Sample Adventurers

Here are seven starting *Legend* characters which provide a complete adventuring party. They can be used as player characters—simply let the players look through the stack and take their favorite. They can also be a rival group that is competing against the player characters, or they could be NPC companions of the player characters. In this latter case, the GM can work with the players to develop relationships between the PCs and these NPCs. If the PCs are working with this party, the GM can easily accommodate visitors to the game by simply allowing the visitor to pick one of the NPCs to run for the session.

The characters are made to the rules as written. A very alert and numerically minded person might notice a relationship between this party and the old TSR module B5, “Horror on the Hill.” Each character also has a one-page character description with artwork, backstory and notes regarding their character generation.

Lastly, my hope is that these characters will serve as an example of how to use the Community rules (L.p.25) to tie *Legend* characters into the setting.

Note on Character Generation

My goal was to make characters rules as written, but I did make two small changes.

Age: I ignored the “roll 1d4+16 for starting age.” Instead, I picked ages that matched the character portraits, though I did not use the Advanced Adventurer rules on L.p.25. Instead, all the characters are simply normal starting characters.

Background: I rolled twice on the Events table for each character and then only generated families as needed. For example, Stuth Sternclaw has no siblings as he is the only illegitimate child of his parents, and we know his father is dead.

Name: Sir Stuth Sternclaw (#1)



Role in group: Leader, himbo, man-of-action!

Reason to Adventure: Stuth is a landless noble well along in his career. To move up, he needs either enough wealth to buy his way into land or enough recognition for someone to give it to him.

Disposition: Stuth strives to be a good person and to lead by example. He is definitely brave, but he is not the sharpest sword on the rack mentally. He is a landless knight of the Duke's Guard which is a position of moderate status, but he gives the position his greatest respect.

Backstory: Rolled local hero raised by distant relatives.

Stuth is the recognized, illegitimate son of Barron Valto Lempinen IV and a priestess of Darlen who was visiting the island. She returned to Ashlar and on his birth, he was declared a ward of the duke and raised in his court. Stuth is a valiant man-at-arms but has no wealth of his own. Although he has no legal claim to leadership on Solonor, he has returned to his father's land to seek his fortune—and, in general, the people here love him.

Community notes: Stuth has four other half-siblings, all raised in the court of the duke. He is considered well connected with two contacts, a rival, and an enemy.

Contacts: Bailiff Vilutar Vasara in the village of Nemeton and Tahvana Kaukiainen, Warden of Bleakhaven have both just met Stuth and are very fond of him. They hope to see him do well in the community.

Rival: Maalin Lempinen hates Stuth and considers him a threat to her control of the island, but she is too closely watched to do anything improper towards him.

Enemy: Maalin is rumored to have an illegitimate child of her own. If this is the case, that child would definitely be Stuth's enemy.

Character generation notes: A knight in this setting is simply a soldier loyal to their liege lord and does not imply a hereditary title. But, because Stuth is a Noble Warrior profession he gets to start with a free set of armor. That is the only way a starting character could have so much plate and chainmail.

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Name: Squire Till Bevisk (#2)



Role in group: Fighter of the line and loyal squire to Stuth

Reason to Adventure: What else can she do?

Disposition: Tills energetic personality hides her dark past. Like Stuth, she is not the smartest person, but unlike Stuth, she's not very likeable. She is a little hyperkinetic and will always speak what is on her mind, without regard to other's feelings. Further, she is obsessive about being prepared and having the correct gear, but she's not very good at it.

Backstory: Rolled arcane birthmark grants Common Magic and one spell but the character is the sole survivor of an event that destroyed their community.

Till was marked at birth with a magical rune which grants her the power to, usually, smell if enemies are about. It was this ability that allowed her to survive the destruction of her family's castle, Bevisk Keep. She smelled a traitor among the visiting Pakkanen family and confronted them—unfortunately, they subdued her, locked her in the dungeon, and opened the front gates allowing in a hoard of orcs. When the Duke's Guard liberated the castle a week later, the Pakkanens were there, nor were they among the dead, but all of Till's family and friends were. She was found still locked away, forgotten in the dungeon. She was taken into the Dukes Guard where she serves as Stuth's squire and valet.

Community notes: The Pakkanens say that it was her family sold out to the orcs, so the Bevisk family name is considered somewhat disrespected, but the Duke and Stuth know this is untrue. They have been good to her, and she is loyal to them. She has no contacts of any real worth but she has an enemy and a rival.

Rival 1: Rister Pakkanen is a lazy, gambling wizards apprentice at the Citadel. He is also a member of the Pakkanen family. No one from his family has ever said anything directly about her, but he is smart enough to know that she is trouble.

