

Latisha Blackhammer paladin 3

XP: 5200 Needed: 11000

Bonus XP: +5% WIS 13+
 +5% CHA 13+
 +5% Prime 13+



ATTRIBUTES	score	modifier	Bonus Spells	[n/a]
	11 STR strength	0	Bonus Languages	[+1]
	11 INT intelligence	0	Loyalty / Reaction	[+1]
	14 WIS wisdom	+1	Skilled Assistants	[4]
	14 CON constitution	+1	AC Adjustment	[0]
	8 DEX dexterity	0	Base Hit Bonus	[+1]
13 CHA charisma	0	Careers		
		Soldier	[2]	
		Messenger	[1]	

ARMOR WORN AC 7 WITH SHIELD n/a

Light

HIT POINTS DAMAGE TAKEN

MAXIMUM 20

SAVING THROW 12

+2 bonus to saving throws to resist the effects of toxins, magic, fear and disease

PROFICIENCIES	WEAPONS	ARMOR
All Melee Weapons All Shields	<input type="checkbox"/> NONE <input checked="" type="checkbox"/> LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY	

DEATHS DOOR

unlocked 1-2 OR damage turned away 3+ OR treatment



WEAPONS	WEAPON	ATTACK	DAMAGE	NOTES
	Maul	+2	2d6+2	2 handed
	Dagger	+2	1d4	Throw 11 yds

RANGED WEAPON ATTACK DAMAGE RoF RANGE NOTES

LANGUAGES ZARTIAN, DWARGAN, KOBOLI

CLASS ABILITIES

Skill Training: +1 bonus to any Action Check involving religious lore, metal, stone or gems.
Low Light Vision: Can see up to 30 feet in complete darkness, although colors and intricate details are lacking. If there is even a candle's glow available to them, they regain the ability to see colors and details up to a distance of 60 feet. Brighter lights enable them to see in low light conditions as if it were a cloudy day on the surface.
Pathfinder: The Dwarves have a keen sense of direction when underground that allows the to always know approximately how far beneath the surface and which direction they are facing.
Smite the Unholy: +1 to all damage and attack rolls made against undead and demonic creatures.
Healing Touch: Once per day, the Paladin can restore 1d3+Level Hit Points of damage instantly with a touch. This renews at Sunrise each day.
Miracles: Latisha knows the following Miracles and can cast one of them per day
Armored In Faith Range: Self Duration: 1 hour/level | -2 [+2] bonus to her AC

Sustenance for the Weary Range: 30 ft. Duration: Instantaneous
 This Miracle turns enough stones or other inedible objects into tasty and nutritious foods (*still maintaining their original appearance*) and opens a spring of fresh water that will flow for half an hour. Enough food will be created to feed up to 1d3+6 individuals

BIOGRAPHICAL NOTES

Latisha was a soldier in the Imperial army, having served as a foot soldier and a messenger for Sir Maximus Mactyre at Wulf's Keep on the edge of the Heavenspear Wastes. During a skirmish with undead forces attacking the keep, Latisha was suddenly enveloped in a blazing red light and had a vision of Arik, Lord of War, granting her the strength to continue past the near mortal wounds she had suffered. After the fight, she took her leave of the Army and has served Arik as a wandering Paladin, smiting undead where she finds them.

EQUIPMENT OF NOTE

Weapons & Armor listed above
 Backpack, fire starter, waterskin, bedroll, sharpening stone, 1 Minor Healing Draught (1d4+1 HP restored instantly), Symbol of Faith (Arik - Lord of War) Bandages, 5 days rations, Scroll Case with 10 sheets paper, Writing Kit, Signet Ring, 4 candles

Sister Joanne the Undeified Faithful 3 XP: 3600 Needed: 7200

ATTRIBUTES	score	modifier			
	14	+1	STR strength		
	11	0	INT intelligence		
	14	+1	WIS wisdom		
	13	0	CON constitution		
	8	0	DEX dexterity		
			11	0	CHA charisma

Bonus Spells	[n/a]
Bonus Languages	[1]
Loyalty / Reaction	[+1]
Skilled Assistants	[4]
AC Adjustment	[0]
Base Hit Bonus	[+1]

Careers	
Actor	[1]
Teamster	[1]
Mortician	[1]

Bonus XP: +5% WIS 13+
+10% +5% CHA 13+
 +5% Prime 13+

ARMOR WORN AC 7

Light / Lg Shield 5

WITH SHIELD

HIT POINTS DAMAGE TAKEN

15

MAXIMUM

SAVING THROW

14

+2 to saving throws against Fear and Charm effects and against the draining effects of undead or demons (even if no save is normally allowed).

