

DRAGON AGE

CLASS

Mage

LEVEL
1

EXPERIENCE POINTS

0

NAME *Masarian (m) or Maram (f)*

BACKGROUND *Apostate Mage - Elf*

AGE _____ GENDER _____

APPEARANCE
HEIGHT _____
WEIGHT _____
DISTINGUISHING FEATURES

SPEED	DEFENSE	ARMOR	HEALTH
12	10	0	25
ARMOR TYPE <i>None</i>			

COMMUNICATION
FOCUSES
RATING **1**

CONSTITUTION
FOCUSES
RATING **1**

CUNNING
Natural Lore
FOCUSES
RATING **2**

DEXTERITY
Stealth
FOCUSES
RATING **0**

MAGIC
FOCUSES
RATING **4**

PERCEPTION
FOCUSES
RATING **2**

STRENGTH
FOCUSES
RATING **1**

WILLPOWER
FOCUSES
RATING **3**

WEAPON

ATTACK ROLL

DAMAGE

Fist

+0

1d3+1

Quarterstaff

+0

1d6+2

Brawling, Staves

CLASS POWERS & SPELLS

*Arcane Lance, Magic Training, Mana Points (20), Starting Talent (Linguistics)
Spells: Flame Blast, Glyph of Paralysis, Rock Armor
Spellpower: 14*

20

TALENTS & LANGUAGES

Linguistics (Novice); Read and Speak Trade Tongue, Read and Speak Elven

EQUIPMENT & MONEY

Backpack, Traveler's Garb, Waterskin, Quarterstaff, Wand, Healer's Kit, Vial of Black Ink, Lantern, Pint of Oil, 1 Week of Travel Rations

CONCEPT, GOALS & TIES

You were trained in magic in the remote countryside of Ferelden by a reclusive elf to whom your parents apprenticed you in your adolescence. Little did you know your master was an apostate, a mage who had rejected the yoke of the Circle of Magi. You found out the day Chantry Templars rode in, slaughtered your master, and burned his home—where you also lived—to the ground.

(Invent your own goals and ties to personalize your character!)

GP **29** **72**

DRAGON AGE

CLASS

Mage

LEVEL
1

EXPERIENCE POINTS

0

NAME *Elden (m) or Edlyn (f)*

BACKGROUND *Circle Mage - Human*

AGE _____ GENDER _____

APPEARANCE

HEIGHT _____

WEIGHT _____

DISTINGUISHING
FEATURES

SPEED DEFENSE ARMOR HEALTH

11

11

0

25

ARMOR TYPE
None

COMMUNICATION

FOCUSES

-1

CONSTITUTION

FOCUSES

1

CUNNING

Arcane Lore, Religious Lore

FOCUSES

3

DEXTERITY

FOCUSES

1

MAGIC

FOCUSES

5

PERCEPTION

FOCUSES

2

STRENGTH

FOCUSES

1

WILLPOWER

FOCUSES

2

WEAPON

ATTACK ROLL

DAMAGE

Fist

+1

1d3+1

Quarterstaff

+1

1d6+2

Brawling, Staves

CLASS POWERS & SPELLS

*Arcane Lance, Magic Training, Mana Points (19), Starting Talent (Lore)
Spells: Heal, Shock, Weakness
Spellpower: 15*

19

TALENTS & LANGUAGES

Lore (Novice); Read and Speak Trade Tongue, Read Ancient Tevene

EQUIPMENT & MONEY

Backpack, Traveler's Garb, Waterskin, Wand, Quarterstaff, 10 Candles, Large Tent, 1 Week of Travel Rations

Mule

CONCEPT, GOALS & TIES

You were given to the Circle of Magi before you can remember. Your tutors opened a world of knowing that places you above those doomed to work in mud-fields for their livelihood, and for that you are grateful, though you came to resent the never-ending scrutiny of the Chantry Templars. Now that you have left the Tower of the Circle of Magi at Lake Calenhad, you plan to make the most of the opportunity.

(Invent your own goals and ties to personalize your character!)

