

Realm of the Lost Character Sheets and Notes

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Current Notes (as of Chapter 31)

- Objectives:
 - Find a way to return to Equestria before too much time passes
 - 1 day remaining
 - Some spell, item, or creature might have the power to send us back.
 - Starlight could duplicate Cozy Glow's spell if we can gather 6 powerful magical artifacts.
 - 5 of 6 artifacts found.
 - Finding the anchors of Celestia's barrier and undoing them would allow Starlight to cast a spell to take everyone back, but it might expose Equestria to additional dangers.
 - Storm Surge claims to have a way to send us back if Sandbar finishes planting the chaos seeds in the different regions.
 - 1 of 6 seeds successfully planted.
 - Protect Starlight Glimmer and the magic of Equestria
 - The Tree of Harmony attached the magic of Equestria to Starlight.
 - The amulet protects Starlight from the negative effects of holding so much magic.
 - Survive
- Factions and reputation:

- Scriptus - Friendly
- Grandeur - Esteemed (Gallus only), Friendly (Everyone else)
- Shade and Nightmare - Hostile
- Storm Surge - Hostile
- Queen Cordys - Hostile
- Hedron - Esteemed

Map



Character Sheets



Sandbar

- Level 6
- Stamina: 1/18
 - Body: D12
 - Mind: D6
 - Charm: D10
- Skills:
 - Cutie Mark Talent: D20 Speak with animals (aquatic creatures)
 - Stout Heart: D20 - Can be used once per session as a dice added to a body test result. (used)
 - Keen Knowledge (Plants): D12
 - Healing Touch: D10 - Once per session can be rolled to restore stamina to a friend.
 - Magic Resistance: D4
- Quirks:
 - Indecisive - has trouble making quick decisions
 - Forgetful - may forget to share important information with friends
- Friendship Tokens: 4
- Inventory
 - Crystalline Circlet - Can be used to call upon Hedron and his magic to help, but needs time to recharge. (Low charge)

- Basic adventuring saddle bags - has basic supplies for traveling and exploring. Includes 2 simple meals, 5 snacks, lamp, rope, and a blanket.
- Ponybalm (5 uses)
- Shield Amulet (0 uses), reduce stamina loss by 6.



Gallus

- Level 6
- Stamina: 14/18
 - Body: D12
 - Mind: D6
 - Charm: D8
- Skills:
 - Fly: D20
 - Talons: D20 - Can be added to combat rolls or used to steal/hold an object
 - Rogue: D12 - Can downgrade a roll or upgrade opponent's roll up to 3 times per session to set aside a rogue die to be used in a later challenge.
 - 3 of 3 uses. 1D12 saved.
 - Shrewd: D10 - Can be used to sense a creatures' intentions or detect deceit. Can be used once per session to gain an esteemed status with a faction with a successful roll for the session.
 - Stealth: D4 - Rolled in addition to body rolls when hiding or sneaking.
- Quirks:

- Fear of tight spaces - downgrade rolls or higher chance of negative results when in tight places.
- Blunt - Speaks his mind, even when it might not be the best option.
- Friendship Tokens: 3
- Inventory
 - Basic adventuring saddle bags - has basic supplies for traveling and exploring. Includes 2 simple meals, 5 snacks, lamp, rope, and a blanket.
 - Circlet of Leadership - A golden circlet with a sapphire in the center. Once per session, Leadership: 1d6 can be used to inspire an ally. The ally adds this roll to their own.
 - Ponybalm (5 uses)
 - Shield Amulet (1 uses), reduce stamina loss by 6.



Yona

- Level 6
- Stamina: 22/26
 - Body: D20
 - Mind: D6
 - Charm: D6
- Skills:
 - Stomp: 1d20 - Can be added to combat rolls or used to smash an item or obstacle.
 - Thick Hide: 1d20 - Reduces stamina loss from physical sources by 7. Minimal damage taken can't be less than 1.

- Bulky: 1d12 - Upgrade body die when using strength. Downgrade body die when using speed. Can be used once per session as additional die on a strength-based body test.
- Speak with Animals (Spiders): 1d10
- Quirks:
 - Clumsy - may stumble and break things or make a lot of noise
 - Fear of water - downgrade rolls or higher chance of negative results when in or surrounded by water.
- Friendship Tokens: 12
- Inventory
 - Horn Rings of Dispersion - Golden horn rings studded with small emeralds. Grants Magic Resistance: 1d10 when both rings are worn.
 - Basic adventuring saddle bags - has basic supplies for traveling and exploring. Includes 2 simple meals, 5 snacks, lamp, rope, and a blanket.
 - Ponybalm (4 uses)
 - Shield Amulet (3 uses), reduce stamina loss by 6.



Silverstream

- Level 6
- Stamina: 8/16
 - Body: D8
 - Mind: D8

- Charm: D10
- Skills:
 - Fly: D20
 - Honorable: D20 - Can be added to charm rolls in situations requiring respect or courage. Can be used once per session to inspire another character. (used)
 - Creative Flair (Painting) - D12
 - Speak with animals (Mythical Creatures) - D10
 - Healing Touch - D4 (used)
- Quirks:
 - Short attention span - easily distracted by new and exciting things
 - Fear (storm creatures) - downgrade rolls or increased chance of negative results when dealing with creatures reminding her of the storm creatures/storm king.
- Friendship Tokens: 11
- Inventory
 - Pearl of Transformation Shard - Can be used to transform into sea pony. (Fly talent is switched to swim talent and can breathe underwater.)
 - A Guide to The Realm of the Lost - guide book that has a chance of giving helpful information.
 - Basic adventuring saddle bags - has basic supplies for traveling and exploring. Includes 2 simple meals, 5 snacks, lamp, rope, and a blanket.
 - Paintbrush of Tranquil Shoal - if used correctly, this brush can paint things that gain a life or magic of their own.
 - Ponybalm (5 uses)
 - Shield Amulet (0 uses), reduce stamina loss by 6.



