

LANGUAGES ZARTIAN, ELVARI, MOREAN, CANINE

EQUIPMENT OF NOTE

Weapons and Armor listed above; backpack; fire starter; waterskin; bedroll; 50' spidersilk rope; extra bowstring (x2); sharpening stone; 2 pieces chalk; folding knife (1d3 dmg)

CLASS ABILITIES

Skill Training: Rangers receive a +1 bonus to any Action Check involving stealth, perception, and natural lore. This improves to +2 at 4th Level and +3 at 9th Level

Marksman: With their exceptional senses, Rangers are excellent shots. Any attacks with Bows or Thrown weapons gets a +1 to the BHB and damage. They also double the effective range of any ranged attack. [figured in above]

Animal Tongue: The affinity a Ranger has with nature allows them to speak the language of one particular type of animal [Canine]

One with Nature: The Ranger is able to move through natural environments at full speed without leaving a trace of their passage.

Live off the Land: Unless in an area where there is absolutely no nourishment or water of any type available, the Ranger can find enough food and water to sustain themselves and a number of people equal to their level plus two without suffering a movement penalty.

BIOGRAPHICAL NOTES

Shalindra was born and raised in Trádáil in the Red Oak Forest, where she worked as an animal trainer, specializing in canines. Once she left Red Oak to Range the Borderlands, she has supplemented her income by working as a tracker as well. Shalindra is accompanied by a wild dog she found on her travels (named Buster) with whom she argues about various subjects. **Buster** AC: 9 Hit Points: 4 OOOO Saving Throw 15 Move: 18 Attack: +0 Bite 1d4-1 SP: Keen Senses, Takedown [1]



LANGUAGES ZARTIAN, DWARGAN, JOTUN

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. **Weapon Mastery:** [Greatsword] When using this weapon, the Guardian gets a +2 to their attack rolls and increases the damage by one die step.

Heavy Metal Mastery: A Dwarf Guardian gains a -1[+1] bonus to all armor and shield protection. [figured in above]

EQUIPMENT OF NOTE

Weapons & Armor listed above Backpack, fire starter, waterskin, bedroll, sharpening stone, 5 days rations

BIOGRAPHICAL NOTES

Ralor was born in Iron Hold and spent most of his life working as a teamster, driving ram-pulled wagons from Iron Hold to Two Rivers or East Lake. Realizing that he was never going to get out of debt by working for Boss Cardin, Ralor got off in Two Rivers on one trip, handed the reins to his partner, Niles; and walked away to find a better life outside of driving wagons. He has been adventuring for a couple of years now, and sent half of everything he earned for the first six months back to Iron Hold to clear his debts.



[ANGUAGES 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



[ANGUAGES ZARTIAN, SAHABRIAN, ADYSI, CHERAM, ELVARI, DWARGAN, JOTUN

EQUIPMENT OF NOTE

Weapons & Armor listed above; Backpack, fire starter, waterskin, bedroll, Lute, small hand drum, 3 healing poultices [1d4+2 HP restored at a rate of 1 per minute of inactivity],

CLASS ABILITIES

Skill Training: +1 bonus on any Action Check involving Persuasion, insight into the motives of others and Languages. Gift of Tongues: The beguiler is a master of languages. The beguiler begins play knowing an additional number of languages equal to their Charisma modifier plus two (minimum two).

Silver Tongued: The Beguiler has the ability to place one or more intelligent beings into a trance-like state with the sound of their voice. The Beguiler may simultaneously affect a number of beings equal to their level +2 [5]. The targets must be able to see and hear the Beguiler and if they fail a Saving Throw, they will be enraptured by the spiel coming from the Beguiler, even if it is sheer nonsense. The distractions posed by nearby combat or other dangers will give the target a +2 bonus to their saving throw. The target does not have to

be able to understand the language of the Beguiler to be affected. The Beguiler may use this ability three times per day, and must continue speaking to maintain the effect.

Alternately, the Beguiler may use this ability to inspire companions and allies, granting them a +2 bonus to all rolls (including attack and damage), for the duration of their speech. This may be used to affect a number of allies equal to the level of the Beguiler, plus an additional two individuals per point of Charisma modifier **[5]**.

BIOGRAPHICAL NOTES

Patricia is from Headwaters where she assisted Millicent Maybelle for years as an apothecary. She also performed on a regular basis at the Whispering Dryad and in the commons on market days to pick up a few extra coins. Faoud the Teacher told her that she possessed a special set of gifts that could be of benefit to more than just her home settlement if she were so inclined. She has joined up with Adventurers upon occasion and finds it to be a thrilling past time, but so far she has returned to Headwaters after each adventure.



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 Faitb 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 Undefiled protect a cemetary 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 Undefiled and her task was to protect the sanctity of the dead and to oppose those who would defile their final rest.



CLASS ABILITIES

Skill Training: +1 bonus on any Action Check involving tracking, survival, finding shelter, natural lore, identifying plants and animals Favored Environ - [Plains] [Totem Animal: Hawk] Within their favored Environ, the Totemist moves at normal speed without leaving a trace if they so desire, and is unhindered by obstacles native to the Environ.