PROFICIENCIES

WEAPONS	ARMOR
All Weapons & Shields	<input type="checkbox"/> NONE <input checked="" type="checkbox"/> LIGHT <input type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY

DEATHS DOOR

unLocked 1-2 OR damage

turned away 3+ OR treatment



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WEAPONS

WEAPON	ATTACK	DAMAGE	NOTES
Dagger	+2	1d4+1	throw 14 yds
Warhammer	+2	1d8+1	+1 dmg if 2 handed

RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES
Bow	+1	1d6	2	100	20 arrows

LANGUAGES	ZARTIAN, INFERNUS, KOBOLI
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EQUIPMENT OF NOTE

Weapons & Armor listed above; Backpack, fire starter, waterskin, bedroll, sharpening stone, symbol of Faith (tattooed on forehead), 3 stone vials containing holy water, 5 days food

CLASS ABILITIES

- Skill Training:** +1 bonus on any Action Check involving Undead or Demon related Knowledge, Religion, and Philosophy.
- Smite the Unholy:** +1 to all damage and attack rolls made against undead and demonic creatures.
- Healing Touch:** One time per day, plus one for each 3 levels of experience, the Faithful can instantly heal 1d3+level in hit points. This can only be used once per day per person and resets at sunrise
- Rebuke the Unholy:** Faithful may channel their faith to hold back the undead or demonic creatures. They may attempt to affect 1d6HD of opponents three times per day. Resets at Sunrise Intelligent undead and demonic opponents get a saving throw to avoid the effect.
- Miracles:** Three first level Miracles may be called upon per day from the following:
- Armored In Faith** Range: Self Duration: 3 hours Provides a -2 [+2] bonus to the Armor Class of the Faithful

Detect Intent Range: 60 ft. Duration: 3 hours The Faithful is able to detect the base intentions and emotions of a thinking being. This gives general information such as anger, love, confusion, hunger and the like. The caster must consciously focus on a being to learn this information

Illuminating Faith Range: 130 ft Duration: 4 hours A person or object is targeted, which then produces a light about as bright as a torch with a radius of 20 feet.

BIOGRAPHICAL NOTES

Originally an actor with a troupe in Two Rivers, where she also helped with the wagons when the troupe would travel, Joanne became interested in the doctrines of Thanator after she saw a pair of warriors devoted to the Order of the Undeified protect a cemetery from a necromancer intent upon desecrating the dead. She joined the Order and started as an acolyte working as a Mortician. When her Faith was noted by Thanator and she gained the ability to channel Miracles, she was told by the Matriarch of her Order that she was now officially an Undeified and her task was to protect the sanctity of the dead and to oppose those who would defile their final rest.

CORLISS TREYLANI SCOUT 3

ATTRIBUTES	<i>score</i>	<i>modifier</i>	Bonus Spells	[n/a]
	11 STR <i>strength</i>	0	Bonus Languages	[+1]
	11 INT <i>intelligence</i>	0	Loyalty / Reaction	[0]
	13 WIS <i>wisdom</i>	0	Skilled Assistants	[3]
	14 CON <i>constitution</i>	+1	AC Adjustment	[-1]
	14 DEX <i>dexterity</i>	+1	Base Hit Bonus	[+1]
8 CHA <i>charisma</i>	0	Careers		
		Aristocrat	[3]	

XP: 2300 Needed: 4600

Bonus XP: +5% WIS 13+
 +5% CHA 13+
+10% +5% Prime 13+



SAVING THROW

11

+2 bonus to avoid attempts at interrogation or influence (magical or mundane) directed at them and to avoiding the effects of traps.

ARMOR WORN AC **6** WITH SHIELD **5**

Light / Sm Shield

HIT POINTS DAMAGE TAKEN

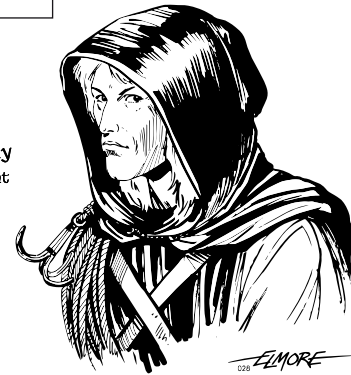
15 MAXIMUM

1-2 OR damage 3+ OR treatment

DEATHS DOOR

NONE LIGHT MEDIUM HEAVY

unlocked 1-2 OR damage turned away 3+ OR treatment



PROFICIENCIES

WEAPONS

ARMOR

all 1 handed weapons, small shields, short bows, light crossbows, thrown weapons and slings

WEAPONS

WEAPON	ATTACK	DAMAGE	NOTES
Dagger	+1	1d4	throw 11 yds
Shortsword	+1	1d6	

RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES
Short Bow	+2	1d6+1	2	80	20 arrows