GP **4** 75

DRAGON AGE

CLASS

Warrior

LEVEL
1

EXPERIENCE POINTS

0

NAME *Tranter (m) or Tayte (f)*

BACKGROUND *Fereldan Freeman*

AGE GENDER

APPEARANCE
HEIGHT
WEIGHT **DISTINGUISHING FEATURES**

SPEED	DEFENSE	ARMOR	HEALTH
11	14	4 ⁻¹	36
Heavy Leather			

COMMUNICATION **1**
FOCUSES

CONSTITUTION **2**
FOCUSES

CUNNING **1**
FOCUSES

DEXTERITY **2**
Riding FOCUSES

MAGIC **0**
FOCUSES

PERCEPTION **3**
FOCUSES

STRENGTH **4**
FOCUSES

WILLPOWER **1**
Courage FOCUSES

WEAPON

ATTACK ROLL

DAMAGE

Gauntlet +4 1d3+5

Two-Handed Sword +4 3d6+4

Short Sword +2 1d6+6

Longbow +2 1d6+6

(26-yard short range, 52-yard long range, minor reload)

*Brawling, Bows, Heavy Blades, Light Blades.
(Speed increases to 12 without armor.
Defense drops to 12 without shield.)*

CLASS POWERS & SPELLS

Starting Talents (Weapon and Shield Style, Two-Hander Style, Armor Training)

TALENTS & LANGUAGES

Weapon and Shield style (Novice), Two-Hander Style (Novice), Armor Training (Novice); Read and Speak Trade Tongue

EQUIPMENT & MONEY

Backpack, Traveler's Garb, Waterskin, Heavy Leather Armor, Gauntlets, Medium Shield, Two-Handed Sword, Short Sword, Longbow, 20 Arrows, Lantern, Pint of Oil, 2 Weeks of Travel Rations

CONCEPT, GOALS & TIES

Before he died, your grandfather told you that to be a Fereldan is to be free. Some years later, as you grew in strength (if not in wisdom), you learned that your father had promised you to the local bann as a man-at-arms, to stand guard over his fortress and travel to war with his host. You are no coward, but neither are you any man's thrall. You left home the next day, to make your own way and fortune in Thedas.

(Invent your own goals and ties to personalize your character!)

GP **48** **92**

DRAGON AGE

CLASS

Rogue

LEVEL
1

EXPERIENCE POINTS

0

NAME *Ackley (m) or Afton (f)*

BACKGROUND *Fereldan Freeman*

AGE _____ GENDER _____

APPEARANCE

HEIGHT _____

WEIGHT _____

DISTINGUISHING
FEATURES

SPEED DEFENSE ARMOR HEALTH

14 **14** **3⁰** **31**

Light Leather

COMMUNICATION

Animal Handling

2

CONSTITUTION

Stamina

2

CUNNING

FOCUSES

2

DEXTERITY

Riding

4

MAGIC

FOCUSES

1

PERCEPTION

FOCUSES

2

STRENGTH

FOCUSES

1

WILLPOWER

FOCUSES

-1

WEAPON

ATTACK ROLL

DAMAGE

Fist +4 1d3+1

Quarterstaff +4 1d6+2

Throwing Knife +4 1d6+1

(6-yard short range, 12-yard long range, minor reload)

Bows, Brawling, Light Blades, Staves

CLASS POWERS & SPELLS

Backstab, Rogue's Armor, Starting Talent (Contacts)

TALENTS & LANGUAGES

Contacts (Novice); Read and Speak Trade Tongue

EQUIPMENT & MONEY

Backpack, Traveler's Garb, Waterskin, Light Leather Armor, Quarterstaff, 3 Throwing Knives, Lantern, Pint of Oil, Whetstone, Flint and Steel, 1 Week of Travel Rations

Hunting Dog

CONCEPT, GOALS & TIES

You were a stablehand at an inn in a city of liars. (Well, perhaps not every resident and visitor was a liar, but none went out of their way to tell the truth.) Between white lies and convenient forgetfulness, the place thrived on duplicity and double-dealing. Although your days at the inn provided you with far-flung contacts throughout Ferelden, frankly, you prefer the company of animals.

(Invent your own goals and ties to personalize your character!)

