

INTREPID ONE NAME

Pain Baculi

PLAYER NAME

CLASS

Sage

BLOODLINE

Dwarven

## BLOOD SWORD

EXPERIENCE POINTS

LEVEL

1st

ARMOR  
CLASS

INITIATIVE



SPEED

PASSIVE PERCEPTION  
(WISDOM)HEROIC  
ABILITY

Dexterity

INSPIRATION

PROFICIENCY  
BONUSCURRENT  
HIT POINTS

12

TEMPORARY  
HIT POINTS

HIT DICE

TOTAL  
1d8

DEATH SAVES

SUCCESSSES

FAILURES

## SAVING THROWS

- +3 STRENGTH
- +4 DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

## SKILLS

- +4 ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- +3 ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT)
- +4 INSIGHT (WIS)
- INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- +4 SURVIVAL (WIS)

## BLOOD DIE

SHIVER

AUDACITY

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+4

1d6 + 2 bludgeon

## ATTACKS AND SPELLCASTING

**Dwarf** – Dwarf and Hill Dwarf Traits.

**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.

**Unarmored Defense.** While you are wearing no armor, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**Atavic Interest.** Proficiency in Survival and a weapon or medium armor of choice, as well as an additional Source of Courage.

**Mystical Instinct.** You have advantage on Wisdom (Insight) checks to understand the intentions of clerics, priests, hermits, and other mystic figures.

**Incorruptible Blood.** You have advantage on Charisma saving throws to avoid being charmed. In addition, if you successfully pass a Charisma saving throw to avoid being charmed, you gain psychic damage resistance for 1 minute.

**Old-time Grandeur.** You are proficient in two weapons of choice between the following: shortsword, longsword, warhammer, light hammer, and lance. Lastly, you have advantage on Charisma (Performance) checks when you have to perform rituals or follow etiquettes of conduct, in addition to having advantage on Intelligence (History) checks when you have to recognize Nobles, dynasties, and kingdoms, even from symbols or writings.

## FEATURES AND TRAITS



**Guild:** Bones Stamen.

**Training:** Yearning for Adventure.

**Training Feature: Familiar with Adversity.** You know where to find clues for shortcuts and secondary roads when you travel wild areas. Your instinct, instead, allows you to always know which way to go to find enough water and food to survive in the open and the middle of nature. Additionally, 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. (See page 70 of the handbook)

#### TRAINING OR DISTINCTIVE MARK

**Source of Courage:** the Monastery of Illumination on the Island of Kaxos.

#### Courage Traits:

Better tired and hurt than idle.

Life is a journey; the road is growth: don't obsess over the destination.

#### TRAITS AND SOURCES OF COURAGE

#### Fear Trait:

Stormy nights are harbingers of misfortune.

#### TRAITS AND SOURCES OF FEAR

**Languages:** Ellesic, Selentine, and Dwarvish

#### PROFICIENCIES AND LANGUAGES

#### SPELLCASTING ABILITY

#### SPELL SAVE DC

#### SPELL ATTACK BONUS

*"I was abandoned on the shores of the Island of Kaxos, like many children of the prostitutes serving on pirate ships when their fathers—legitimate or presumed—died during raids or from siren fevers...a romantic way of referring to the countless diseases one could catch from sailing for months on filthy, overcrowded ships.*

*I was found by some fishermen, after two days spent under a palm tree at the mercy of crabs that had already started feasting on my flesh. My saviors brought me, barely alive, to the Sages of the Monastery of Illumination, a fortress perched on the top of an inhospitable rock.*

*I received the necessary care and was then handed over to a nurse, living in a village of humans until my tenth spring. The other kids in the area had never seen a dwarf before, and I quickly became the object of ridicule and various abuses.*

*But the Monks had plans for the "little bastard" and came for me on a stormy night. The family I was staying with, having pocketed the agreed coins for my upkeep, didn't waste a second kicking me out.*

*I was escorted to the Monastery by a novice who remained mute and impassive the entire way, despite my barrage of questions, and who, as soon as we crossed the threshold of the Monastery, beat me black and blue with a stick.*

*Thus, I learned the lesson of silence.*

*Over the following year, that prodigious teaching method allowed me to acquire the basics of writing and mathematics while I absorbed the concept of humility by cleaning stables and latrines. I wasn't the only scullery boy in service, but my particular physical condition apparently made me suitable for the dirtiest and humblest tasks. Once, I reported this injustice to the tutor of the literary arts, attributing the disparity in duties to the fact that I was not human like the other residents of the Monastery. He beat me until his stick broke.*

*Once again, I learned the lesson of silence.*

*My sturdy constitution allowed me to endure the wisdom of the masters without too much harm, and this quality persuaded them to initiate me into the Mystic Way—a series of demanding psionic disciplines and rigorous physical training. I learned to shoot with a bow and the fighting techniques of the quarterstaff, the art of healing, and the ability to see in the dark or through thick fog. Meanwhile, I continued to perform the humblest tasks, thanking every day the hand that fed and punished me.*

*My life changed when I decided to leave the island to follow a group of Intrepid Ones traveling to the northern seas, hunting sea dragons. Before leaving, I decided to thank my tutors one last time, returning to them the lesson of silence while they blissfully slept in their beds.*

*I chose to accept this mission because, from my wandering the world, I have learned that the unknown brings great dangers, but also rich rewards."*



#### INTREPID ONE BACKSTORY

#### CANTRIPS

SPELL  
LEVEL

SLOT  
TOTAL

SLOTS  
EXPENDED

Traveler's clothes, a pole, a backpack, a bedroll, a tinderbox, 5 torches, 10 days of rations, a bottle of ink, an ink pen, incense, a censer, and an herbalism kit.

#### EQUIPMENT AND TREASURE