Rival 2: Of course, there is one among the Pakkanen family that knows she is right, and that he sold out the castle. He might be out to silence her or he might be trying to be as far from her as he can be.

Character generation notes: Squire is just the level 1 rank for a member of the Dukes Guard. Stuth is required to provide her training and provide room and board.

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Name: Ani Kosta, Knight of the Rangers (#3)



Role in group: Forest guide and long-range fighter.

Reason to Adventure: The rangers have been temporarily disbanded and because of one of her rivals, Heta, Ani was not given a position at the citadel. That means she either has to go adventuring of become a fisherman and certainly doesn't want to be a fisherman.

Disposition: Ani is a no-nonsense ranger who thrills at being out in the woods spying on orcs and goblins and hobgoblins.

Backstory: Rolled involved in a great battle that killed a sibling.

Eleven years ago, when Ani was just age 13, several orc and hobgoblin tribes settled in ruins of Nylemouth. The militia was raised, and an effort was made to push them out of the former human settlement. Ani's father and older brother were among those who went out, but neither returned. Eventually her mother remarried, left Nemeton, and now has a large extended family among the fisherfolk of Bleakhaven. Since then, Ani has been trying to prove herself both to the people of Solonor and to herself. She is a relentless hunter of orcs and their kind and is usually considered a cold, professional.

Community notes: She has a mother and step-father and four half-siblings and many aunts and uncles. Her father's family has a poor reputation, and she has two rivals.

Rival 1: Heta Talvikki is a guard at the Eagle Gate of the Citadel and always looking for an opportunity to advance in the ranks. Both she and Ani grew up together in the Village of Nemeton, but Ani has been promoted much more quickly than Heta—mostly because of Ani's drive and willingness to take the fight into the woods when necessary. Still, Heta doesn't like her and wants to see Ani fail.

Rival 2: Sihvo Rauma is another Citadel guard, this time at Ilmarinen's Cove. Sihvo is a member of Ani's mom's new extended family and he thinks Ani should give up the ranger's life and settle down with the fisherfolk.

Character generation notes: The people of Solonor island live a lifestyle consistent with the Barbarian Culture. Lots of weapon training, survival skills and agriculture. The only people on the island who would count as civilized would be the social elites in the Citadel.

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Name: Adept Kibron Pasho (#4)



Role in group: Sorcerer. Buffs friends and interacts with spirits.

Reason to Adventure: Kibron was comfortable studying magic in Ashlar. He would work with a mage for a few years, learn what he could and then move on. Recently his father, a High Priest of Darlen, died in a confrontation with the hobgoblins on the southern border of Ashlar, and with him went the funds that supported his siblings. Kibron is now motivated to make something of himself, and quickly, and the best way for a sorcerer to do that is to gain magical secrets lost in forgotten ruins.

Disposition: Kibron does not rush into combat. In fact, he will fly away if confronted without proper preparation. Instead, he prefers to put Damage Resistance and Damage Enhancement on his friends and let them go in and fix any problem calling for violence.

Backstory: Rolled father died; character is known locally as a coward.
The Pasho family is well respected in Ashlar. They have a stately home in Langaurd and Kibron's two younger, but adult siblings, and his teenaged sister still live there. Unfortunately, their father, the Judge and High Priest of Darlen, died recently and with him died the family's income.

Community notes: Being the son of a High Priest of Darlen, even if you are a more academically inclined sorcerer, carries certain advantages.
Contact 1: Klaus Hamalainen, Priest of Darlen (B5), knows and respects the Pasho family.
Rival 1: Unfortunately, Pieti Ilmatoiva (B5) worries that Adept Kibron is after his position at the temple and would like to see him move on.
Contact 2: Fortunately, Maalin Lempinen, Seneschal of the Skeleton Coast know that the Pasho's can be trusted.
Enemy 1: Unfortunately, the Pasho family is hated by High Priestess Salme Kuura (B3, Spire of the Storm Mistress). The chaos of the Sea Goddess is at odds with the Order of Law.
Upon arrival, there was a rude encounter with some local bullies (likely from the sea cult) that ended with Kibron flying off. Local rumor mongers have been going out of their way to give him a reputation as a coward. He is not. But he doesn't fight a fight to get beat up—he only stays in a fight that he can win.

Character generation notes: Important! Sorcerers like Kibron, in *Legend*, buff their friends before combat and have various utility abilities. He has no offensive spells and little combat abilities.

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Name: Brother Sem Tedigo (#5)



Role in group: Healer and middle-of-the-line fighter.

Reason to Adventure: It is commonly known that Sem is not from a priestly background, but he is a devoted advocate for all aspects of the Greater Deity Conn--And this 19-year-old male certainly didn't come all the way to Solonor just to prove himself to the girl that use to bully him.

