

This is a list of the adventurers for various playtests.

Playtest 1: Current Characters

Player: DWeird

Character: Urder Obo

- Str 0
- Int 1
- Wis 2
- Dex 5
- Con 1
- Cha -4

Race: Wood Elf ("Bush Elf")

Sex: Male

Skills: Shoot+3, Blowgun+2, Pit viper venom+5, Reflex+3, Heal+3, Herbalism+2, Open lock +3, Hide +3 (+2 Bush of death)

Equipment: Poison Blowgun (+0 Shoot, +1 Damage, and delivers poison), Padded Armor (+1 Soak), Dagger (+2 Damage), Wood Axe (-1 Fight, +5 Damage, +5 Damage to Wood)

Player: Alex Cherry

Character: Tamlane

- Str -1
- Int -1
- Wis -1
- Dex -3
- Con 2
- Cha 2

Race: Changeling

Sex: Male

Skills: Appraise +3, bluff +3, fortitude +3 (Toughness +2), item lore +3, use magic device +3, +3 Diplomacy (+3 Bargain), +3 Intimidate

Equipment: Plate Armor (+3 Deflection, +5 Soak, -4 Dex), Large Shield (+1 Deflect, +3 Soak, -2 Dex), Mace (+0 Fight, +4 Damage), Dagger (+2 Damage)

Player: JB Bell

Character:

- Str -2
- Int 0
- Wis -1
- Dex 1
- Con -2
- Cha -1

Race:

Sex:

Skills:

Equipment: Dagger (+2 Damage)

Player: Shreyas Sampat

Character:

- Str 0
- Int 0
- Wis 1
- Dex -3
- Con 4
- Cha -2

Race: Hooman

Sex:

Skills:

Equipment: Dagger (+2 Damage)

Player: Paul Czege

Character:

- Str -3
- Int 1
- Wis -2
- Dex -2
- Con 1

- Cha 3

Race:

Sex:

Skills:

Powers:

Equipment: Dagger (+2 Damage)

Player: Jason Petrasko

Character: Buk

- Str 1
- Int -3
- Wis 0
- Dex 0
- Con 0
- Cha 0

Race: Northman

Sex: Male

Skills: Reflex +3, Fortitude +3, Will +3, Spot +3, Fight +3, Endurance +3, Jump +2

Equipment: Banded Mail (+2 Deflect, +6 Soak, -6 Maneuver, Move -2, 35 lbs.), Heavy Steel Shield (+1 Deflect, +2 Soak, -2 Maneuver, 15 lbs.), Longsword (+4 Damage, 4 lbs.), Amazing Lock (1 lb.), 100' Silk Rope (10 lbs.)

The Graveyard

Honoring those who have gone before...

Player: Jason Petrasko

Character: Sadal Suud

- Str 1
- Int 3
- Wis 1

- Dex -1
- Con 1
- Cha -1

Race: High Elf

Sex: Male

Skills: Fight +5*, Spot +1, Search +2, Sense Motive +2, Disable Device +1, Appraise +1, Listen +1, Item Lore +2

Powers: Spells(Sleep, Charm Person, Suggestion, Zone of Truth, and Animal Messenger)

Equipment: Dagger (+2 Damage), Lucky Short Sword (Familiarity +3), Studded Leather (Soak 3, Deflect 1)

Died rushing through a door he had just hacked up into a proximity Burning Hands Trap, and burning to death.

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