Horse, Riding Armor Class: 8 [11]
 Hit Dice: 2+1 Hit Points: 10
 Saving Throw: 15 Movement: 24
 Attack Bonus: +0
 Attacks: Bite [1d4+1] or Kick [2d4+2]
 Special: Trample [3d6]

LANGUAGES ZARTIAN, ADYSI, KOBOLI

EQUIPMENT OF NOTE

Weapons & Armor listed above; Backpack, fire starter, waterskin, bedroll, 50' silk rope and grappling hook, lockpicks, four stone vials of oil small hammer and chisel, empty sack. Riding Horse w/tack and harness

CLASS ABILITIES

Skill Training: A Scout receives a +1 bonus to any Action Check involving Perception, Interrogation, Stealth, Finding, Setting or Removing Traps, or Opening Locks.

Sneak Attack: A Scout normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. A Scout able to attack an opponent from the rear and who is unaware of the Scout's presence, or otherwise engaged with one of the Scout's allies, gains a bonus to attacks and to damage. If the Scout is able to do so, he gains +2 to his attack and does an additional die of damage for one attack.

Scale Sheer Surface: The scout is able to climb up, down or across a slope, wall or steep incline, even across a ceiling, if any type of handhold or protrusions are available and do so at their normal movement rate.

At the Referee's discretion, this ability may also allows a Scout to make an Action Check to attempt to climb a surface that would normally be nigh impossible for others to climb.

Decipher Script: This ability allows a Scout to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. This does not require a roll, but takes 2d6+2 minutes per page of information to decode. The time required is reduced by 1 for every three levels.

BIOGRAPHICAL NOTES

Youngest son of Lord Reginald TreyLANI of Two Rivers, Corliss was raised to a life of privilege and leisure. Wanting something more exciting in his life, Corliss joined the Black Lanterns, a loosely organized group of burglars and pickpockets that operate in Two Rivers. Using his position to get information on what valuables people had in their houses, Corliss and his new-found friends would sneak in, liberate a few items and disappear back into the streets to fence their ill-gotten gains. After one of his cousins was seriously injured during a heist, Corliss realized that his past-time was potentially harmful to those he knew and decided to use his skills to gain entry into ruins and other abandoned places and to move past the crimes that were becoming less and less appealing. He told his parents that he wanted to find a way to earn his own fame and fortune. His mother, a former Adventurer, approved and convinced his father that it was a good idea.

Ian macdonough WARRIOR 3

XP: 4400 Needed: 8800

ATTRIBUTES

score	modifier	Bonus Spells	[n/a]
14 STR <i>strength</i>	+1	Bonus Languages	[1]
11 INT <i>intelligence</i>	0	Loyalty / Reaction	[+1]
8 WIS <i>wisdom</i>	0	Skilled Assistants	[4]
14 CON <i>constitution</i>	+1	AC Adjustment	[0]
11 DEX <i>dexterity</i>	0	Base Hit Bonus	[+2]
13 CHA <i>charisma</i>	0		

Bonus XP: +5% WIS 13+
 +5% CHA 13+
 +5% Prime 13+
+10%

ARMOR WORN AC **4**

Medium **2**

US NG GREATSWORD N COMBAT

HIT POINTS DAMAGE TAKEN

28

MAXIMUM

SAVING THROW

11

+2 bonus to all Saving Throws versus Stun effects and to avoid the effects of area effect attacks.

PROFICIENCIES

WEAPONS

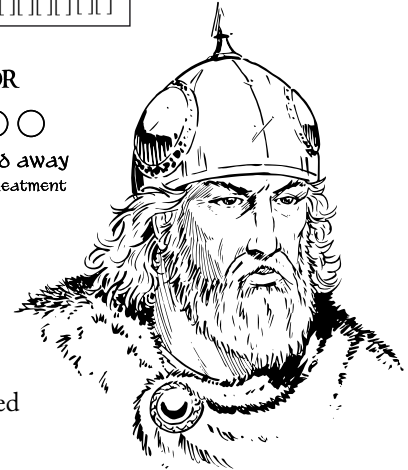
ARMOR

All Weapons & Shields

- NONE
 LIGHT
 MEDIUM
 HEAVY

DEATHS DOOR

unLocked 1-2 OR damage
 turned away 3+ OR treatment



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WEAPONS

WEAPON	ATTACK	DAMAGE	NOTES
Dagger	+3	1d6+1	throw 14 yds
Greatsword	+3	2d8+2	-2 AC in melee
Warhammer	+3	1d10+1	+1 dmg if 2 handed

RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES
Bow	+2	1d8	2	100	20 arrows

LANGUAGES ZARTIAN, GOBBISH, JOTUN

EQUIPMENT OF NOTE

Weapons & Armor listed above; Backpack, fire starter, waterskin, bedroll, sharpening stone, stone vial of oil, set of small hammers, files and miscellaneous tools.

