

# ~ Bard ~

## Character Stats

Strengths	Weaknesses
Map Reading	Strength
Music	Randomly bursts into song
Charisma	Does not believe in bathing

**Backstory:** The Bard hails from the Blue Mountains. They became adept at map reading and music to escape the unpleasantly cold temperatures of their home. They made a living playing various instruments for wealthy patrons and also dabble in street music. While serenading a wealthy nobleman, the Bard was thrown into prison for having "poor intonation." After escaping using only a hurdy-gurdy and a stale roll, the Bard collapsed from exhaustion in the forest outside the nobleman's estate. While passing by, the Paladin discovered the unconscious Bard under a pile of leaves, humming. The two formed a guild so the Paladin could protect the Bard and they have been together ever since.

# ~ Paladin ~

## Character Stats

Strengths	Weaknesses
Bravery	Sorcery
Strength	Prone to making long speeches
Stoic Poses	Haunted by the death of their sensei

**Backstory:** The Paladin studied martial arts from the age of a young child. About 10 years ago, their monastery was attacked by a fire imp. Sadly, the Paladin's sensei was killed in the attack. Now the Paladin travels around, recruiting a variety of skilled people to aid them in their quest to get stronger. Their ultimate goal is to track down the fire imp and avenge their sensei.

# ~ Druid ~

## Character Stats

Strengths	Weaknesses
Rune Interpretation	Deception
Animal Handling	Staring off into the distance
Elemental Magic	Prone to speaking in riddles

**Backstory:** The Druid abandoned society as a child to live in the forest and study the ways of the druids. They quickly became skilled with animals, elemental magic, and runes. However, they always got a little weak in the stomach when it came to sacrifices. While divining the future using entrails, the Druid promptly vomited in the abdominal cavity of the sacrifice, ruining the divination and getting demoted. When the Paladin came calling for someone with an affinity for animals, the Druid did not hesitate in abandoning their brotherhood and joining the Paladin's guild.

# ~ Wizard ~

## Character Stats

Strengths	Weaknesses
Sorcery	Charisma
Potions/Alchemy	Prone to wandering off
Baking	Forgetful

**Backstory:** The Wizard was born a long while ago. Too long for them to remember properly. When they were younger, the Wizard dropped out of university because they could not stand the stupidity of their classmates. They lived alone for quite some time, satisfied with the not so friendly quarrel between them and the neighboring sorcerer.

The Wizard met the Paladin a few years ago when they needed potions brewed for an upcoming quest. Seeing the pathetic state of the surly Wizard, the Paladin insisted that they join the guild. They reluctantly accepted. Now, in between quests, the Wizard returns to their home to cook up a nasty potion to terrorize the neighboring sorcerer or bake him something nice. Whatever strikes their fancy.

# ~ Rogue ~

## Character Stats

### Strengths

### Weaknesses

Thieving

Nature

Unlocking Locks

Textbook narcissist

The Smolder

Easily distracted by  
shiny objects

**Backstory:** The Rogue was born into money but developed a nasty case of kleptomania at a young age. After picking the pocket of an important client at one of their father's social events, the Rogue was thrown out and left on their own. They met the rest of the guild when they were hired by the Wizard to steal a competing sorcerer's banana bread recipe. The Rogue decided to officially join the guild for the hero worship.