

INTREPID ONE NAME

Ash Securis

PLAYER NAME

CLASS

Warrior

BLOODLINE

Human

EXPERIENCE POINTS

LEVEL

1st

## BLOOD SWORD

ARMOR  
CLASS

INITIATIVE



SPEED

PASSIVE PERCEPTION  
(WISDOM)HEROIC  
ABILITY

Strength

INSPIRATION

PROFICIENCY  
BONUSCURRENT  
HIT POINTS

12

TEMPORARY  
HIT POINTS

HIT DICE

TOTAL  
1d10

DEATH SAVES

SUCCESSSES

FAILURES

## SAVING THROWS

- +5 STRENGTH
- DEXTERITY
- +4 CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

## SKILLS

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- +5 ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT)
- +3 INSIGHT (WIS)
- +1 INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- +3 PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- +3 SURVIVAL (WIS)

## BLOOD DIE

SHIVER

AUDACITY

NAME

ATK BONUS

DAMAGE/TYPE

Battleaxe

+5

1d6 + 3 slashing

Longsword

+5

1d8 + 3 slashing

Handaxe\*

+4

1d6 + 2 slashing

\*Light, thrown (range 20/60)

## ATTACKS AND SPELLCASTING

**Yearning for Adventure.** When you take damage because of a trap or in the first round of combat where you were taken by surprise, you can use your reaction to reroll your Blood Die: if you get Audacity, you regain 1d6 hit points, and you can make an extra movement. You must complete a rest choosing the benefit Recovery to use this feature again.

**Fiery Valor.** At 1st level, you gain a free 1 increase to your Constitution ability score and choose a favored martial weapon, while in the Audacity status, the selected weapon deals an extra 2 damage on hits.

**Reverberation of Resilience.** Starting at 1st level, you can take advantage of your resilience: if you have no temporary hit points, you can use your bonus action to roll (or reroll) your Blood Die and gain temporary hit points equal to twice the Pack's Audacity.

**Wild Beauty.** You have advantage on Charisma saving throws to avoid being charmed. Additionally, when you try to charm a creature with a feature or a spell, you can use your bonus action to impose disadvantage on the target's saving throw.

**Violent by Necessity (optional).** At 1st level, you gain the Blood Feat *Survival Instinct*.

## FEATURES AND TRAITS



Guild: Ardents.

Training: Forged by Struggle.

Training Feature: Contagious Passion.

When you roll your Blood Die and from Shiver you switch to Audacity, you can spend your inspiration to share your newfound energy with another member of the Pack. Choose a friendly creature within 30 feet of you in Shiver status to make them switch to Audacity status and allow them to restore 1d6 hit points. (See pages 75-76 of the handbook)

#### TRAINING OR DISTINCTIVE MARK

Courage Traits:

I believe in destiny, if I didn't believe in it I wouldn't be here now.

Every cloud has a silver lining.

#### TRAITS AND SOURCES OF COURAGE

Source of Fear: Echidna

Fear Trait:

Let me fight everything except snakes and spiders!

#### TRAITS AND SOURCES OF FEAR

Languages: Ellesic, Selentine, Mercanian

#### PROFICIENCIES AND LANGUAGES

SPELLCASTING  
ABILITY

SPELL SAVE  
DC

SPELL ATTACK  
BONUS

*"I had lost my first teeth when they took me to the Cauldron, the black abyss at the center of the Plain of Krarth: an open wound in the ground that belched choking plumes of yellow, sulfurous smoke toward the slate-gray sky.*

*That endless chasm surrounds the ruins of Spyte, trapping the evil spirits that have inhabited it for centuries. It is even said that its depths reach the roots of the Earth...And I was about to be thrown in. My father had died a few days earlier while herding the animals back into the barn, his skull shattered by the kick of a horse spooked by the thunder of a storm. My four older brothers and I buried him in the fields the next morning.*

*My mother was not present.*

*She returned at sunset, accompanied by a vestal of the cult of Echidna, the Lady of Hydras. I remember that woman, with her sharp features and emerald robes, staring at me with her serpent pupils as she declared that our family was cursed for our sins. She took everything away as an offering to the temple: the animals, the provisions, and our cart. She left us only a goat for a reparatory sacrifice, but my mother preferred to take me to the abyss instead. It was the most reasonable thing to do since the planting season was a month away.*

*I remember closing my eyes when she took me by the arms and imagining I was flying forever into that foul-smelling pit.*

*She was stopped by the voice of a merchant.*

*He was a Selentine dwarf and bartered my life for a cage of rabbits. According to custom, I was forced to throw them into the Cauldron myself: everyone is responsible for the blood spilled for their own salvation. I discovered only in the following days that that merchant had been lurking there for days to rescue as many children as possible from the jaws of the abyss and sell them at the slave market. I was lucky and ended up as a scullery boy in the Guild of the Ardents, instead of in a Crescentium brothel like the rest of my fourteen unfortunate companions.*

*I regained my freedom as a teenager when I saved Dalek—the head of the local Guild detachment—from the attack of a giant spider that was devouring the cows of a village hidden in the Drakken forest. At the time, I was his squire and threw myself at the creature, which had emerged from a hidden entrance to its lair that we had just set on fire before it could attack him from behind.*

*The arachnid slashed my side with its fangs and hurled me against the rocks.*

*I came to three days later on my bedroll in a corner of our Den's stable: the bones in my legs were broken and roughly splinted with two pieces of wood, while the wound on my belly had become infected under the bandage, and a tangle of black veins pulsed beneath the skin. I vomited from the pain, but I was alive, and that was enough for the Guild to pay a Sorcerer to cure me.*

*That same day I became an Intrepid One and a monster hunter, but over the years Dalek never forgot to remind me of my debt to the dark forces, even after his term as commander ended. And if I am now here with you, on this barge, without the faintest idea of what we will face, I am not surprised: my sacrifice to the demons has simply been postponed."*



#### INTREPID ONE BACKSTORY

#### CANTRIPS

SPELL  
LEVEL

SLOT  
TOTAL

SLOTS  
EXPENDED

#### Breastplate

(AC equal to 14 + Dex modifier, max +2)

Traveler's clothes, a pole, a backpack, a bedroll, a tinderbox, 5 torches, 10 days of rations, 50 feet of hempen rope, and cook's utensils.

#### EQUIPMENT AND TREASURE