

NAME: Ruuk

STORY: Dwarven Mage

	BASE	+ ALL LOOT	10+ALL ARMOR LOOT
STR	0	○	11
DEX	+1	○	4 BASIC 0
CON	+1	○	6 WEAPONS +1
INT	+1	⊕	8 MAGIC +2
WIS	0	○	12 ULTIMATE 12
CHA	+1	○	

♥ = 10 Hit Points



INT Spell: Arcane Missile (INT Attempt on target in sight)



NAME: Silverless

STORY: Small Folks Priest

	BASE	+ ALL LOOT	10+ALL ARMOR LOOT
STR	+1	○	10 +2
DEX	0	○	4 BASIC +1
CON	+1	○	6 WEAPONS +1
INT	0	○	8 MAGIC +2
WIS	+2	○	12 ULTIMATE +1
CHA	0	○	0s

♥ = 10 Hit Points



WIS Power: Healing Touch (Touch an ally, heal with Magic Effort)



NAME: Grml

STORY: Hillfolk Guardian

	BASE	+ ALL LOOT	10+ALL ARMOR LOOT
STR	+2	○	11 +4
DEX	0	○	4 BASIC +3
CON	+2	○	6 WEAPONS +1
INT	0	○	8 MAGIC 0
WIS	0	○	12 ULTIMATE +1
CHA	0	○	

♥ = 10 Hit Points



Shield Glove (Shields give you an additional +1 Armor)



NAME: Aranderel

STORY: Elven Scout

	BASE	+ ALL LOOT	10+ALL ARMOR LOOT
STR	0	○	10 +1
DEX	+2	○	4 BASIC 0
CON	0	○	6 WEAPONS +2
INT	+1	○	8 MAGIC 0
WIS	+2	○	12 ULTIMATE 0
CHA	+1	○	

♥ = 10 Hit Points



Winged Boots (Move, perform any non-Attack action, Move again)



EQUIPPED GEAR (MAX 10)

Staff (Simple, Useful, Everywhere)
Short Bow (Far, Small, Light, Short Range)
Dagger (Concealed, Fast, Piercing, Thrown)
Spell Book (+1 INT when casting)
Fire Stone (+1 Magic Effort)
Supplies Pack: Food, Flint, 3 Flares
Miner's Gear: Lantern, Pick, Spikes

CARRIED GEAR (MAX 10)

COIN _____

EQUIPPED GEAR (MAX 10)

Hammer (Useful, Indestructible, Thrown)
Sling (Far, Invisible, Free, Merciful)
Dagger (Concealed, Fast, Piercing, Thrown)
Fire Stone (+1 Magic Effort)
Common Shield (+2 Armor)
Rope & Hook (+3 DEX when climbing)
Medicine Pack (+3 WIS when mending wounds)

CARRIED GEAR (MAX 10)

COIN _____

EQUIPPED GEAR (MAX 10)

Mace (Heavy, Smashes Armor, Merciful)
Dagger (Concealed, Fast, Piercing, Thrown)
Crossbow (Far, Expensive, Rapid Fire, Military)
Armor Kit (+1 Armor)
Common Shield (+2 Armor)
Supplies Pack: Food, Flint, 3 Flares

CARRIED GEAR (MAX 10)

COIN 50 (Pouch)

EQUIPPED GEAR (MAX 10)

Long Bow (Far, Immense Range, Piercing, Large)
Short Sword (Fast, Light, Sturdy)
Dagger (Concealed, Fast, Piercing, Thrown)
Spyglass (+3 WIS when scouting)
Rope & Hook (+3 DEX when climbing)
Common Armor (+1 Armor)
Trapper Gear: Snares, Tackle, Tent

CARRIED GEAR (MAX 10)

COIN _____