  
**ENERGY** 70 **HIT POINTS** 61 (12d4+24) [24]  
**XP** 100,000 **PROFICIENCY BONUS** +4 [8]  
**POINTS** 211 **SAVING THROWS** DEX, WIS, CHA [6]

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	20 (+5)

WEAPON	TO HIT	DAMAGE	TYPE
Dagger (Dexterity)	+9	1d4+1	Melee; Piercing
Spear	+9	1d6+1	Range 2 (30') ÷2 Piercing

RANK	POINTS	ATTRIBUTE
5	5	AC Bonus (+5 AC)
6	12	Elasticity (Entire body stretches 10x; +12 grappling checks)
2	2	Combat Mastery (+2 attack rolls)
3	3	Connected (Council member in large city)
1	1	Immutable (+2 check bonus to resist bodily effects)
2	2	Inspire (+2 Ability and Skill check bonus for one scene)
3	12	Item: Master Key (15 Points; A5E page 202)
1	1	Language (Common, Undercommon)
8 (4)	32	Mimic (4 Ranks – Duration: 1 day -3; Unique Attribute: Can have up to three Attributes active at a time -3; Charges: 3 times/day +2)
4	8	Minions (50 small animal followers)
4	4	Mulligan (8 re-rolls/session)
2	2	Regeneration (2 HP/round)
2	2	Sixth Sense (Beings from other dimensions, evil)
6	6	Skill Proficiency (Empathy, Helming, Law, Leadership, Performance, Persuasion)
2	2	Special Movement (Quiet, Slithering)
1	1	Unique Attribute (Small, Light, and Unobtrusive)

RANK	POINTS	DEFECT
2	-2	Limited Damage (-2 Strength Impacts)
4	-4	Obstacle (Strength dice rolls)
1	-1	Unique Defect (Leaves Slime Trail)
1	-1	Slow (÷2 speed; 15 feet/round)
2	-2	Susceptible (+2 Standard damage)
1	-1	Unique Defect (Thrown Weapon Distance ÷2)

**84 + 38 Base + 89 Abilities = 211 POINTS**



## XO-XICTHILA

Race and Size: Medium (4' 9") | Grey  
 Level and Class: 12th Level | Broker 8 | Warder 4  
 Movement: Ground (30')

### XO-XICTHILA

Grey | 8th Broker | 4th Warder

**SIZE** Medium **ARMOUR** Shield  
**SPEED** 30' **ARMOUR CLASS** 17  
**ENERGY** 70 **HIT POINTS** 98 (12d6+48) [36]  
**XP** 100,000 **PROFICIENCY BONUS** +4 [8]  
**POINTS** 211 **SAVING THROWS** STR, CON, WIS [6]

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	19 (+4)	10 (+0)	11 (+0)	15 (+2)

WEAPON	TO HIT	DAMAGE	TYPE
Dagger (Dexterity)	+9	1d4+7	Melee; Piercing
Shortbow	+9	1d6+7	Range 3 (100') Piercing

RANK	POINTS	ATTRIBUTE
1	1	AC Bonus (+1 AC)
1	1	Armour Proficiency (Shield)
2	2	Connected (Grey Council)
5	5	Features (Ambidexterity, Darkvision 60', Gills, Range Sense, Ultrasonic Communication)
2	2	Heightened Senses (Hearing, Taste)
6	24	Item: Summoning Keys (30 Points; A5E page 206)
	–	Language (Common)
2	2	Massive Damage (+2 damage)
1	3	Mind Control (Basic, non-aggressive)
2	4	Pocket Dimension (10')
1	1	Sixth Sense (Telepathy)
11	11	Skill Proficiency (Acrobatics, Business, Climbing, Controlled Breathing, Etiquette, Persuasion, Religion, Riding, Seduction, Stealth, Swimming)
3	3	Special Movement (Balance, Cat-Like, Swinging)
2	2	Spell-Like Ability (Cure Wounds – 1d8+4 Hit Points)
5	5	Tool Proficiency (Artisan: Jeweller, Tatoonist; Disguise Kit, Gaming Set, Navigators' Tools)
1	3	Transfer (Rank 1 Attributes)
1	3	Wealth (3,000 gold pieces)
<b>72</b>		<b>+ 50 Base + 89 Abilities = 211 POINTS</b>

## XO-DALIUULU

Race and Size: Medium (5' 1") | Grey  
 Level and Class: 12th Level | Dynamic Spellbinder 12  
 Movement: Ground (30')

### XO-DALIUULU

Grey | 12th Dynamic Spellbinder

**SIZE** Medium **ARMOUR** –  
**SPEED** 30' **ARMOUR CLASS** 11  
**ENERGY** 110 **HIT POINTS** 62 (12d6+12) [36]  
**XP** 100,000 **PROFICIENCY BONUS** +4 [8]  
**POINTS** 214 **SAVING THROWS** INT [2]

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	19 (+5)	12 (+1)	14 (+2)

WEAPON	TO HIT	DAMAGE	TYPE
Mace	+4	1d6	Melee; Bludgeoning
Light Crossbow	+5	1d8+1	Range 3 (100') Piercing

RANK	POINTS	ATTRIBUTE
4	4	Connected (Freelance Spellbinders' Guild)
6	60	Dynamic Powers (Shapeshifting)
4	4	Energised (+40 Energy)
1	4	Extra Actions (1 Extra Action/round)
3	3	Features (Ambidexterity, Darkvision 60', Ultrasonic Communication)
2	2	Heightened Senses (Hearing, Taste)
4	4	Language (Common, Abyssal, Dwarvish, Elvish, Undercommon)
1	3	Mind Control (Basic, non-aggressive)
1	1	Mulligan (2 re-rolls/session)
2	2	Skill Proficiency (Business, Leadership)
2	2	Spell-Like Ability (Cure Wounds – 1d8+4 Hit Points)
<b>89</b>		<b>+ 46 Base + 79 Abilities = 214 POINTS</b>

