

Halfling – Baldingpot Goldenleaf – Level 1 – Neutral (Good)

Who? You are a halfling and aspiring road warden. You grew up near LuIn with two brothers. You mostly spent your childhood causing trouble in the surrounding woods. Your family were mushroom farmers and had a thriving business.

Why? A bloody wolf goblin ambush on the way to Specularum robbed you of your brothers (Goldie and Featherfoot). You were ashamed to have failed them, and left your family farm. This event led to life of drowning your sorrows in mead and dark taverns (and hatred of Goblins). After one particularly long night of drinking you awoke to a prodding from a club, a road warden (Tift) had found you in a ditch. You decided to take up as his assistant and to ease off the mead.

Secret – Your love of the drink is a weakness.

Motivation – You see being a road warden as a chance to avenge the death of your beloved brothers. Tift accompanies caravans as road warden and you are along for the trip to learn from him.

Role – You are at home in the outdoors of the frontier. Life as a road warden assistant has made you fairly strong for a halfling. You have a dead eye with a sling stone or a crossbow.

Elf – Canticle – Level 1 – Lawful (Good)

Who? As with most elves you were born in Alfheim. You became a swordsman in a band of rangers who were to escort a diplomat Southwest to Slagovich near Hule. The entire thing was a ruse, assassins killed the diplomat and took a powerful item from him. Your fellow rangers were killed at a dinner, you barely escaped with your life and eventually you fled back East. Through the swamps and Black Eagle Barony to Specularum which didn't suit you at all. A filthy city is no place for an Elf.

Why? You couldn't really return to Alfheim a coward and a failure. You made your way back East and ended up in Karameikos proper. You hoped to gain employment in Threshold as a scout and warrior but turned up nothing, so you booked passage on a caravan North offering to help as a scout on the way.

Secret – Your name isn't actually Canticle. Your real name is of Meali of the Chossum clan.

Motivation – Find a way to regain your honor. Perhaps by delivering justice to the nomads who slaughtered your compatriots. Rumors of traders from Hule in Threshold led you North.

Role – You are good in a swordfight but also you can support with spells.

Human Thief – Bas McReady – Level 1 – Neutral

Who? You are a child of the dirty streets of Specularum. Growing up as an orphan you eventually worked as a beggar, petty thief and runner for the various small gangs.

Why? You failed your initiation test to join the Kingdom of Thieves, an upstart group of burglars in Specularum. During your consolation dinner with your mentor your drink smelled a bit funny, you suspect they intended to poison you. You ducked out a bathroom sewage grate. You booked passage on a carriage north to Threshold or beyond posing as a leatherworker.

Secret – You are wanted in Specularum for several thefts you didn't do, your former handlers in the Kingdom used your departure to pin several unsavory encounters on you.

Motivation – You are on the run, not only from the Kingdom, but from the law. The anonymous North seemed like a place for safe harbor until you can figure out what to do next.

Role – You are a bit sickly from your malnourished upbringing. You aren't the wisest having made several poor life decisions. You are however fairly quick on your feet and stronger than your wiry frame indicates.