

## Swords & Sorcery Pregenerated Characters

---

**Akalia, Level One Human Fighter:** M 12(9); AC 5(3); DR 1; HP 11; A 1; FA 1(3); D 3-10; AL N.  
Strength 13, Dexterity 13, Constitution 13, Intelligence 12, Wisdom 10, Charisma 11,  
Mail Armour, Large Shield, Long Sword, Dagger,

A fierce woman and red handed mercenary from the north, where she fought with the Argent Star great company, before following them south to join the invasion of Talisasia. Having heard rumours of both goblins and gold to be found she joined a party heading into the Shadow Peaks mountains.

---

**Alexius, Level One Human Cleric:** M 12(9), AC 5(4); DR 1; HP 9; A 1; FA 1(2); D 2-9; AL LG.  
Strength 14, Dexterity 11, Constitution 13, Intelligence 12, Wisdom 16, Charisma 13,  
Mail Armour, Large Shield, Long Hammer, Dagger,  
Spells Known: *Cure Light Wounds, Bless, Protection from Evil, Detect Magic.*

Devoted servant of Athovan and strong right arm of the temple, he swore a sacred oath to help drive the hated Talisasians and their demonic allies back out of Calthornia. He suspects that the Shadow Peaks hide many evil creatures and has joined an expedition to seek them out.

---

**Baletos, Level One Dwarf Fighter:** M 9(6); AC 5(4); DR 1; HP 12; A 1; FA 1(4); D 3-14; AL NG.  
Strength 14, Dexterity 9, Constitution 16, Intelligence 13, Wisdom 10, Charisma 11,  
Mail Armour, Large Shield, Two-Handed Axe, Short Sword, Short Axe, Dagger,

Much experienced in the ways of war, but preferring the pleasures of drink to the blood of battle, he seeks to earn enough gold by the edge of his axe to no longer need to wield it. He knows that the mountains conceal more than monsters, and seeks to unearth such treasures as may be found.

---

**Elios, Level One Elf Fighter/Magician:** M 12; AC 7(6); DR 0; HP 8; A 1; FA 1(4); D 3-10; AL NG.  
Strength 15, Dexterity 13, Constitution 13, Intelligence 15, Wisdom 12, Charisma 11,  
Studded Armour, Long Bow, Long Sword, Dagger,  
Spells Known: *Read Magic, Armour, Magic Missile.*

Student both of magic and blade, he has had much opportunity to hone his craft in recent years and to take revenge on the monsters that ravaged for so long unchecked. Not wishing to grow idle, he has joined a band of adventurers heading into the Shadow Peaks.

---

**Haethia, Level One Human Fighter:** M 12; AC 7(6); DR 0; HP 11; A 1; FA 1(3); D 3-8; AL N.  
Strength 13, Dexterity 14, Constitution 13, Intelligence 12, Wisdom 13, Charisma 11,  
Studded Armour, Long Bow, Dagger,

Barbarian warrior from the Ranalian plains, she joined one of the many war bands flocking to the host of the new Calthornian duke of the border marches, and served him as a scout and archer. Falling in with a band of adventurers she agreed to do the same for them.

---

**Icalus, Level One Human Thief:** M 12; AC 7(4); DR 0; HP 6; A 1; FA 1; D 1-4; AL N.  
Strength 9, Dexterity 16, Constitution 9, Intelligence 15, Wisdom 13, Charisma 12,  
Leather Armour, Dagger,

Master mapmaker and spy, he served the Calthornians well in advance of the invasion, reporting on the strength of the enemy and the lay of the land. He had no desire to follow the retreating Talisasians, though, and now an opportunity to chart the mountains suggests the potential for profit.

---

**Serena, Level One Half-Elf Fighter/Thief:** M 12; AC 7(3); DR 0; HP 8; A 1; FA 1(3); D 3-8; AL N.  
Strength 13, Dexterity 17, Constitution 12, Intelligence 15, Wisdom 11, Charisma 14,  
Leather Armour, Small Shield, Short Bow, Short Sword, Dagger,

Native to the southern border march she lived as a bandit in the forest during the Talisasian occupation, and gladly joined the Calthornian host that drove them out. Now she looks to her own fortune and has joined a band of adventurers to pursue rumours of wealth in the Shadow Peaks.

---

**Talthas, Level One Human Magician:** M 12; AC 10; DR 0; HP 4; A 1; FA 1; D 1-4; AL N.  
Strength 9, Dexterity 10, Constitution 11, Intelligence 16, Wisdom 13, Charisma 13,  
Dagger,  
Spells Known: *Read Magic, Sleep, Armour, Charm Person.*

Humble servant of Guntas Greycloak, a learned master who reveals only little of his designs; he has been given the task of investigating rumours of a tower of sorcery in the mountains, and in order to do so has assembled a group of adventurers on the promise of gold to be had and blood to be spilled.

---

**Ulius, Level One Human Fighter:** M 12(9); AC 5(3); DR 1; HP 11; A 1; FA 1(3); D 3-10; AL LN.  
Strength 15, Dexterity 13, Constitution 14, Intelligence 11, Wisdom 12, Charisma 13,  
Mail Armour, Large Shield, Long Sword, Short Mace, Dagger,

A loyal retainer and an honourable knight of considerable prowess; he was one of the first to flock to the host of the new duke of the border marches. He now serves under the banner of a generous and goodly lord, who has asked him to lead a band into the Shadow Peaks to investigate rumours of a tower.