



# PINEBROOK CHARACTERS

## Volume 1

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 1

### CREDITS

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### PREFACE

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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?

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**Takk Oaksplitter** is a Half-Orc Barbarian who fights with primal ferocity.

**Rowan Fairweather** is a Half-Elf Druid attuned with natural magic.

**Ariodh Highwhirl** is a Human Monk with impressive martial arts skills.

**Baleth Cindermoon** is a Tiefling Warlock who uses magic to influence their foes.

### ADVENTURERS WANTED!

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**Pinebrook Characters Volume 2** is also available now, featuring another party of four introductory characters suitable for new players.

A free resource by  
**TANAGWIN GAMES**



This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

CHARACTER NAME: TAKK OAKSPLITTER

# DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME: \_\_\_\_\_

## ARMOR CLASS: 14

(No Armor)

## RACE: HALF-ORC

## CLASS: BARBARIAN

## HIT POINTS: 15

(Add or subtract your hit points here)

## ATTACKS

Name	Modifier	Damage
Spear	+5 to hit	1d6 + 3, Melee
Punch	+5 to hit	4, Melee
Thrown Spear	+5 to hit	1d6 + 3, Ranged

## SKILLS

Athletics	+5
Intimidation	+3
Perception	+3
Survival	+3

DRAW YOUR CHARACTER

## OTHER EQUIPMENT

Hunting Trap (1d6 - 2 damage, min. 1 point)

Rations (1 day)

Rope (50 feet)

## DESCRIPTION

(Check one per line, or write your own)

- ☐ Angry or Happy ☐
- ☐ Warpaint or Gory Trophies ☐
- ☐ Orc Tusks or Human Teeth ☐
- ☐ Careful or Reckless ☐

## SPECIAL ABILITY: RAGE

Once during this adventure, you can enter a primal rage in the first round of combat during an encounter. For the duration of the combat, your melee attacks deal an additional 2 damage, and you take 2 fewer hit points of damage when you are hit.

## NOTES

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CHARACTER NAME: ROWAN FAIRWEATHER

# DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME: \_\_\_\_\_

## ARMOR CLASS: 14

(Leather Armor and Wooden Shield)

## RACE: HALF-ELF

## CLASS: DRUID

## HIT POINTS: 11

(Add or subtract your hit points here)

## ATTACKS

Name	Modifier	Damage
Staff	+4 to hit	1d6 + 2, Melee
Thorn Whip	+5 to hit	1d6, Ranged
<i>If you want, your thorn whip spell can also <b>pull</b> a target up to twice your size next to you</i>		

## SKILLS

Animal Handling	+5
Nature	+2
Perception	+5
Survival	+5

DRAW YOUR CHARACTER

## OTHER EQUIPMENT

Sprig of Mistletoe

Rations (1 day)

Rope (50 feet)

## DESCRIPTION

(Check one per line, or write your own)

- ☐ Friendly or Guarded ☐
- ☐ Tattoos or Animal Hides ☐
- ☐ Pointed or Rounded Ears ☐
- ☐ Curious or Indifferent ☐

## SPECIAL ABILITY: SPELLCASTING

Twice during this adventure, instead of using one of your regular attacks, you can cast a spell called *entangle*. When you do this, plants sprout from the ground and wrap around a creature you can see. That creature cannot move, d20 rolls to attack the creature have advantage, and the creature's d20 rolls to attack have disadvantage. The creature can break free instead of attacking on their turn.

## NOTES

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CHARACTER NAME: ARIODH HIGHWHIRL

# DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME: \_\_\_\_\_

## ARMOR CLASS: 14

(No Armor)

## RACE: HUMAN

## CLASS: MONK

## HIT POINTS: 11

(Add or subtract your hit points here)

## ATTACKS

Name	Modifier	Damage
Unarmed Strike	+4 to hit	1d6, Melee
Dart	+4 to hit	1d6, Ranged
10 Darts		

## SKILLS

Acrobatics	+4
Athletics	+4
Insight	+4
Perception	+4

DRAW YOUR CHARACTER

## OTHER EQUIPMENT

Tinderbox

Rations (1 day)

Rope (50 feet)

## DESCRIPTION

(Check one per line, or write your own)

- ☐ Chilled or Hyperfocused ☐
- ☐ Robes or Common Clothes ☐
- ☐ Headband or Shaved Hair ☐
- ☐ Proud or Humble ☐

## SPECIAL ABILITY: FLURRY OF BLOWS

When you attack, your practice of martial arts allows you to make two unarmed strikes on each of your turns. Roll a 20-sided die (d20) for each melee attack.

## NOTES

CHARACTER NAME: BALETH CINDERMOON

NICKNAME

PLAYER NAME: \_\_\_\_\_

### ARMOR CLASS: 12

(Leather Armor)

### RACE: TIEFLING

### CLASS: WARLOCK

### HIT POINTS: 11

(Add or subtract your hit points here)

### ATTACKS

Name	Modifier	Damage
Eldritch Blast	+5 to hit	7, Ranged
Dagger	+3 to hit	1d6, Melee
Thrown Dagger	+3 to hit	1d6, Ranged

### SKILLS

Arcana	+3
Deception	+5
Investigation	+3
Perception	+2

DRAW YOUR CHARACTER

### OTHER EQUIPMENT

Parchment, pen and ink

Rations (1 day)

Rope (50 feet)

### DESCRIPTION

(Check one per line, or write your own)

- ☐ Trusting or Suspicious ☐
- ☐ Short or Long Horns ☐
- ☐ Devilish Tail or No Tail ☐
- ☐ Smiles or Scowls ☐

### SPECIAL ABILITY: PACT MAGIC

Once during this adventure, instead of using one of your regular attacks, you can cast a spell called *command*. When you cast this spell, you speak a one-word command to a creature you can see. That creature must follow the command on their next turn, and take no other action. Example commands include *Approach* (the creature moves to you), *Drop* (the creature drops whatever it is holding), or *Halt* (the creature stays where they are).

### NOTES