Animal Speech - Totemists may communicate basic ideas to any animal, and may converse with their Totem species. Although limited to the intellectual abilities of the animal, the bond the Totemist has with their totem animal allows them carry on a regular conversation. Helpful Remedies: Make a poison remedy in 1d6 minutes using items gathered from the nearby area. Outside of their Favored Environ, it will take 3d6 minutes to assemble a remedy. This will allow those affected by the toxin to make an additional saving throw at a +6 bonus Medicinal Herbs: Treat a patient and heal hit point damage. Any individual may only be treated once per day. Necessary items are gathered from whatever is close at hand. Hit points are recovered at a rate of 1 per minute, and both the Totemist and the patient must remain still during the process. The Totemist can heal 1d6+1 Hit Points of damage in this fashion per patient.

Totem Shape: The Totemist can take the shape of their Totem Animal at will up to one time a day per two levels of experience (2x). Any clothing or possessions on their body will change shape with them. While in totem form, they maintain their own physical and mental attributes and gain any special abilities of the animal (flight, water breathing, etc). The Totemist may shift at will. Both changes take 1d6 rounds to complete Any attack bonuses they possesses in their natural form will remain unchanged while in totem form.

Natural Weapons: Due to their ability to take on the shape of natural animals and reliance upon natural weapons when they do so, Totemists develop a more efficient form of fighting without weaponry. A level 3 Totemist does 1d6+2 damage with unarmed attacks and attacks in their Totem form.

Defensive Fighting: While disdaining the wearing of Armor, Totemists are able to maximize their mobility and awareness of their surroundings and turn this into a bonus to their natural Armor Class. A level 1 Totemist gains a -1 [+1] bonus to armor class if unarmored.

BIOGRAPHICAL NOTES

Talia is the daughter of the Shaman of the Running Bear tribe of the Cheram. When her abilities manifested, her father told her to travel where the Hawk would guide her so she could learn of the wider world and return to take her place as Shaman later if that was her desire. She has worked as a sailor upon the Razzor River and has assisted Imperial Cartographers, finding her ability to shift and to talk to animals quite helpful in making maps. She travels with a Female Goshawk she calls Sweetpea.

Sweetpea (Hawk) AC: 7 [12] HP: 4 OOOO Save: 16 Move: 8 [24 fly] Attack: +0 Claws 1d4+1] SP: Keen Vision, Charge [dive]



[ANGUAGES ZARTIAN, ADYSI, ELVARI, MOREAN

EQUIPMENT OF NOTE

Weapons & Armor listed above; Backpack, fire starter, waterskin, bedroll, spellbook, writing kit, scroll case with 20 sheets paper, seal, 6 candles, 5 days food

CLASS ABILITIES

Skill Training: +1 bonus on any Action Check involving scholarly lore, arcane and occult knowledge, or obscure languages.

Low Magic: The wizard can do any of the following at will (maximum of one per combat round):

Create a floating globe of soft light that illuminates a 10' radius, will follow the wizard at a walking pace and last until dismissed or dispelled.
Enhance the volume and impressiveness of their voice or the voice of another within 10'.

• Concentrate and detect the presence of magical auras and read magical writings. No Action Check is required for any of these effects.

Arcane Spellcasting - Four 1st Level [][][] One 2nd Level [] (one Bonus spell []) Choose from the following:

Arcane Bolt Range: 60 ft A bolt of pure arcane energy shoots unerringly at the target from the hand of the Wizard, taking whatever appearance the caster desires (chosen when cast), and delivers 1d6 points of damage.

Arcane Signature Range: Touch Duration: Until dispelled Creates a unique magical mark, invisible to the untrained eye Night Vision Range: Special Duration: Until Sunrise This spell grants the Wizard and 1d6+1 additional designated targets (must be within 30' at the time of casting) the ability to see in up to complete darkness in shades of gray until the next sunrise.

Protective Ward Range:Self Duration: 3 hours Creates a magical field of protection around the caster to block out all beings who bear ill intent towards the caster, causing them to suffer a -1 penalty to-hit the caster, and the caster gains +1 on all saving throws against such attacks. Level Two:

Mirror Image Duration: Encounter or until destroyed The spell creates 2d3 images of the caster, acting in perfect synchronization with them like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the actual caster (*determined randomly - roll 1d6, a result of 1 hits the caster instead of an image*). When a hit is scored upon one of the images, it disappears.

BIOGRAPHICAL NOTES

Persis is from Adysa, where she trained as a scribe and acolyte in the Seekers of Truth until she began showing skills in Arcane Magic. Her Sharif sent her to Headwaters to study magic from Faoud the Teacher. She has assisted Adventuring groups on several occassions.



Weapons & Armor listed above Backpack, fire starter, waterskin, bedroll, jar of honey, 3 snares 50' rope

CLASS ABILITIES

Skill Training: +1 bonus on any Action Check involving Perception, Survival, Tracking, setting and disarming snares, and/or any checks to identify or 'read' the mood of animals.

Bagging the Game: Hunters get a +2 bonus to all attack and damage rolls made against normal Animals.

Leave no Trace: Hunters can move at half speed through natural terrain without leaving tracks if they so desire. Survivalist: Hunters can live off the land for extended periods of time. A Hunter can find shelter if any is reasonably available and can find sustenance for himself and two additional people per level of experience by reducing his daily movement by half.

BIOGRAPHICAL NOTES

Aevan Was born in East Lake and raised bees with his father until he was in his mid teens. He always enjoyed hunting and began helping Thaddeous Makay, an area trapper for a while. Telling his father that his sister Ramona was better suited to beekeeping than he, Aevan left East Lake to seek his fortune as an Adventurer.



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-toface 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.



[ANGUAGES 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.



[ANGUAGES 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

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.

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