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Auvergne

knigh/tg/uy

TN PegM Rogue + Mage (Arcane Blade)

5/5h 5/5w DR 0/1/2/3

Cooking +2

Shadow Casting: passive; successful spellcasting doesn't break stealth

Backstab, Disguise, Escape Artist, Stealth

Magic Bolt, Energy Orb

light armor, fencing foil, crystal in cookbook

cooking gear, pans, knives, sharpening stones, hammer and stake

0/1/2/3

Bethany

Andelia

LG Buff Cleric + Necromancer (Lifebinder) of the Sun

5/5h 5/5w DR 0/1/2/3 resists downing

Mend +2

Heal (Mend), Improved Spell Casting, Raise Dead (Raise Ancients), Reincarnation, Transfix (Influence)

Light cloth armor, mace, yellow dragontooth gem on headband

Familiars: passive minions grant bonuses and damage absorption

Pet Mastery 1: up to two minions

Chester

Fidget

NG UniM Cleric of Luna

5/5h 5/5w, DR 0/1/2/3

Healing actions +1

Compassion, Divine Wrath (Undoing), Heal (Mend), Improved Spellcasting, Improved

Telekinesis

chain barding (light), flanged mace

saddlebag of holding, healer's kit, spare bandages, three torches, 50 ft rope, grapple hook, flint & steel, medical-grade alcohol, hooded travel robes

Chestnut coat, black mane, hazel eyes

Moonfire: passive; blue fire aura banishes darkness and is painful to Evil and abominations

Lunar Apprentice: Porin

NG UniF Mage of Luna

4/4h 5/5w, DR 1/2/3/4

Cold magic +1

Elementalist (Ice), Improved Spellcasting, Magic Bolt (Storm Bolt), Farsight (Astral Projection)

Organized and studious, with a sharp, short mane like a shark's fin.

Gaeton

Deafdefiler

NG GriM Knight

5/5h 5+2/5w DR 0/0/1/1

Divebombing +3, always wins initiative

Protect, Sentry, Suppress

Nymph's Heart, Fang of Fafnir

simple pewter pendant of sentimental value, Hearing

Quick to anger, but slow to action, Gaeton will gleefully throw himself into harm's way. Once you gain his trust, he's fiercely loyal, but it takes a while to reach that point.

Nymph's Heart: special armor crafted from a Changeling Queen's carapace, grants 0/0/1/1 DR, +2 hits and no penalties to flight

Fang of Fafnir: great weapon formed from two joined zweihanders, can use dual wielding in combination with great weapon attacks

Klandin

Campfire

LG GriM Cleric + Paladin (Celestial) of Celestia

5/5h 5+1/5w, DR 0/1/1/2

Blast +2

Blast, Blessing, Fervor, Improved Spellcasting, Spellbreaker (Spellbiter), Word of Power

Flarekiss, short spears and a sword

Armor polish, whetstone, torch, bedroll, food and water, tinderbox, book of prayers

Flarekiss: special armor grants 0/1/1/2 DR, +1 hit, and damages attackers with sunlight, and no flight penalty

Tsvetkov

Wf+6

LN DiaM Necromancer + Mage (Warlock)

5/5h 5/5w, DR 0/1/2/3

Touch of Death +2

Improved Spellcasting, Raise Dead (Raise Ancients), Touch of Death (Touch of Life), Corpse Explosion (Time Bomb), Tartarian Power (Tartarian Blessing)

Heavy leather buff jerkin (light armor), Hand-Scythe, Rough gemstone

Sewing kit, tinderbox, skinning knife, picture of himself being a badass

Filchfire Compass: always points to Filchfire's physical location when on the same plane

Pet Mastery 1: up to two minions

Independent: roll separately for each minion