



PINEBROOK CHARACTERS

Volume 2

Four Introductory Characters
suitable for New Players

Supplementary materials for the
Peril in Pinebrook introductory adventure
A free resource by **TANAGWIN GAMES**



PINEBROOK CHARACTERS

Volume 2

CREDITS

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PREFACE

This supplement includes four additional player character sheets for the **Peril in Pinebrook** introductory adventure. These characters are presented in a similar format to those included with the adventure. The characters are intended to provide new players with a wider view of the types of character choices that can be enjoyed in a game of DUNGEONS & DRAGONS 5th Edition.

WHO'S IN THE PARTY?

Flynt Wymblen is a Gnome Bard who inspires others to accomplish great deeds.

Galvena Aballon is a Human Paladin devoted to protecting their companions.

Bordel Barleywind is a Human Ranger who guides their party in the wilderness.

Aurixean Valignaak is a Dragonborn Sorcerer who wields magical dragon fire.

ADVENTURERS WANTED!

Pinebrook Characters Volume 1 is also available now, featuring another party of four introductory characters suitable for new players.

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CHARACTER NAME: FLYNT WYMBLEN

NICKNAME

PLAYER NAME: _____

ARMOR CLASS: 12

(Leather Armor)

RACE: GNOME

CLASS: BARD

HIT POINTS: 11

(Add or subtract your hit points here)

ATTACKS

Name	Modifier	Damage
Shortsword	+4 to hit	1d6 + 1, Melee
Shortbow	+4 to hit	1d6 + 1, Ranged
20 Arrows		

SKILLS

Insight	+2
Perception	+2
Performance	+5
Persuasion	+5

DRAW YOUR CHARACTER

OTHER EQUIPMENT

Musical Instrument *or* Journal, pen and ink

Rations (1 day)

Rope (50 feet)

DESCRIPTION

(Check one per line, or write your own)

- ☐ Music or Poetry ☐
- ☐ Clothes or Costumes ☐
- ☐ Big Hair or Big Ears ☐
- ☐ Rude or Refined ☐

SPECIAL ABILITY: BARDIC INSPIRATION

Twice during this adventure, you can inspire another character through stirring words or music. When a creature who can hear you makes a d20 roll for an attack or a skill, your bardic inspiration lets them roll one 6-sided die (1d6) and add the number rolled to their total.

NOTES

CHARACTER NAME: GALVENA ABALLON

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME: _____

ARMOR CLASS: 16

(Chain Mail Armor)

RACE: HUMAN

CLASS: PALADIN

HIT POINTS: 13

(Add or subtract your hit points here)

ATTACKS

Name	Modifier	Damage
Mace	+5 to hit	1d6 + 3, Melee
Sling	+2 to hit	1d6 - 2, Ranged
10 Sling Stones		

SKILLS

Intimidation	+4
Medicine	+3
Perception	+3
Religion	+2

DRAW YOUR CHARACTER

OTHER EQUIPMENT

Holy Symbol

Rations (1 day)

Torches (3, burn for 1 hour each)

DESCRIPTION

(Check one per line, or write your own)

- ☐ Devout or Doubtful ☐
- ☐ Shiny or Battleworn Armor ☐
- ☐ Untidy or Organised ☐
- ☐ Charitable or Aloof ☐

SPECIAL ABILITY: LAY ON HANDS

Once during this adventure, your blessed touch can heal wounds on yourself or another creature. You can do this instead of using one of your regular attacks, or after a combat ends. You touch a creature and they either regain 5 hit points, or are cured of one disease or one poison affecting them.

NOTES

CHARACTER NAME: BORDEL BARLEYWIND

NICKNAME

PLAYER NAME: _____

ARMOR CLASS: 14

(Leather Armor)

RACE: HUMAN

CLASS: RANGER

HIT POINTS: 13

(Add or subtract your hit points here)

ATTACKS

Name	Modifier	Damage
Handaxe	+3 to hit	1d6 + 1, Melee
Shortbow	+5 to hit	1d6 + 3, Ranged
20 Arrows		

SKILLS

Animal Handling	+4
Nature	+2
Perception	+4
Survival	+4

DRAW YOUR CHARACTER

OTHER EQUIPMENT

Torches	(3, burn for 1 hour each)
Rations	(1 day)
Rope	(50 feet)

DESCRIPTION

(Check one per line, or write your own)

- ☐ Leader or Loner ☐
- ☐ Flora or Fauna ☐
- ☐ Cloak Hood Up or Down ☐
- ☐ Arrogant or Altruist ☐

SPECIAL ABILITY: NATURAL EXPLORER

You are particularly familiar with travelling and surviving in the wilderness. Your group can't become lost except by magical means, and you have advantage on Wisdom (Survival) checks for outdoor activities such as foraging, navigating, or tracking.

NOTES

DUNGEONS & DRAGONS

CHARACTER NAME: AURIKEAN VALIGNAAK

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME: _____

ARMOR CLASS: 13

(Draconic Resilience)

RACE: DRAGONBORN

CLASS: SORCERER

HIT POINTS: 9

(Add or subtract your hit points here)

ATTACKS

Name	Modifier	Damage
Fire Bolt	+5 to hit	7, Ranged
Dagger	+4 to hit	1d6, Melee
Thrown Dagger	+2 to hit	1d6 - 2, Ranged

SKILLS

Arcana	+3
History	+3
Perception	+2
Persuasion	+5

DRAW YOUR CHARACTER

OTHER EQUIPMENT

Steel Mirror

Rations (1 day)

Rope (50 feet)

DESCRIPTION

(Check one per line, or write your own)

- ☐ Vain or Modest ☐
- ☐ Red or Golden Dragon Scales ☐
- ☐ Simple Clothes or Fancy Robes ☐
- ☐ Grudge or Gossip ☐

SPECIAL ABILITY: BREATHE FIRE

Once during this adventure, you can draw on your draconic ancestry and exhale a burning blast of dragon fire. Your dragon breath attack automatically hits one creature you can see, without needing a d20 roll, and deals 7 damage.

NOTES
