

HELLFROST

ANARI APPRENTICE HEAHWISARD

HERO _____

RACE Human (Anari)

CHARISMA MOD

PACE MOD

WOUNDS
-1 -2 -3

INC

FATIGUE
-2 -1

ATTRIBUTES

AGILITY

SMARTS

STRENGTH

SPIRIT

VIGOR

PARRY

MOD

TOUGHNESS

MOD



SKILLS

Fighting

Knowledge (Arcana)

Guts

Riding

Heahwisardry

Streetwise

Intimidation

Investigation

LANGUAGES: Anari, Classical Anari, Saxa, Trader

GEAR

winter clothing, furs

1,350 gs

TOTAL WT CARRIED

WEIGHT LIMIT

ENCUMBRANCE PENALTY

SPELLS

armor	COST	RANGE	DAMAGE/EFFECT	DURATION
armor				
deflection				
bolt				

WEAPONS

Wizard's staff	RANGE	ROF	DAMAGE	AP	WT
Wizard's staff			Str+d4, +1 Parry, Reach 1, 2 hands)		

HINDRANCES

Apprentice (Minor)

Arrogant
(Minor: treats non-nobles as scum)

EDGES

Arcane Background
(Magic: Heahwisardry)
Noble

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V40

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H60

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L80

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GLORY

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40

60

80

100

120

140

HELLFROST

ANARI ARCANOLOGIST

HERO _____

RACE Human (Anari)

CHARISMA MOD

PACE MOD

WOUNDS
-1 -2 -3

INC

FATIGUE
-2 -1

ATTRIBUTES

AGILITY

SMARTS

STRENGTH

SPIRIT

VIGOR

PARRY

MOD

TOUGHNESS

MOD



SKILLS

Fighting

Investigation

Knowledge (Arcana)

Knowledge (Folklore)

Knowledge (History)

Knowledge (Religion)

Knowledge (Riddles)

Notice

Streetwise

LANGUAGES: Anari, Auld Saxa, Classical Anari, Selari, Vindari

GEAR

Leather suit (+1)
20 sheets of parchment
writing equipment
waterproof satchel
furs

winter clothing
190 gs remaining

TOTAL WT CARRIED

WEIGHT LIMIT

ENCUMBRANCE PENALTY

SPELLS

COST RANGE DAMAGE/EFFECT DURATION

WEAPONS

RANGE ROF DAMAGE AP WT

Staff (Str+d4, +1 Parry, Reach 1, 2 hands)

HINDRANCES

Elderly
Orders (Reliquary)
Vow (Minor: keep relics from the masses)

EDGES

Connection (Reliquary)
Reliquary (Arcanologist)
Scholar (Arcana & History)

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GLORY

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HELLFROST

ENGRO THIEF

HERO _____

RACE Engro

CHARISMA -2

PACE 6

WOUNDS
-1 -2 -3

INC

FATIGUE
-2 -1

ATTRIBUTES

d8 AGILITY

d6 SMARTS

d6 STRENGTH

d6 SPIRIT

d6 VIGOR

PARRY

4

TOUGHNESS

5



SKILLS

4 6 8 10 12 Climbing

4 6 8 10 12 Fighting

4 6 8 10 12 Guts

4 6 8 10 12 Lockpicking

4 6 8 10 12 Notice

4 6 8 10 12 Stealth

4 6 8 10 12 Streetwise

4 6 8 10 12 Throwing

4 6 8 10 12

4 6 8 10 12

LANGUAGES: Engrosi, Fingerspeak, Trader

GEAR

Leather suit (+1)

67 gs remaining

furs

lockpicks

pipe, pipeleaf (10 smokes)

climbing gear

TOTAL WT CARRIED



WEIGHT LIMIT



ENCUMBRANCE PENALTY



SPELLS

COST

RANGE

DAMAGE/EFFECT

DURATION

WEAPONS

RANGE

ROF

DAMAGE

AP

WT

4 x throwing knives

3/6/12,

Str+d4

HINDRANCES

Curious, Greedy (Minor),
Outsider, Quirk (always
smokes after a fight)

Small

EDGES

Guild Thief (Stealth)

Luck

Sneaky, Spirited

Thief

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GLORY

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HELLFROST

FROST DWARF RUNE MAGE HEALER

HERO _____

RACE Frost Dwarf

CHARISMA -2

PACE 5

WOUNDS
-1 -2 -3

INC

FATIGUE
-2 -1

ATTRIBUTES

d6 AGILITY

d8 SMARTS

d6 STRENGTH

d6 SPIRIT

d6 VIGOR

PARRY

6

TOUGHNESS

7



SKILLS

4 (6) 8/10 12 Healing

4 6 (8) 10 12 Healing-Rune

4 6 (8) 10 12 Knowledge (Arcana)

