



**Name** Caldas, Boots  Avatar  Hero  Follower

**Origin** Half-Elf **Background** Frontier

AGI	SPEED	COMBAT	TOUGH	LUCK	WILL
2	6 / +3	2	3		1

**ARMOR** Partial  Shield  May Parry vs Melee  Helmet  Doubles on Injury = KO **ARMOR RATING** 9

WEAPONS	Range	Armor / Tough	Weapon Traits
Fine Sling	10	-1 / 0	Infinite Ammo
Fencing Sword	M	0 / 0	Parry

**SKILLS & ABILITIES** Wits  
+1 Williness  
Lucky shot  
Slip away  
Scouting

**ITEMS & EQUIPMENT** Partial Armor

**XP** 30 **Level** 5

**Name** Brobern  Avatar  Hero  Follower

**Origin** Human **Background** Young Runaway

AGI	SPEED	COMBAT	TOUGH	LUCK	WILL
1	4 / +3	0	3		

**ARMOR** Light  Shield  May Parry vs Melee  Helmet  Doubles on Injury = KO **ARMOR RATING** 1/2

WEAPONS	Range	Armor / Tough	Weapon Traits
Standard Wp	-	0 / 0	Fire

**SKILLS & ABILITIES** +1 Speech  
Driven  
Loyal

**ITEMS & EQUIPMENT**

**XP**  **Level**

**Name** Omge Gadon, Raven  Avatar  Hero  Follower

**Origin** Human **Background** Mystic

AGI	SPEED	COMBAT	TOUGH	LUCK	WILL
2	4 / +1	0	3	1	1

**ARMOR** Full  Shield  May Parry vs Melee  Helmet  Doubles on Injury = KO **ARMOR RATING** 3

WEAPONS	Range	Armor / Tough	Weapon Traits
Bastard Sword	M	0 / +1	
Staff	M	-1 / 0	Parry, Balanced

**SKILLS & ABILITIES** Alchemy  
+1 Speech  
Driven

**ITEMS & EQUIPMENT** Full Armor

**XP** 28 **Level** 4

**Name**  **CASTING** 13 **Congeaed Strands** 1

Gain 3 Strands at start of each new combat • Incantation Roll = 2d6

SPELLS KNOWN	Incant.	Target	Duration
Shield	6+	ally	Full round
Effect	Ranged attacks within 3" not ally hit on Nat 6		
Heal	6+	ally	Immediate
Effect	Remove a wound		
Fortune *	5+	Revsound	Full Round
Effect	verbal: ranged, melee to hit, prof test, enemy over the wall		
Mark	7+	1 enemy	Full Round
Effect	Ranged attacks on target get +1 to hit		
Bind	8+	3 enemies 1"	Activation
Effect	Roll D6 + MP to break free on 6+. Can't move		
Bludge	8+	1 enemy	Battle
Effect	Love Regeneration. If wounded die on 6 in trading		



# SETTLEMENTS

NAME Newhorn		
Location #	Size	Type
4	Town	Manor
Notes:		

NAME Langeckitt		
Location #	Size	Type
3	Village	Manor
Notes:		

NAME Brodlincer		
Location #	Size	Type
6	Village	Market
Notes:		

NAME Feywall		
Location #	Size	Type
7	Hamlet	Market
Notes:		

NAME		
Location #	Size	Type
Notes:		

NAME		
Location #	Size	Type
Notes:		

NAME		
Location #	Size	Type
Notes:		

NAME		
Location #	Size	Type
Notes:		

NAME		
Location #	Size	Type
Notes:		

NAME		
Location #	Size	Type
Notes:		

# DELVES

Check off Depth box after clearing a level. Fill in remaining boxes when Delve is complete.

Location # 2 Name Den of Bones Depths

Location # 3 Name Longhaven Depths

Location # 3 Name Catacombs of Doom Depths

Location # 14 Name Ghostwood Forest Depths

Location # \_\_\_\_\_ Name \_\_\_\_\_ Depths

Location # \_\_\_\_\_ Name \_\_\_\_\_ Depths

Location # \_\_\_\_\_ Name \_\_\_\_\_ Depths

Location # \_\_\_\_\_ Name \_\_\_\_\_ Depths

Location # \_\_\_\_\_ Name \_\_\_\_\_ Depths

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Location # \_\_\_\_\_ Name \_\_\_\_\_ Depths

Location # \_\_\_\_\_ Name \_\_\_\_\_ Depths

Location # \_\_\_\_\_ Name \_\_\_\_\_ Depths

Location # \_\_\_\_\_ Name \_\_\_\_\_ Depths

# CONTRACTS

Type	Reward	Offered on Turn #	Turns to Complete	Notes	Complete
•					<input type="checkbox"/>
•					<input type="checkbox"/>
•					<input type="checkbox"/>
•					<input type="checkbox"/>
•					<input type="checkbox"/>
•					<input type="checkbox"/>
•					<input type="checkbox"/>
•					<input type="checkbox"/>

# QUEST

Successful Tasks  
         
 1 2 3 4 5 6 7  
 Quest Finds

Failed Tasks  
    
 1 2 3

STEP 1 Location 11 Task \_\_\_\_\_

STEP 3 Location 14 Task \_\_\_\_\_

STEP 5 Location \_\_\_\_\_ Task \_\_\_\_\_

STEP 7 Location \_\_\_\_\_ Task \_\_\_\_\_

STEP 9 Location \_\_\_\_\_ Task \_\_\_\_\_

STEP 2 Location \_\_\_\_\_ Task \_\_\_\_\_

STEP 4 Location \_\_\_\_\_ Task \_\_\_\_\_

STEP 6 Location \_\_\_\_\_ Task \_\_\_\_\_

STEP 8 Location \_\_\_\_\_ Task \_\_\_\_\_

FINALE Location 15 Task Site Battle