**NAME**  Masarian (m) or Maram (f)  
**BACKGROUND**  Apostate Mage - Elf  

**CLASS**  
Mage  

**LEVEL**  
1  

**EXPERIENCE POINTS**  
0  

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>ATTACK ROLL</th>
<th>DAMAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fist</td>
<td>+0</td>
<td>1d3+1</td>
</tr>
<tr>
<td>Quarterstaff</td>
<td>+0</td>
<td>1d6+2</td>
</tr>
</tbody>
</table>

**JOURNEY GROUPS & NOTES**

**WEAPONS**

- None

**COMMUNICATION**

- 1

**CONSTITUTION**

- 1

**CUNNING**

- 2

**Dexterity**

- 0

**Magic**

- 4

**Perception**

- 2

**Strength**

- 1

**Willpower**

- 3

**Talents & Languages**

- Linguistics (Novice); Read and Speak Trade Tongue, Read and Speak Elven

**Equipment & Money**

- Backpack, Traveler’s Garb, Waterskin, Quarterstaff, Wand, Healer’s Kit, Vial of Black Ink, Lantern, Pint of Oil, 1 Week of Travel Rations

**Concept, Goals & Ties**

You were trained in magic in the remote countryside of Ferelden by a reclusive elf to whom your parents apprenticed you in your adolescence. Little did you know your master was an apostate, a mage who had rejected the yoke of the Circle of Magi. You found out the day Chantry Templars rode in, slaughtered your master, and burned his home—where you also lived—to the ground.

(Invent your own goals and ties to personalize your character!)
**Elden (m) or Edlyn (f)**

**Arcane Lore, Religious Lore**

**Mage**

**Brawling, Staves**

**Arcane Lance, Magic Training, Mana Points (19), Starting Talent (Lore)**

**Spells:** Heal, Shock, Weakness

**Spellpower:** 15

**Lore (Novice); Read and Speak Trade Tongue, Read Ancient Tevene**

**Backpack, Traveler’s Garb, Waterskin, Wand, Quarterstaff, 10 Candles, Large Tent, 1 Week of Travel Rations**

**Mule**

**You were given to the Circle of Magi before you can remember. Your tutors opened a world of knowing that places you above those doomed to work in mudfields for their livelihood, and for that you are grateful, though you came to resent the never-ending scrutiny of the Chantry Templars. Now that you have left the Tower of the Circle of Magi at Lake Calenhad, you plan to make the most of the opportunity.**

(Invent your own goals and ties to personalize your character!)
### Warrior

<table>
<thead>
<tr>
<th>Class Powers &amp; Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>Starting Talents (Weapon and Shield Style, Two-Hander Style, Armor Training)</td>
</tr>
</tbody>
</table>

### Talents & Languages

- **Weapon and Shield style (Novice)**
- **Two-Hander Style (Novice)**
- **Armor Training (Novice)**
- **Read and Speak Trade Tongue**

### Equipment & Money


### Concept, Goals & Ties

Before he died, your grandfather told you that to be a Fereldan is to be free. Some years later, as you grew in strength (if not in wisdom), you learned that your father had promised you to the local bann as a man-at-arms, to stand guard over his fortress and travel to war with his host. You are no coward, but neither are you any man’s thrall. You left home the next day, to make your own way and fortune in Thedas.

(I invent your own goals and ties to personalize your character!)

---

### Attributes

- **Name**: Tranter (m) or Tayte (f)
- **Background**: Fereldan Freeman
- **Age**
- **Gender**
- **Appearance**
- **Height**
- **Weight**
- **Distinguishing Features**

### Skills

- **Communication**
- **Constitution**
- **Cunning**
- **Dexterity**
- **Magic**
- **Perception**
- **Strength**
- **Willpower**

### Class & Level

- **Class**: Warrior
- **Level**: 1

### Experience Points

- **0**

### Weapons & Attack Roll

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Attack Roll</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gauntlet</td>
<td>+4</td>
<td>1d3+5</td>
</tr>
<tr>
<td>Two-Handed Sword</td>
<td>+4</td>
<td>3d6+4</td>
</tr>
<tr>
<td>Short Sword</td>
<td>+2</td>
<td>1d6+6</td>
</tr>
<tr>
<td>Longbow</td>
<td>+2</td>
<td>1d6+6</td>
</tr>
</tbody>
</table>

**Notes**

- Brawling, Bows, Heavy Blades, Light Blades. (Speed increases to 12 without armor. Defense drops to 12 without shield.)
- (26-yard short range, 52-yard long range, minor reload)
### Ackley (m) or Afton (f)

**NAME**
Ackley (m) or Afton (f)

**BACKGROUND**
Fereldan Freeman

**AGE**

**GENDER**

**APPEARANCE**

**DISTINGUISHING FEATURES**

**HEIGHT**

**WEIGHT**

### Speed | Defense | Armor | Health
---|---|---|---
14 | 14 | 3 | 31

### Communication

**FOCUSES**
- Light Leather

**Talents & Languages**
- Contacts (Novice); Read and Speak Trade Tongue

**Class Powers & Spells**
- Backstab, Rogue’s Armor, Starting Talent (Contacts)

### Constitution

**Riding**

**Stamina**

**Constitution**

### Cunning

**Riding**

**Stamina**

**Constitution**

### Dexterity

**Riding**

**Stamina**

**Constitution**

### Magic

**Riding**

**Stamina**

**Constitution**

### Perception

**Riding**

**Stamina**

**Constitution**

### Strength

**Stamina**

**Constitution**

### Willpower

**Stamina**

**Constitution**

### Class

**Rogue**

### Level

**1**

### Experience Points

**0**

### Weapon | Attack Roll | Damage
---|---|---
Fist | +4 | 1d3+1
Quarterstaff | +4 | 1d6+2
Throwing Knife | +4 | 1d6+1

(6-yard short range, 12-yard long range, minor reload)