GP **19** **72**

DRAGON AGE

CLASS

Warrior

LEVEL
1

EXPERIENCE POINTS

0

NAME *Kynewulf (m) or Kedwalla (f)*

BACKGROUND *Surface Dwarf*

AGE _____ GENDER _____

APPEARANCE

HEIGHT _____

WEIGHT _____

DISTINGUISHING
FEATURES

SPEED DEFENSE ARMOR HEALTH

8 **12** **5⁻²** **37**

AR *Light Mail*

COMMUNICATION

FOCUSES

1

CONSTITUTION

Stamina

FOCUSES

3

CUNNING

FOCUSES

1

DEXTERITY

FOCUSES

2

MAGIC

FOCUSES

1

PERCEPTION

FOCUSES

0

STRENGTH

Axes

FOCUSES

3

WILLPOWER

Courage

FOCUSES

2

WEAPON

ATTACK ROLL

DAMAGE

Fist +2 1d3+3

Two-Handed Axe +5 3d6+3

Throwing Axe +5 1d6+5

(4-yard short range, 8-yard long range, minor reload)

Crossbow +2 2d6+1

(30-yard short range, 60-yard long range, major reload)

*Brawling, Axes, Bows, Bludgeons
(Speed increases to 10 without armor.)*

CLASS POWERS & SPELLS

*Starting Talents (Two-Hander Style, Throwing
Weapon Style, Armor Training)*

MANA

TALENTS & LANGUAGES

*Two-Hander Style (Novice), Throwing Weapon Style
(Novice), Armor Training (Novice); Read and Speak
Dwarven, Read and Speak Trade Tongue*

EQUIPMENT & MONEY

*Backpack, Traveler's
Garb, Waterskin, Light
Mail Armor, Two-
Handed Axe, Throwing
Axe, Crossbow, 20
Bolts, 3 Torches, Flint
and Steel, Whetstone,
4-gallon Beer Barrel
(full), 1 Week of Travel
Rations*

CONCEPT, GOALS & TIES

They say you're violent.

And terse.

You say, to hell with them.

*(Invent your own goals
and ties to personalize your
character!)*

GP **6** **30**

DRAGON AGE

CLASS

Rogue

LEVEL
1

EXPERIENCE POINTS

0

NAME *Sarel (m) or Shinasha (f)*

BACKGROUND *City Elf*

AGE

GENDER

APPEARANCE

HEIGHT

WEIGHT

DISTINGUISHING
FEATURES

SPEED DEFENSE ARMOR HEALTH

16

14

4⁰

30

Heavy Leather

COMMUNICATION

Deception

2

CONSTITUTION

FOCUSES

1

CUNNING

FOCUSES

1

DEXTERITY

Stealth

4

MAGIC

FOCUSES

0

PERCEPTION

FOCUSES

3

STRENGTH

FOCUSES

2

WILLPOWER

FOCUSES

1

WEAPON

ATTACK ROLL

DAMAGE

Fist

+4

1d3+2

Brass Knuckles

+4

1d3+3

Dagger

+4

1d6+3

Short Sword

+4

1d6+4

Longbow

+4

1d6+6

(26-yard short range, 52-yard long range, minor reload)

Bows, Brawling, Light Blades, Staves

CLASS POWERS & SPELLS

Backstab, Rogue's Armor, Starting Talent (Scouting)

TALENTS & LANGUAGES

Scouting (Novice); Read and Speak Trade Tongue

EQUIPMENT & MONEY

Backpack, Traveler's Garb, Waterskin, Heavy Leather Armor, Short Sword, Brass Knuckles, Dagger, Longbow, 20 Arrows, Lock Picks, 6 Spikes, 20 Yards of Rope, 1 Week of Travel Rations

CONCEPT, GOALS & TIES

Your parents were servants to a merchant family, and you saw the breadth of Ferelden's cities, towns, and villages growing up. Always moving, you learned from an early age that people everywhere—no matter their age, background, or race—hear what they want to hear, almost no matter what you're saying. It was almost inevitable that you grew to have a very loose appreciation for the concept of "truth."

(Invent your own goals and ties to personalize your character!)

GP

12

70