CLASS ABILITIES

- Skill Training:** +1 action check bonus when evaluating and repairing weapons and armor, and strategy and tactics.
- Armor Mastery:** Receive a -1[+1] bonus to all armors and shield benefits. [figured in] They also do not suffer movement or action check penalties when wearing armor.
- Damage Dealer [Close Combat]:** Damage dealt from that class of attack increases by one die step (d3 becomes a d4, d4 becomes a d6, d6 becomes a d8, 2d6 becomes 2d8, etc.)
- Combat Machine:** When facing foes of 1HD or less, a number of extra attacks may be made equal to the Warrior level plus1 [4]. These attacks may be made with any type of armed or unarmed attack, but the foes must be within reach of the Warrior's attack.

BIOGRAPHICAL NOTES


Ian is from Windsong Manor, where he worked as a farrier [shoeing horses] and as a tinker [general repairs to tools and items]. During an attack by bandits on the Manor, Ian picked up a greatsword that had been dropped by a wounded guard and began beating back the bandits with a fury. He has spent some time with the guards at the Manor and has been traveling the Borderlands as an Adventurer for the past year or so.

ROGERIO, halfling, outcast level 3 XP: 2100 Needed: 4200

ATTRIBUTES	<i>score</i>	<i>modifier</i>	Bonus Spells [n/a]
	13 STR strength	0	Bonus Languages [+1]
	11 INT intelligence	0	Loyalty / Reaction [+1]
	8 WIS wisdom	0	Skilled Assistants [4]
	14 CON constitution	+1	AC Adjustment [-1]
	14 DEX dexterity	+1	Base Hit Bonus [+1]
			Careers
			Fisher [1]
			Navigator [2]


Bonus XP: +5% WIS 13+
+5% +5% CHA 13+
 +5% Prime 13+

ARMOR WORN AC **5**

Light  4

USING TWO MELEE WEAPONS

HIT POINTS DAMAGE TAKEN

15 

MAXIMUM

SAVING THROW

12

Halflings get a +2 bonus to saving throws versus fear, charm and poison.


PROFICIENCIES

WEAPONS

small blades, clubs, handaxes, small shields, thrown weapons, slings, short bows and light crossbows.

- ARMOR
- NONE
 - LIGHT
 - MEDIUM
 - HEAVY

DEATHS DOOR



unlocked turned away

1-2 OR damage 3+ OR treatment



WEAPONS

WEAPON	ATTACK	DAMAGE	NOTES
Shortsword (right hand)	+1	1d6	
Dagger (left hand)	+1	1d4	Throw 13 yds

RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES
Sling	+3	1d6+2	1	39	20 bullets
Throwing Knife	+3	1d4+2	2	13	Carries 6

LANGUAGES ZARTIAN, ELVARI, CHERAM

CLASS ABILITIES

Skill Training: +1 bonus on any Action Check involving the opening of locks, sleight of hand, stealth, perception, evaluating value of items and setting or removing traps.

Nightvision: Normal starlight allows the Halfling to see as well as they would in daylight. They have no advantage in total darkness, requiring some type of illumination to see.

Swift Reactions: Halflings get a +2 bonus to their Initiative rolls

Keen Aim: +1 bonus to attack and damage with thrown and ranged weapons.

Stealthy Attack: If able to get behind an opponent, or if attacking an opponent who is distracted by an ally, the Halfling can take advantage of their small stature and natural stealth to deliver a devastating blow, adding an additional die of damage to a successful attack. The Stealthy attack may be made from a distance or up close and personal, as long as the above qualifications are satisfied for the attack.

Defense Bonus: Because of their small stature and quick nature, Halflings gain an additional -1[+1] to Armor Class. [figured in above]

Uncanny Luck: Once per campaign day (resets at either sunset), the Halfling may reroll any one die result and take the better of the two results.

Two Weapon Combat: May fight with a weapon in each hand and make two attacks at their normal attack bonus, Plus gain an additional -1 [+1] AC bonus for the offhand weapon

EQUIPMENT OF NOTE

Weapons & Armor listed above
Backpack, fire starter, waterskin, lockpicks, 4 torches, bedroll sharpening stone, stone vial of oil, bandolier for throwing knives compass, 5 days rations

BIOGRAPHICAL NOTES

Rogerio's clan were river travellers, where Rogerio acted as Navigator and helped with fishing to feed the clan. After his entire family was lost to the attack of a giant Alligator, Rogerio had to get away from the River for a while and has spent the past year wandering from place to place in the Borderlands, where he has found a new family with his Adventuring friends. He is still somewhat nervous around the river and does not sleep well when aboard a boat.