

TALES FROM THE WOOD

CHARACTER NAME REDFLANK

CREATURE TYPE (LORD) STAG

Traits

Toughness	<input type="text" value="21"/>	Craftiness	<input type="text" value="3"/>
Sturdiness	<input type="text" value="21"/>	Fierceness	<input type="text" value="2"/>
Nimbleness	<input type="text" value="3"/>	Alertness	<input type="text" value="4"/>
<i>The Way</i>	<input type="text" value="6"/>	<i>The Bane</i>	<input type="text" value="1"/>

Character Sketch



Abilities

Tooth & Claw (FI)
Intimidate (FI)

Lores

Wood (CR)
Man (CR)
Wisdom (CR)

Gnome Skills

Unspent points

Notes

Redflank is the *Lord of The Wood*. He has been around as long as most animals in *The Wood* can remember.

Injuries

TALES FROM THE WOOD

CHARACTER NAME BRACKEN

CREATURE TYPE (LORD) MOLE

Traits

Toughness	<input type="text" value="5"/>	Craftiness	<input type="text" value="1"/>
Sturdiness	<input type="text" value="2"/>	Fierceness	<input type="text" value="4"/>
Nimbleness	<input type="text" value="2"/>	Alertness	<input type="text" value="3"/>
<i>The Way</i>	<input type="text" value="4"/>	<i>The Bane</i>	<input type="text"/>

Character Sketch



Abilities

Intimidate (FI)
Tooth & Claw (FI)

Lores

Wood (CR)
Field (CR)
Tunnel (CR)

Gnome Skills

Unspent character points

Injuries

Bracken has suffered internal injuries (-1 sturdiness, he had increased it previously) as a result of his *Challenge* for Lordship and he now tends to puff and wheeze a bit.

Notes

Not the brightest Lord in *The Wood*, Bracken tends to think about eating when problems arise.



TALES FROM THE WOOD

CHARACTER NAME GRIZZLEGRUFF

CREATURE TYPE GNOME

Traits

Toughness	<input type="text" value="4"/>	Craftiness	<input type="text" value="4"/>
Sturdiness	<input type="text" value="3"/>	Fierceness	<input type="text" value="2"/>
Nimbleness	<input type="text" value="3"/>	Alertness	<input type="text" value="3"/>
<i>The Way</i>	<input type="text" value="3"/>	<i>The Bane</i>	<input type="text"/>

Character Sketch



Abilities

Hide (CR)

Lores

Gnome (CR)
 River (CR)
 Wood (CR)
 Man (CR)

Gnome Skills

Fire-making (CR)
 Cooking & brewing (CR)
 Marksmanship (NI)

Unspent character points

Notes

Kind-hearted under a bluff and mean exterior.

Injuries





TALES FROM THE WOOD

CHARACTER NAME MADWORT

CREATURE TYPE BADGER

Traits

Toughness	<input type="text" value="9"/>	Craftiness	<input type="text" value="2"/>
Sturdiness	<input type="text" value="8"/>	Fierceness	<input type="text" value="3"/>
Nimbleness	<input type="text" value="1"/>	Alertness	<input type="text" value="3"/>
<i>The Way</i>	<input type="text" value="2"/>	<i>The Bane</i>	<input type="text" value="2"/>

Character Sketch



Abilities

Tooth & Claw (CR)

Lores

Wood (CR)
Tunnel (CR)

Gnome Skills

Unspent character points

Injuries

Mangled his rear paw in a trap several moons ago (-1 on Nimbleness)

Notes

Madwort is a bit flaky - he is as likely to go for you as try to help you.



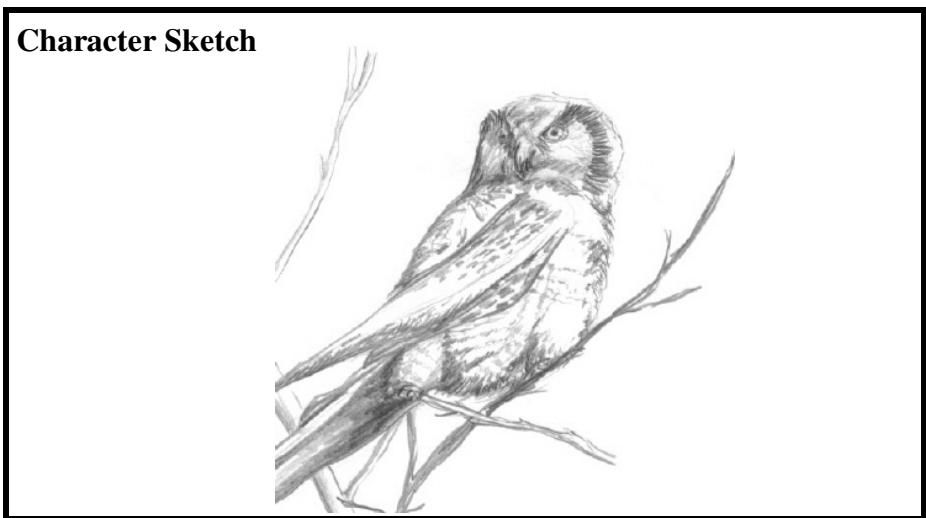


TALES FROM THE WOOD

CHARACTER NAME SHADOW-WING **CREATURE TYPE** (LORD) OWL

Traits

Toughness	<input type="text" value="6"/>	Craftiness	<input type="text" value="5"/>
Sturdiness	<input type="text" value="8"/>	Fierceness	<input type="text" value="4"/>
Nimbleness	<input type="text" value="3"/>	Alertness	<input type="text" value="3"/>
<i>The Way</i>	<input type="text" value="4"/>	<i>The Bane</i>	<input type="text" value="2"/>



Abilities	Lores	Gnome Skills
Tooth & Claw (FI) Intimidate (FI) Fly (NI)	Wood (CR) Man (CR) Field (CR) Wisdom (CR)	

Unspent character points	Notes
Injuries	