Smolder

- Level 6
- Stamina: 10/26
 - Body: D20
 - Mind: D6
 - Charm: D6
- Skills:
 - Fly: D20
 - Fire Breath: D20 - Can be used against all close enemies in combat. They lose stamina equal to amount the roll beats their body rolls.
 - Special Skill (Aerobatics): D12 - Can be used in addition to fly rolls when doing maneuvers that require more practice, skill, or dexterity.
 - Creative Flair (Sculpture): D10
 - Thick Hide - D4 - Reduce physical damage by 1.
- Quirks:
 - Dragon Greed - If overcome by greed, upgrade body die, downgrade mind die, and gain Oooohhh... Shiny! quirk. Can continue until mind die is d4. Can be reversed if the dragon wants to stop and a friend spends a friendship token.
 - Overconfident - will jump into danger or combat without as much thought
- Friendship Tokens: 3
- Inventory
 - Map of the Shadow Mountains - a map of the fortress, the mountains, and caves.

- Basic adventuring saddle bags - has basic supplies for traveling and exploring. Includes 2 simple meals, 5 snacks, small ponybalm (6 uses), lamp, rope, and a blanket.
- Shield Amulet (1 uses), reduce stamina loss by 6.



Ocellus

- Level 6
- Stamina: 1/18
 - Body: D8
 - Mind: D10
 - Charm: D6
- Skills:
 - Morph: D20 - Can morph into a seen creature and gain any talents of that creature at their dice values up to one dice value less than this talent. Gain the visual appearance of the creature. Lose other character talents besides morph.
 - Fly: D12
 - Telekinesis: D10 - Can also be used to create a light on her horn.

- Stout Heart: D10 - Can be used once per session as a dice added to a body test result. (used)
- Booksmart: D10 - Upgrade mind dice when relying on book knowledge. Downgrade mind dice when relying on intuition or empathy. Once per session, can be used in addition to a mind die when relying on intelligence. (used)
- Keen Knowledge (Magic): D10
- Quirks:
 - Changeling - Able to do anything, but unable to do anything perfectly. Also starts with lower stats.
 - Shy - May have more difficulty in some social situations
 - Fear of changeling past - Downgrade rolls or higher chance of negative results in situations that remind her of her past.
- Friendship Tokens: 3
- Inventory
 - Remembered form: Bugbear
 - Special Skill (Ferocious Fighter): D8, Fly: D8, Thick Hide: D6 (3 damage reduction)
 - Remembered form: Giant Insect
 - Special Skill (Flying carry): D8 (can be used in addition to fly or body when carrying heavy objects while flying), Fly: D8, Sting: D6
 - Basic adventuring saddle bags - has basic supplies for traveling and exploring. Includes 2 simple meals, 5 snacks, small ponybalm (6 uses), lamp, rope, and a blanket.
 - Shield Amulet (2 uses), reduce stamina loss by 6.

Friendly NPCs



Starlight Glimmer

- Level 8
- Stamina: 8/22
 - Body: D10
 - Mind: D12
 - Charm: D8
- Skills:
 - Telekinesis: D20 - Can also be used to create a light on her horn.
 - Keen Knowledge (Magic): D20
 - Stun Ray: D20
 - Teleport: D20
 - Keen Knowledge (History): D10
 - Invisibility: D10
 - Forcefield: D10
 - Leadership: D8
 - Special Skill (Counseling): D6
- Quirks:
 - Magical Overload (Controlled) - As long as Starlight has the amulet, roll normally. Downgrade any magical or physical rolls to D4 if she loses the amulet.
 - Sarcastic
 - Rulebreaker
- Other:

- Magical Anchor - The magic of Equestria has been temporarily attached to Starlight. Protecting her and the magic is a top priority.
- Inventory:
 - Amulet of Channeling - A large platinum amulet. A massive purple gem etched with runes fills the center of it. This amulet allows Starlight to use very powerful magic once per session for free. (used)
 - Nightmare's Armor and the Cloak of Shadows - magically protected by Starlight to prevent their evil influence from spreading. Can be used with other magical items to return to Equestria.
 - Basic adventuring saddle bags - has basic supplies for traveling and exploring. Includes 2 simple meals, 5 snacks, small ponybalm (1 use), lamp, rope, and a blanket.

Saffron

- A young blue kobold who wanted to go with Silverstream.
- Level 1
- Stamina 10/10
 - Body: D4
 - Mind: D6
 - Charm: D6
- Skills:
 - Special Skill (Spears): D6 - Rolled in combat when using a spear.
 - Special Skill (Sharp Nose): D6 - Rolled when making a mind roll involving smell.
- Quirks:
 - Language Barrier - Has difficulty speaking and understanding Ponish sometimes.
 - Dragon Servant - Loves to help and serve dragons or friends of dragons. Doesn't trust those he doesn't consider to be a dragon friend.
 - Oh, shiny! (Gold/Gems) - Drawn to collect gems, gold, and other things.
 - Adventurous - Drawn to exploring and seeing new things.
- Other:
 - Pledged to Smolder - after seeing Smolder fight well, he has pledged himself to follow her.
- Inventory:
 - Spear
 - Basic adventuring pack - has basic supplies for traveling and exploring. Includes 2 simple meals, 5 snacks, lamp, rope, and a blanket.