

# Dolmenwood

Name: Brion Blackhorn

Kindred & Class: Breggle Knight

Background: Sorcerer's Assistant

Alignment: Lawful

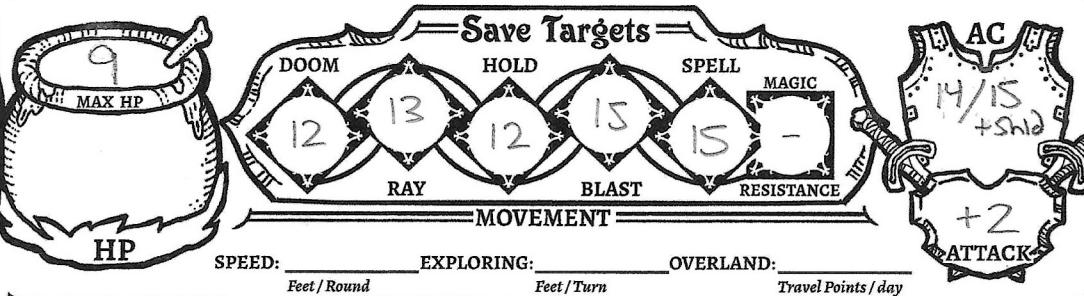
Affiliation: House Harrowmoor

Moon Sign: Fall Robber's Moon

## Ability Scores

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
SCORE	MOD.	SCORE	MOD.	SCORE	MOD.
15 +1	1	11 -1	-1	9 -	-
Melee attacks/damage		Extra languages		Magic Resistance	
16 +2	2	13 +1	1	Hit Points per Level	
					Reaction Rolls

## Save Targets



## Kindred & Class Traits

- +1 AC when unarmored or in light armor
- Horns - +2 hit / 1D4 +1 dmg
- Horsemanship- assessing steed worth
- Chivalric Code
- Mounted Combat +1 attack if mounted
- Strength of will +2 Saving bonus against Folly magic & fear effects

-Swoom to House Harrowmoor

## Skill Targets

LISTEN: 6

SEARCH: 6

SURVIVAL: 6

Languages: Woldish, Gaffe,

Caprice

XP

1665

1  
LEVEL  
+5%

NEXT LEVEL: 2250

MODIFIER:

# Dolmenwood

ENCUMBRANCE METHOD:

○ WEIGHT

◊ SLOTS

## Tiny Items

thigh bone flute

◊ SPEED

40

## Equipped Items

Chainmail (m) 14 AC

Shield +1 AC

Longsword 1D8+1

Lance 1D6+1

○ WEIGHT

30

20

10

## Stowed Items

Water Skin

○ WEIGHT

with chalice liquid

◊ Total Weight:

## Other Notes

Age 21  
Height 6'  
Weight 147 lbs

Coins
COPPER
8
SILVER
394
GOLD
PELLUCIDIUM

# Dolmenwood

Name: Gilly Dograde

Kindred & Class: Half human/half Elven Friar

Background: Jeweler

Alignment: Lawful

Affiliation:

Moon Sign: Waxing Night Moon

Age: 26 years

H: 5'8"

W: 149

## Ability Scores

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
Score	Mod.	Score	Mod.	Score	Mod.
8	-1	9	0	12	0
Melee attacks/damage	Extra languages	Magic Resistance	AC and missile attacks	Hit Points per Level	Reaction Rolls

## Save Targets

HP	MOVEMENT	ATTACK
5 MAX HP 5	DOOM HOLD RAY BLAST SPELL MAGIC RESISTANCE	11 x2 11
SPEED: 30 Feet / Round	EXPLORING: _____ Feet / Turn	OVERLAND: _____ Travel Points / day

## Kindred & Class Traits

decisiveness

Leadership +1

Skills: Leadership +1

armor fight +2

Outlawry implements +1d4

Foraging +5

Turn Undead!

All life can

herbalism - single dose good for 2 people

1 spell

detect magic

detect evil

first aid

Lesser healing

Light

Mantle of Protection

Purify food + drink

Rally

St. Lazarus

Find shrine?

## Skill Targets

LISTEN: 6

SEARCH: 6

SURVIVAL: 5/16 when foraging

Languages: Liturgia, Waldish

XP

1335

LEVEL

2

NEXT LEVEL: 2735

MODIFIER: 10%

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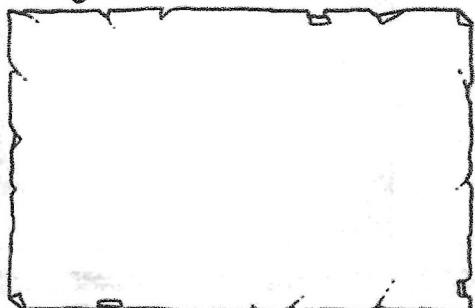
# DOLMENWOOD

ENCUMBRANCE METHOD:

© WEIGHT

© SLOTS

## Tiny Items



## Equipped Items

	WEIGHT
sling	40, 80, 160 (d4)
20 stones	20
wooden symbol (Saint)	10
Habit	30
2 Backpack (0-400)	50
belt-pouch	10
marbles (20)	20
Rope (50')	100
Torches (2)	30
	30

40

30

10

## Stowed Items

© WEIGHT  
Trinket - head sized glass sphere

Trinket

Herbal ~~juice~~ x 4 (ex health)  
Potion

Chisel

11 rations

Water

Tinderbox

Cooking Pot

Tortoise Shell

Alchemical Tonic - un Paralyze

© Total Weight: 550

## Other Notes

allergic to cats

1 gold > 10 silver > 100 copper

2220g

Coins
8
COPPER
4
SILVER
16
GOLD
PELLUCIDUM

# Dolmenwood

Name: Mudwump Mossfoot

Kindred & Class: Mossling Hunter

Background: Squirrel Trainer

Alignment: Lawful

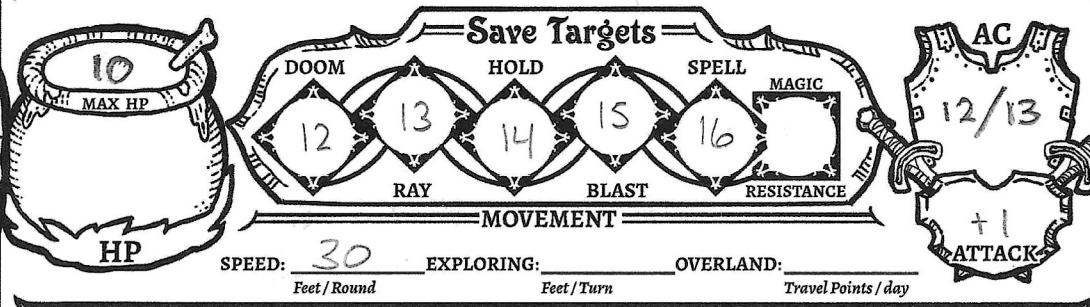
Affiliation:

Moon Sign: Waning Witch's Moon

## Ability Scores

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
Score	Mod.	Score	Mod.	Score	Mod.
11	-	11	-	9	-
Melee attacks/damage	Extra languages	Magic Resistance	AC and missile attacks	Hit Points per Level	Reaction Rolls

## Save Targets



## Kindred & Class Traits

- Symbiotic Flesh - covered in slimy, green jelly

- Resilience - +4 save fungal spores/poison  
- +2 all other saves

- Alertness

- Stalking

- Missile Attacks +1 Attack

- Trophies

- Wayfinding - 3 in 6 find the path

## Animal Companion

### Tracking

- Knack - Wood Kenning

- Symbiotic flesh - dainty flowers bloom in beard in spring

## Skill Targets

LISTEN: 6

SEARCH: 6

SURVIVAL: 5

Alertness 5

Stalking 6

Tracking 5

Languages: Wobish, Mulch

XP 2399  
NEXT LEVEL: 9500  
LEVEL: 2  
MODIFIER: -1

# Dolmenwood

#### **ENCUMBRANCE METHOD:**

ⒶWEIGHT  ⓇSLOT

SLOTS

## Tiny Items:

Trinket - A large egg, extruded to you by a paricked woodgrue.

## Equipped Items

Equipped Items	Weight
Leather Armour	200
Shield	100
Short bow	50/100/150
Arrow (x15)	DB 15
Longsword	DB 30

## **Stowed Items.**

**WEIGHT**

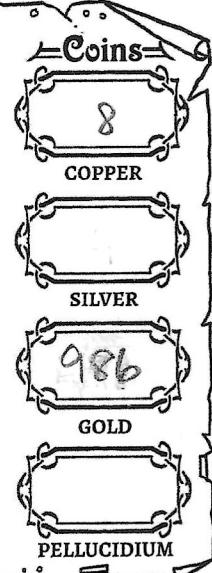
Backpack (0-400)	50
Common Clothes	30
Waterskin (full)	50
Tinder Box	10
Belt Pouch	10
Chisel	20
Tent	20
O:1 Flask	10
Preserved Ration *2	20
coil of rope	5
Feed (5 day) - dog	100
Feed (horse)	500
riding saddle bags	
top-clapper	
Total Weight:	690

## Other Notes

59 years old  
4'2" height  
161 pounds

Trophy -  
Crookhorn - club goat - head

Dolmen Pincher (Male) - Puddles  
Lv12 AC12 HP 2d8 (12)  
Saws D12 R13 H14 B15 S16  
Att Bite (+1, 1D6 + brings down prey)  
Spd 50 Morale 9



# Dolmenwood

Name: Mungus Woodfuffle - 56 y/o 3'7" 70 lbs

Kindred & Class: Womber Thief

Background: Firework Maker

Alignment:

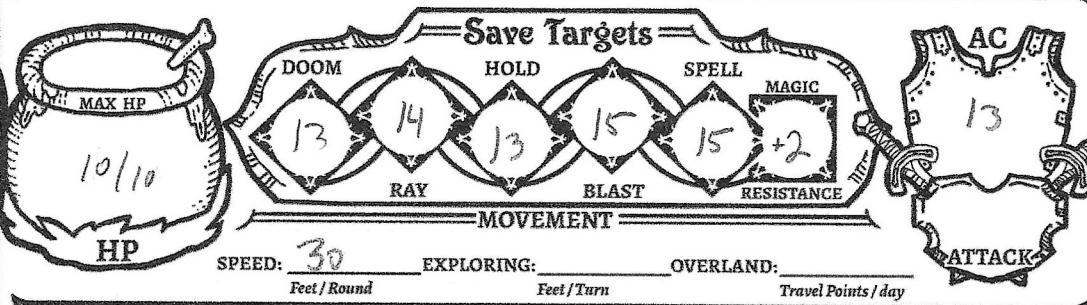
Affiliation:

Moon Sign: Waning Moon

## Ability Scores

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
Score	Mod.	Score	Mod.	Score	Mod.
8	-1	10	-	16	+2
Melee attacks/damage		Extra languages		Magic Resistance	
14	+1	17	+2	17	+1
AC and missile attacks		Hit Points per Level		Hit Points per Level	
12	-	12	-	12	-
Reaction Rolls					

## Save Targets



## Kindred & Class Traits

Stealth 3

### Skill Targets

LISTEN: 5

SEARCH: 5

SURVIVAL: 6

CLIMB WALL 4

Decipher Decrypsit

Dismiss Metamorphosis

Legendspeak 6

Pick Lock 5

Languages:

XP

2399

2

LEVEL

NEXT LEVEL: 2400

MODIFIER: +5%

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# Dolmenwood

ENCUMBRANCE METHOD:

◎ WEIGHT

◆ SLOTS

## Tiny Items

◆ SPEED

40

## Equipped Items

◆ WEIGHT

Leather Armor - 20

Shortbow - 20

Shortsword - 20

Rivets: 20 - 20

Common Clothes - 30

Backpack - 50

Belt pouch - 10

## Stowed Items

29

◆ WEIGHT

Maggot chow pieces 10

Thieves Tools - 10

Instrument - (Wind) 20

Tent 20

Grooving Hatch 40

Chisel 20

Lantern (Handheld) 20

Preserved Rations x 5 40

Waterskin (full) 50

Tinderbox 10

Poison dart (small)

30

20

10

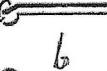
◆ Total Weight: 597

## Other Notes

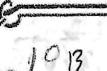
### Coins



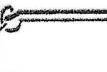
COPPER



SILVER



GOLD



PELLUCIDIUM

# Dolmenwood

Name: Kitty Grisner, 3'3

Kindred & Class: Grimalin Bard

Background: Mariner

Alignment: Chaotic

Affiliation:

Moon Sign:

Age: 940

## Ability Scores

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma		
SCORE	MOD.	SCORE	MOD.	SCORE	MOD.	SCORE	MOD.
11		10		9		9	
Melee attacks/damage	Extra languages	Magic Resistance	AC and missile attacks	Hit Points per Level	+2	9	Reaction Rolls

## Save Targets

MAX HP	DOOM	HOLD	SPELL	AC
11 / 11	13	14	15	+2 large 12/14
HP	RAY	BLAST	MAGIC RESISTANCE	ATTACK
SPEED: 30	MOVEMENT	EXPLORING: _____	OVERLAND: _____	Travel Points / day
Feet / Round	Feet / Turn			

## Kindred & Class Traits

Immortal

## Skill Targets

LISTEN: 5

Decipher Doc 6

Le Jardimain 5

SEARCH:

Monster Lore 5

SURVIVAL:

Languages: Mow, Wollich

XP 2937

7  
LEVEL

NEXT LEVEL: 3500

MODIFIER: 0

Dolmenwood Character Sheet © Necrotic Gnome 2024. Designed by Fernando Salvaterra

# Dolmenwood

ENCUMBRANCE METHOD:

◎ WEIGHT

◆ SLOTS

## Tiny Items

- Handkerchief stained with the kiss of Queen Abyssinia
- Backpack

◆ SPEED

40

## Equipped Items

Chainmail

◎ WEIGHT

Short bow (D6)

Short sword (DC)

30

20

10

## Stowed Items

◎ WEIGHT

18 x arrows

1 ate

3 x rations

1x waterskin

1x tinder box

Belt pouch

Cooking pots

Small Hammer

Ball of Twine (10')

Oil flask

Pipelfeed x 20 (burglar blend)

Hooded lantern

Flat bone flute

Fine clothes

◆ Total Weight:

## Other Notes

Rune - Arcane Unbinding

Clothes - Masquerade

Flat bone flute can make every attack their friend

### Coins

COPPER

SILVER

93 G

GOLD

PELLUCIDIUM