

ADVENTURE SHEET

NAME : Aspen Darkfire

PLAYER :

AGE : 25

RACE /

M / F : F

PROFESSION :

Elf adventurer

SKILL	STAMINA	LUCK
<i>Initial: 8</i>	<i>Initial: 17</i>	<i>Initial: 11</i>
<i>Current:</i>	<i>Current:</i>	<i>Current:</i>

SKILLS	Value	SPELLS	Stamina Cost
Bow	11	Darkness	1
Hide	9	Fire Bolt	1
Wood Lore	10	Illusion	1
Awareness	10	Mirror Selves	2
Magic	10	Stamina	1

MONEY : 8GPs 4SPs	EQUIPMENT
TREASURE	Sword Bow
	PROVISIONS : 2
	EXPERIENCE POINTS :

BACKGROUND

Aspen Darkfire is the disowned daughter of a minor Elven prince from the Forest of Yore. Driven by an insatiable curiosity to find out about life 'outside', she forsook a life of endless balmy days in the golden forest four years ago. She knows she can never return to her family, though she sometimes receives news of them from other Elves. Since then she has wandered the lands north of the Whitewater River, seeking out and finding adventure in many lands.

PERSONALITY

Those Elves who have left their sacred forests to venture out into the world are cheerful, happy-go-lucky folk who never seem to get upset about anything. Aspen is always making jokes, even in the most dangerous situations. She is very elegant and graceful, and just about the only way to get her really annoyed is to ask her to do something that would lead to her getting smelly or dirty. She is wise beyond her years, but most of the time she seems to regard everything just as tremendous fun!

Aspen Darkfire dresses in dull green clothes that have plainly seen a lot of action, if one is to go by the number of repairs and patches!

QUOTES

'I say, chaps, outnumbered again, eh? Jolly good show!'
'You would have thought the old wizard could have managed to hire some Orcs that didn't have bad breath for a change!'
'I wouldn't do that if I were you...'

NOTES



ADVENTURE SHEET

NAME: Jerek Stormgard PLAYER:
 AGE: 25 RACE/
 M/F:M PROFESSION:
 Human mercenary

SKILL <i>Initial: 10</i> <i>Current:</i>	STAMINA <i>Initial: 20</i> <i>Current:</i>	LUCK <i>Initial: 8</i> <i>Current:</i>
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SKILLS	Value
Sword	13
Crossbow	11
Dodge	12
Ride	12
World Lore	12

SPELLS	Stamina Cost

MONEY: 12GPs 0SPs
 TREASURE

EQUIPMENT
 Sword
 Crossbow
 Dagger

PROVISIONS: 2

EXPERIENCE POINTS:

BACKGROUND

Jerek Stormgard hails from the minor city-state of Kaan, just to the north of Port Blacksand. He has served as a hired warrior all over Allansia since running away from home at the age of fifteen, after he accidentally killed his best friend while practicing sword-fighting.

PERSONALITY

Despite his comparatively tender years, Stormgard is a tough, experienced mercenary. He has travelled all over Allansia and has killed just about every sort of monster there is to be killed (and more than a few that weren't supposed to be killed as well). Twin scars to one side of his left eye attest to his battle experience.

Physically, he is in excellent condition; but there seems to be something calculating and emotionless about him. He is a quiet person most of the time, and usually allows others to make the decisions; but he's very confident of his own ability - and quite ruthless, once he gets into a fight.

QUOTES
'Hurumph!'
'Let's GOOOOO!!'
'Come on, Orc, make my day!'

NOTES



ADVENTURE SHEET

NAME: Gordo Brondwyn PLAYER:
 AGE: 18 RACE/
 M/F:M PROFESSION:
 Human thief

SKILL	STAMINA	LUCK
<i>Initial: 9</i>	<i>Initial: 17</i>	<i>Initial: 12</i>
<i>Current:</i>	<i>Current:</i>	<i>Current:</i>

SKILLS	Value	SPELLS	Stamina Cost
Dagger	10		
Climb	10		
Con	12		
Sleight of Hand	11		
Sneak	11		

MONEY: 13 GPs 2 SPs	EQUIPMENT
TREASURE	3 Daggers Rope and spikes Lockpick tools Loaded dice
	PROVISIONS: 2
	EXPERIENCE POINTS:

BACKGROUND

This shadowy Hero was raised in the crowded backstreets of the city-state of Fang in northern Chiang Mai. After losing both his parents in the plague at the age of eleven, he and his four brothers grew up in the gutters, snatching food from shops, sleeping in corners, struggling just to stay alive.

At twelve, Gordo (a nickname, short for another name he hasn't used since his parents died) committed his first burglary; at fourteen he was drafted into Fang's Thieves' Guild and learned much of the art of crime. Two years ago, though, the wanderlust took him and ever since he has been travelling round Allansia as an adventurer.

PERSONALITY

Gordo is as silent as a cat, as slippery as an eel and can climb faster than a monkey. He is also very smart and resourceful, but he doesn't make a great show of this because he doesn't like drawing attention to himself. If ever the Heroes are in real trouble, he is the one who will come up with a smart plan to get them out of it.

Despite his criminal connections, Gordo has strong principles, chief of which is his loyalty to his Hero friends. He will not steal from them - or do anything to harm them deliberately in any way.

QUOTES

'I thought that would happen!'
'That should give them something to think about!'
'Luckily, I happen to have with me...'

