

# Appendix: Pre-Generated Characters

## Kora

Kora is a Human in her late teens who has taken up the life of adventure after refusing to take up the family trade of blacksmithing. Through quite skilled at the trade, Kora wanted to wield swords -- not just forge them. Now, carrying the only blade she made with her own hands, she has set off to find her place in the wilds of the world.

**Heritage:** Human

**Hit Points:** 8

**Traits:** Blacksmith, Defender, Tough, Vigilant

**Weapon Group:** Light Melee Weapons  
(Mastery: Long Sword)

**Family Trade:** Blacksmith

**Belief:** Everyone has the right to find their own freedom!

## Alsarra

Alsarra is different from other Fey. Instead of being dismissive of Humans and their ways, he is quite curious and has decided to study these odd people up close and personal. Curious and a bit arrogant, he approaches them with an academic

interest and spends some time each night making notes of what he finds in a small journal he carries.

**Heritage:** Fey

**Hit Points:** 6

**Traits:** Bow Mastery (Heritage Trait),  
Educated, Eidetic Memory, Perceptive

**Weapon Group:** Heavy Melee  
Weapons (Mastery: Quarterstaff)

**Family Trade:** Scribe

**Belief:** Knowledge leads to  
understanding and understanding  
leads to knowledge

# Balthar

Balthar didn't want a life of adventure, he just wanted to mine jewels and ore from his dwarven homeland and trade it with the people of Calda. But with all the trouble plaguing the land, someone's got to save these humans from their own problems. Now, irritated with his own protective instincts, the bearded old dwarf has set down his merchant scales and taken up a notched axe he thought he set aside long ago.



**Heritage:** Dwarf

**Hit Points:** 8

**Traits:** Dark Vision (Heritage Trait), Cleave, Insightful, Resolute

**Weapon Group:** Light Melee Weapons (Mastery: Battle Axe)

**Family Trade:** Mining

**Belief:** Someone's got to help these people and it might as well be us.

# Nixi

While Nixi is as mischievous as any goblin, she isn't as fearful of the big folk as others of her kind. She's recently begun to follow a group of adventurers that seemed fun and interesting, and while her hyperactive energy irritated them at first she has since proven herself to be clever and resourceful. Nixi likes outsmarting her foes or using stealth to gain the advantage and is always glad to tell an energetic story to anyone who will listen.

**Heritage:** Goblin

**Hit Points:** 4

**Traits:** Goblin Agility (Heritage Trait), Acrobat, Opportunist, Sneaky

**Weapon Group:** Light Melee Weapons (Mastery: Daggers)

**Family Trade:** Map-Maker

**Belief:** There's always a new adventure just around the corner!



# Ursa

Lumbering down from the northern tundra, Ursa is one of the bear-like Karhu. He fears that the growing troubles in the human lands may lead to endangering his own wild homelands far to the north and has come to help defend them from their troubles so he will not have to defend his people. He is grumpy, but his age and experience with the wilds of the world offer a unique insight into nature and all its dangers.

**Heritage:** Karhu

**Hit Points:** 7

**Traits:** Powerful Claws (Heritage Trait), Beastspeaker, Healer, Survivalist

**Weapon Group:** Heavy Melee Weapon (Mastery: Great Club)

**Family Trade:** Herbalist

**Belief:** We must protect one another to protect ourselves.