### Equipment & Money

- Backpack, Traveler’s Garb, Waterskin, Light Leather Armor, Quarterstaff, 3 Throwing Knives, Lantern, Pint of Oil, Whetstone, Flint and Steel, 1 Week of Travel Rations
- Hunting Dog

### Concept, Goals & Ties

You were a stablehand at an inn in a city of liars. (Well, perhaps not every resident and visitor was a liar, but none went out of their way to tell the truth.) Between white lies and convenient forgetfulness, the place thrived on duplicity and double-dealing.

Although your days at the inn provided you with far-flung contacts throughout Ferelden, frankly, you prefer the company of animals.

(Invent your own goals and ties to personalize your character!)
**Name:** Kynewulf (m) or Kedwalla (f)

**Background:** Surface Dwarf

**Age:** __________  **Gender:** __________

**Appearance:** __________  **Distinguishing Features:**

**Height:** __________  **Weight:** __________

<table>
<thead>
<tr>
<th>SPEED</th>
<th>DEFENSE</th>
<th>ARMOR</th>
<th>HEALTH</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>12</td>
<td><strong>5²</strong></td>
<td>37</td>
</tr>
</tbody>
</table>

**Class:** Warrior  **Level:** 1  **Experience Points:** 0

**Equipment & Money:**
- Backpack
- Traveler's Garb
- Waterskin
- Light Mail Armor
- Two-Handed Axe
- Throwing Axe
- Crossbow
- 20 Bolts
- 3 Torches
- Flint and Steel
- Whetstone
- 4-gallon Beer Barrel (full)
- 1 Week of Travel Rations
- 6 GP
- 30 SP

**Weapon:**
- **Fist:** +2 1d3+3
- **Two-Handed Axe:** +5 3d6+3
- **Throwing Axe:** +5 1d6+5
  
  (4-yard short range, 8-yard long range, minor reload)
- **Crossbow:** +2 2d6+1
  
  (30-yard short range, 60-yard long range, major reload)

**Class Powers & Spells:**
- Starting Talents (Two-Hander Style, Throwing Weapon Style, Armor Training)

**Concept, Goals, & Ties:**
- They say you're violent.
- And terse.
- You say, to hell with them.

(Invent your own goals and ties to personalize your character!)

**Communications:**
- Read and Speak Dwarven
- Read and Speak Trade Tongue

**Focuses:**
- Two-Hander Style (Novice)
- Throwing Weapon Style (Novice)
- Armor Training (Novice)

**Languages:**
- Dwarven
- Trade Tongue

**Strength:**
- Axes

**Constitution:**
- Stamina

**Dexterity:**
- Fist

**Perception:**
- Courage

**Leadership:**
- Light Mail

**Intelligence:**
- Crossbow

**Willpower:**
- Crossbow

**Focuses:**
- Light Mail

**Surface Dwarf**
NAME: Sarel (m) or Shinasha (f)

BACKGROUND: City Elf

AGE: Gender

APPEARANCE: Height Weight

DISTINGUISHING FEATURES:

SPEED DEFENSE ARMOR HEALTH
16 14 4 0

CLASS POWERS & SPELLS
Backstab, Rogue's Armor, Starting Talent (Scouting)

TALENTS & LANGUAGES
Scouting (Novice); Read and Speak Trade Tongue

EQUIPMENT & MONEY
Backpack, Traveler's Garb, Waterskin, Heavy Leather Armor, Short Sword, Brass Knuckles, Dagger, Longbow, 20 Arrows, Lock Picks, 6 Spikes, 20 Yards of Rope, 1 Week of Travel Rations

CONCEPT, GOALS & TIES
Your parents were servants to a merchant family, and you saw the breadth of Ferelden's cities, towns, and villages growing up. Always moving, you learned from an early age that people everywhere—no matter their age, background, or race—hear what they want to hear, almost no matter what you're saying. It was almost inevitable that you grew to have a very loose appreciation for the concept of "truth."

(Invent your own goals and ties to personalize your character!)

WEAPON
Fist +4 1d3+2
Brass Knuckles +4 1d3+3
Dagger +4 1d6+3
Short Sword +4 1d6+4
Longbow +4 1d6+6

(26-yard short range, 52-yard long range, minor reload)

Bows, Brawling, Light Blades, Staves

FIST +4 1d3+2
BRASS KNUCKLES +4 1d3+3
DAGGER +4 1d6+3
SHORT SWORD +4 1d6+4
LONGBOW +4 1d6+6

(26-yard short range, 52-yard long range, minor reload)

BOWS, BRAWLING, LIGHT BLADES, STAVES

GP 12 70

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