NOTES



ADVENTURE SHEET

NAME: Grimbald Tornhelm PLAYER:
 AGE: 27 RACE/
 M/F:M PROFESSION:
 Dwarf warrior

SKILL <i>Initial: 9</i> <i>Current:</i>	STAMINA <i>Initial: 22</i> <i>Current:</i>	LUCK <i>Initial: 7</i> <i>Current:</i>
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SKILLS	<i>Value</i>	SPELLS	<i>Stamina Cost</i>
Axe	12		
Dark seeing	11		
Unarmed Combat	10		
Trap Sensing	10		
Underground Lore	11		

MONEY: 14 GPs 0 SPs
 TREASURE

EQUIPMENT
 A very big battle-axe

PROVISIONS: 2

EXPERIENCE POINTS:

BACKGROUND

Grimbold, son of Hakkim, chief of the Tornhelm clan, was reared in a small Dwarven mining community in the Moonstone Hills. For a time he too worked in the gold mines, but his penchant for strong liquor – and brawling when drunk – made him unpopular. Since leaving the family mines, he has wandered the Windward Plain rather aimlessly, squabbling and boozing, looking for something to give shape to his life.

PERSONALITY

The typical Dwarf is sour, grumpy and short-tempered, and Grimbald is a typical Dwarf. Annoying him is very easy and not at all wise, because he has a very big battle-axe and loves hitting things with it – especially Orcs.

He is also very greedy, especially for treasure. He is fascinated by glittering and shining objects, especially if he knows they are precious. For Grimbald, money is the route to all pleasure. Besides money, he takes greatest enjoyment in food and drink. Unless carefully watched he will indulge himself to the full at every opportunity.

QUOTES

'You say that again, and I'll split your stupid face from ear to ear!'
'Isn't it time we stopped to eat yet?'
 'GOLD!!!'

NOTES



ADVENTURE SHEET

NAME: Axel Wolfric

PLAYER:

AGE: 20

RACE:

PROFESSION:

M/F: M

Human (barbarian) warrior

SKILL	STAMINA	LUCK
Initial: 8	Initial: 21	Initial: 8
Current:	Current:	Current:

SKILLS	Value	SPELLS	Stamina Cost
Two-handed Sword	10		
Sneak	10	Fear	1
Strength	10	Luck	1
Wood Lore	10	Stamina	1
Magic	9		

MONEY: 6GPs 3SPs	EQUIPMENT
TREASURE	Massive two-handed sword
	Spear
	Lucky rabbit's foot
	PROVISIONS: 3
	EXPERIENCE POINTS:

BACKGROUND

Reared among the snowy steppes of northern Kaypong in far north-east Allansia, Wolfric is the son of a barbarian Snowdeer hunter and leather-worker of the Stormchild tribe of hunting barbarians. He has been wandering the northern lands for several years without enjoying much fortune, and has recently headed further south in search of real adventure.

PERSONALITY

Two metres tall and of solid muscle, in all directions, Axel could carry an adult Yeti on his shoulders. For all his strength, however, he is a simple fellow, unused to civilized lands. Although he is overawed by cities, he tries not to let this show and boasts about how strong his own people are, compared to civilized folk. When put in an unfamiliar situation, though, he will be confused and will probably offend someone by accident.

Although the barbarian knows a few spells, none of them go flash-bang or do obviously unnatural things; he regards them as just natural talents and nothing special. He will righteously hit anyone who accuses him of using 'sorcery', which he regards as a great evil.

QUOTES

'I don't like the smell of these stone floors.'

'In my tribe we train our daughters to kill Orcs by the age of six!'

'Never trust a wizard!!'

NOTES



ADVENTURE SHEET

NAME : Baradas Rangor

PLAYER :

AGE : 19

RACE /

PROFESSION :

M / F : M

Human wizard

SKILL	STAMINA	LUCK
<i>Initial: 6</i>	<i>Initial: 18</i>	<i>Initial: 11</i>
<i>Current:</i>	<i>Current:</i>	<i>Current:</i>

SKILLS	Value	SPELLS	Stamina Cost
Dodge	7	ESP	2
Languages	8	Fire Bolt	1
Sleight of Hand	7	Levitate	2
World Lore	8	Sleep	2
Magic	9	Stamina	1
		Weakness	1

MONEY : 15GPs 0SPs TREASURE	EQUIPMENT Sword Staff Spell book Dead toad (fresh)
	PROVISIONS : 2
EXPERIENCE POINTS :	

BACKGROUND

Son of a much-travelled merchant from Silverton in central Allansia, Rangor was apprenticed at a very young age to an elderly sorcerer and sage. When his master was killed as the result of a badly translated enchantment from ancient Allansia, Rangor gave in to his thirst for knowledge and experience, and set out into the world.

PERSONALITY

Most wizards are very studious types who spend their early years poring over old books. For this reason they very rarely become Heroes. When they do, it is probably because they are so intensely curious about the world that they cannot bear to stay in one place for more than a day.

Rangor is young, keen, eager and painfully inquisitive. If there is trouble to be found, he will be in the thick of it; it's almost as if he is under some curse to see everything there is to be seen in this world before he reaches thirty!

QUOTES

'Great, let's go!'

'I wonder what's behind this door...'

'I wonder how you summon up one of those...'

NOTES