Disposition: Brother Sem is a friendly and outgoing person, but he does things his own way, and he's not afraid to stand up for those who are downtrodden or repressed.

Backstory: Rolled titled but landless noble; bullied as a youth.

Sem's family are landless nobles who lost both their holdings and father to orc expansion on the borderlands. His mother, six siblings, and seemingly countless aunts and uncles (total 15) been staying with the Duke of Ashlar for the last four years, where they generally have a poor reputation as a family of incompetent hicks.

Community notes: Rival 1: High Priestess Salme Kuura (of Serat, D3) has a daughter Tiggal (age 18), who stayed several years in the court of the Duke. There she bullied young Sem endlessly, particularly about his fondness for the ways of Conn. This only strengthened his resolve to support those being bullied and harassed. If asked, he will insist he is *not* visiting Solonor to check up Tiggal and show her how well he is doing.

Character generation notes: Brother Sem has taken an unusual path to become an initiate of Conn, not that Conn minds, but the profession priest-class is a little off-put. Given his fondness for healing, Sem has studied as a hedge wizard (where he is considered a Free Apprentice – level 1 -- which most guilds find as a peculiar title). He is not apprenticed to someone, but rather is free to wonder from hedge wizard to hedge wizard studying. But his is also a title noble, a Baron, he just doesn't have possession of a barony anymore, or the income it generates—but he can get away with a lot of socially odd things, like being a hedge wizard. Lastly, Conn has formed two Pacts, one with Conn and another with Conn the Healer.

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Name: Voso Clifnor (#6)



Role in group: Voso is a mid-line fighter, a cartographer, and the only one who can speak to pirates.

Reason to Adventure: When Voso's mother died, Voso inherited an old, family war sword and the news that her grandfather's last wish was that his children should seek the sword's treasure. This was somewhat perplexing as the sword had no treasure. But when she re-gripped it, she discovered scratched on the tang of the sword is a map—a treasure map. Eventually, she was able to determine that the sword had come from the legendary pirate Anarven Redsail and that the starting point of the map is on or around the island of Solonor.

Disposition: Voso is gruff but fair. She respects competent people—no matter what their field might be.

Backstory: Rolled: found a great treasure but the character is on a quest to fulfill the last request of an important person.

Voso comes from a huge and prosperous merchant family, unfortunately their clients are mostly pirates. She is the only outsider in the party, and is from Picaroon, a land where orcs, goblins, and humans live together in equal dissatisfaction. Her mother, who died when she was young, had six other children, of which she is the exact middle. The only thing she received from her mother was the old war sword. She was raised by the 9 aunts and 3 uncles who lived with her and her father, Pardo Clifnor, in a large, fortified townhouse in the pirate city of Deksport.

She has trained with the war sword ever since inheriting it, and has gotten pretty good with them, though she uses them in the style of the pirates (think real-world Florantine).

Community notes: Everyone on the island suspects she might be a pirate spy, but only one person counts as a rival.

Rival 1. Harbormaster Heikki Kuningas either suspects her of spying enough to go out of his way to cause her trouble, or he knows she is not a spy and suspects she has the map?

Character generation notes: As an outsider, she needs to be careful that people don't think she is a pirate spy. She also has the skills to work on a ship which is likely how she got here.

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Name: Journeyman Yannic Shep (#7)



Role in group: In a pinch, Yannic can fight, but he is more of a people-person. Oh, and occasionally he shoots lightning bolts.

Reason to Adventure: Yannic usually presents himself as a wandering minstrel, which is something he does well, but his true interest is learning the ways of goddess known as The Mother.

Disposition: Yannic is friendly and outgoing, unafraid to approach strangers and start talking with them.

Backstory: Rolled: Sibling died and character to inherit a great legacy.

Yannic travels. He spends a fair amount of time wandering in the Wilderlands, where he is comfortable and knows several sites sacred to the Mother (where he can regain his spells). He has recently been travelling up north in Ashlar earning a living with his music but returned upon hearing of the death of his sister.

She had held the family land. It is a small, underdeveloped farm on a remote corner of the island. The family has traditionally been considered the owners of the farm and a fair amount of surrounding land, including the Golden Cliffs (a mysterious location on Solonor). This remote land also includes a natural spring which, unknown to the island authorities, functions as a shrine to the Mother.

Community notes: Yannic has no living family and that which he did have was not held in unusually high or low regard. He has no contacts or enemies. Most locals know that the family follows the Mother, but that is not too unusual for island rustics.

Character generation notes: Yannic has a weird stick that he can use as a great hammer.

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