4 (6) 8/10 12 Fighting

(4) 6 8/10 12 Notice

4 (6) 8/10 12 Survival

4 (6) 8/10 12 Throwing

4 6 8/10 12

4 6 8/10 12

4 6 8/10 12

LANGUAGES: Dwarven, Frosttongue, Giant, Trader

GEAR

Chain shirt (+2)

medium shield (+1 Parry)

healer's bag, furs

TOTAL WT CARRIED



WEIGHT LIMIT



ENCUMBRANCE PENALTY



SPELLS

COST	RANGE	DAMAGE/EFFECT	DURATION
		Healing & Vigor only	healing, succor

WEAPONS

RANGE	ROF	DAMAGE	AP	WT
		Str+d6		Reach 1

HINDRANCES

Heat Lethargy

Insular

Slow

EDGES

Arcane Background (Rune

Magic), Low Light Vision,

Mountain Born, Runic Insight

(Healing-Rune), Tough,

Winter Soul

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GLORY

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HELLFROST

FROSTBORN FIRE ELEMENTALIST

HERO _____

RACE Frostborn

CHARISMA MOD

PACE MOD

WOUNDS
-1 -2 -3

INC

FATIGUE
-2 -1

ATTRIBUTES

AGILITY

SMARTS

STRENGTH

SPIRIT

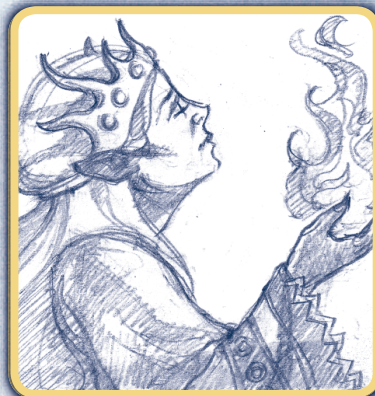
VIGOR

PARRY

MOD

TOUGHNESS

MOD



SKILLS

Elementalism **Survival**

Fighting _____

Hrimwisardry _____

Knowledge (Arcana) _____

Notice _____

LANGUAGES: Auld Saxa, Classical Anari, Frosttongue, Saxa

GEAR

Leather suit (+1) _____

medium shield (+1 Parry) _____

furs (150 gs remaining) _____

TOTAL WT CARRIED **WEIGHT LIMIT** **ENCUMBRANCE PENALTY**

SPELLS

	COST	RANGE	DAMAGE/EFFECT	DURATION
frostborn spell: <i>armor</i> (icy skin)				

frostborn spell: <i>environmental protection</i> (against cold only)				
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frostborn spell: <i>smite</i> (icicles grow from hands or a held weapon)				
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frostborn spell: <i>speed</i> (ice-shod feet)				
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elementalist spell: (Fire or heat trappings) <i>burst, deflection, smite</i>				
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WEAPONS

	RANGE	ROF	DAMAGE	AP	WT
Axe			Str+d6		

HINDRANCES

Habit (minor: keeps secrets), Heat Lethargy, Loyal, Outsider, Vow (Major: discover if cold is the fifth element)

EDGES

Arcane Background (Magic: Elementalism), Frigid Form, Winter Soul

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GLORY

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HELLFROST

TUOMI HEARTH KNIGHT

HERO _____

RACE Human (Tuomi)

CHARISMA 0 MOD

PACE 6 MOD

WOUNDS
-1 -2 -3

INC

FATIGUE
-2 -1

ATTRIBUTES

d6 **AGILITY**

d6 **SMARTS**

d6 **STRENGTH**

d8 **SPIRIT**

d8 **VIGOR**

PARRY

7 MOD

TOUGHNESS

8 MOD 2



SKILLS

4 6 8 10 12 **Fighting**

4 6 8 10 12 **Survival**

4 6 8 10 12 **Guts**

4 6 8 10 12 **Throwing**

4 6 8 10 12 **Intimidation**

4 6 8 10 12

4 6 8 10 12 **Notice**

4 6 8 10 12

4 6 8 10 12 **Riding**

4 6 8 10 12

LANGUAGES: Orcish, Trader, Tuomi

GEAR

Chain shirt (+2)

Medium shield (+1 Parry)

Furs (no money)

TOTAL WT CARRIED

WEIGHT LIMIT

ENCUMBRANCE PENALTY

SPELLS

COST

RANGE

DAMAGE/EFFECT

DURATION

COST	RANGE	DAMAGE/EFFECT	DURATION

WEAPONS

RANGE

ROF

DAMAGE

AP

WT

Hand Axe

Str+d6

HINDRANCES

Heroic, Orders (Hearth Knights), Stubborn, Vengeful (Minor)

EDGES

Connections (Hearth Knight),
Hearth Knight

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GLORY

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