## KONIAK OAKSMASHER

Race and Size: Medium (4' 4") | Hill Dwarf  
 Level and Class: 12th Level | Samurai 12  
 Movement: Ground (50')

### KONIAK OAKSMASHER

Hill Dwarf | 12th Samurai

**SIZE** Medium **ARMOUR** Splint  
**SPEED** 50' **ARMOUR CLASS** 17  
**ENERGY** 70 **HIT POINTS** 148 (12d10+72) [60]  
**XP** 100,000 **PROFICIENCY BONUS** +4 [8]  
**POINTS** 216 **SAVING THROWS** STR, WIS [4]

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+5)	10 (+0)	11 (+0)	14 (+2)

WEAPON	TO HIT	DAMAGE	TYPE
Longbow	+4	1d8	Range 4 (1,000') Piercing

RANK	POINTS	ATTRIBUTE
4	4	Armour Proficiency (All Armour, Shield)
5	5	Combat Technique (Blind Fighting, Critical Strike, Judge Opponent, Two Weapons 2)
2	2	Edge (Initiative)
1	1	Edge (Saving Throws vs. poison)
2	8	Extra Actions (2 Extra Actions/round)
1	1	Fast (x2 speed; 50 feet/round)
1	1	Feature (Darkvision 60')
2	2	Immunity – Lesser (Poison)
2	2	Inspire (+2 Ability and Skill check bonus for one scene)
1	1	Jumping (x3 normal; 60/24 feet forward/up)
1	1	Language (Common, Dwarvish)
8	8	Massive Damage – Lesser (+2d8 unarmed attacks)
1	1	Mulligan (2 re-rolls/session)
6	6	Skill Proficiency (Athletics, Controlled Breathing, Engineering, Focus, Law, Mining)
3	3	Special Movement (Wall-Bouncing, Water-Walking 2)
3	3	Supersense (1,000'; vibration)
2	2	Tool Proficiency (Artisan: Smith, Bagpipes)
2	4	Undetectable (Sight 2)
–	1	Unique Attribute ( <i>Dwarven Toughness</i> – Hit Point maximum increases by +1/Level)
–	1	Unique Attribute ( <i>Stonecunning</i> – Proficient with History Skill checks relating to stonework with double Proficiency Bonus)
2 (3)	2	Weapon: Nerve Strike (1d12+2d8+5 bludgeoning damage; Non-Penetrating +1)
4	4	Weapon Proficiency (Martial)

RANK	POINTS	DEFECT
1	-3	Sensory Impairment (No depth perception with one missing eye)

**60 + 72 Base + 84 Abilities = 216 POINTS**

## THEY WHO ARE DEATH

Race and Size: Large (14') | Demonaga  
 Level and Class: 12th Level | Ninja 9 | Adventurer 3  
 Movement: Ground (120')

### THEY WHO ARE DEATH

Demonaga | 9th Ninja | 3rd Adventurer

**SIZE** Large **ARMOUR** Half Plate  
**SPEED** 120' **ARMOUR CLASS** 17  
**ENERGY** 70 **HIT POINTS** 84 (9d8+3d6+24) [45]  
**XP** 100,000 **PROFICIENCY BONUS** +4 [8]  
**POINTS** 215 **SAVING THROWS** DEX, CON, WIS [6]

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	9 (-1)	8 (-1)	7 (-2)

WEAPON	TO HIT	DAMAGE	TYPE
Katana	+5	2d4+5	Melee; Slashing
Shuriken	+5	1d4+5	Range 2 (30') x2 Piercing

RANK	POINTS	ATTRIBUTE
3	3	Armour Proficiency (Light, Medium, Shield)
1	1	Control Environment (Darkness)
2	2	Edge (Initiative)
2	2	Edge (Saving Throws vs. magic)
4	4	Edge (Strength dice rolls)
1	4	Extra Actions (1 Extra Action/round)
2	2	Fast (x4 speed; 120 feet/round)
3	9	Immunity (Fire)
7	28	Item: Thunder Mace (35 Points; A5E page 212)
2	2	Heightened Senses (Taste, Touch)
2	2	Jumping (x10 normal; 170/60 feet forward/up)
2	2	Language (Common, Draconic, Primordial)
4	4	Massive Damage – Lesser (+2d4 sneak attacks)
2	2	Massive Damage – Lesser (+2 Strength Impacts)
2	2	Protected (-2 Standard damage)
1	1	Sixth Sense (Places of power)
9	9	Skill Proficiency (Acrobatics, Alchemy, Climbing, Culture, Focus, Forgery, Stealth, Swimming, Traps)
2	2	Special Movement (Balance, Slithering)
1	3	Teleport (10')
4	4	Tool Proficiency (Disguise Kit, Forgery Kit, Poisoners' Kit, Thieves' Tools)
1	1	Unique Attribute (x2 Thrown Weapon Distance)
4	4	Weapon Proficiency (Martial)

RANK	POINTS	DEFECT
2	-2	AC Penalty (-2 AC)
2	-2	Inept Attack (-2 attack rolls)
4	-4	Obstacle (All rolls involving Charisma)
1	-1	Unique Defect (Big, Heavy, and Obvious)

**84 + 59 Base + 72 Abilities = 215 POINTS**



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