



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

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?

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!

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

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CHARACTER NAME: TAKK OAKSPLITTER

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME: _____

ARMOR CLASS: 14

(No Armor)

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

OTHER EQUIPMENT

Hunting Trap	(1d6 - 2 damage, min. 1 point)
Rations	(1 day)
Rope	(50 feet)

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.

RACE: HALF-ORC
CLASS: BARBARIAN

SKILLS

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

DESCRIPTION

(Check one per line, or write your own)

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

HIT POINTS: 15

(Add or subtract your hit points here)

DRAW YOUR CHARACTER

NOTES

CHARACTER NAME: ROWAN FAIRWEATHER

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME: _____

ARMOR CLASS: 14

(Leather Armor and Wooden Shield)

ATTACKS

Name	Modifier	Damage
Staff	+4 to hit	1d6 + 2, Melee
Thorn Whip	+5 to hit	1d6, Ranged

If you want, your thorn whip spell can also pull a target up to twice your size next to you

OTHER EQUIPMENT

Sprig of Mistletoe	
Rations	(1 day)
Rope	(50 feet)

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.

RACE: HALF-ELF

CLASS: DRUID

SKILLS

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

DESCRIPTION

(Check one per line, or write your own)

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

HIT POINTS: 11

(Add or subtract your hit points here)

DRAW YOUR CHARACTER

NOTES

CHARACTER NAME: ARIODH HIGHWHIRL

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME: _____

ARMOR CLASS: 14

(No Armor)

ATTACKS

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

OTHER EQUIPMENT

Tinderbox	
Rations	(1 day)
Rope	(50 feet)

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.

RACE: HUMAN
CLASS: MONK

SKILLS

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

DESCRIPTION

(Check one per line, or write your own)

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

HIT POINTS: 11

(Add or subtract your hit points here)

DRAW YOUR CHARACTER

NOTES

CHARACTER NAME: BALETH CINDERMOON

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME: _____

ARMOR CLASS: 12

(Leather Armor)

ATTACKS

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

OTHER EQUIPMENT

Parchment, pen and ink	
Rations	(1 day)
Rope	(50 feet)

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).

RACE: TIEFLING
CLASS: WARLOCK

SKILLS

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

DESCRIPTION

(Check one per line, or write your own)

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

HIT POINTS: 11

(Add or subtract your hit points here)

DRAW YOUR CHARACTER

NOTES
