

Dwarf – Rithbone Stoneshank – Level 1 – Lawful (Good)

Who? You are a dwarf born in Rockholme like most Mystaran dwarves. You grew up as the son of a timber trader, charged with swapping ore for timber to build the various in mountain constructs around Rockholme.

Why? As time went on you found yourself more at home in the forest than the dark caverns of your family. You petitioned to your father and older brothers to leave, and learn the trade of timber. First as a lumberjack and then as a lumber miller. You planned to return and reduce the dwarven independence on external timber merchants.

Secret – You actually wanted an excuse to leave Rockholme. You found yourself more at ease among the loggers, mostly humans and a few halflings. Life is arduous on the frontier but far more interesting.

Motivation – You do want to learn the logging trade. But not to return to Rockholme. But to eventually be a land owner and start your own enterprise.

Role – You are actually pretty outgoing for a dwarf. Your years of timber work has given you a great deal of skill with axe, hearty endurance and a strong back.

Human – Fighter – Karmen Stauskas – Level 1 – Neutral (Good) – Worships Nothing

Who? You grew up in the plains of Thyatis. You passed time logging, chopping wood and hunting. The only son of a cleric leader you expected to be exempt from being drafted into the unending war with Alphatia. After your father failed to heal a bureaucrat’s son he was punished with heresy and imprisoned. You were destined for the charnel of the front lines for a cause you didn’t believe in.

Why? You travelled West, and having exhausted your coin found yourself in Specularum. The chaos and population drove you to near panic. You took a job as a bodyguard for a merchant (Farrow). The merchant has been like a kind uncle, you help out in the warehouse and protect his shipments down at the dock area and he provides a reasonable wage and a quiet attic to call your home. He has just booked a charter up to the frontier to sell spices to the fort at Threshold.

Secret – Your past could be a danger in any dealings with the state. Even in the Grand Duchy deserters are dealt with harshly. The people of Thyatis aren’t known for negotiation.

Motivation – Your freedom and a chance to see the world. Life as a bodyguard doesn’t seem too bad and could be a vehicle to explore the world.

Human - Magic-User – Harriet of Verge – Level 1 – Neutral (Good) – Worships Halav

Who? You were apprenticed to a wizard named Karl in Specularum. He has given you a list of items to procure from up North at which point he’ll fill your spell book out and certify you as a magic user in service to the Duke.

Why? The last few items are some rare flowers obtainable near Threshold. Despite not really being an ‘outdoors’ person you booked a caravan to Threshold. You grew up a farmhand and planned to stop near your home in Verge.

Secret –Your father is a major in Baron Von Ludwicks traitorous army. You’ve managed to hide this secret but if revealed it might compromise your attempt of employment in the Duke’s guard.

Motivation – You have studied hard, but have seen nothing but oatmeal and water for your trouble. You’d like to get paid or at least recognized for your magical aptitude. This latest mission to fetch the groceries has played on your last nerve and this might be an opportunity to ditch Karl. As your last act before leaving you successfully copied a couple of spells into your spell book. Maybe you’ll find a more agreeable master in the frontier.