

dragons of despair

player character options

You can choose to play one of the following eight characters in the adventure “Dragons of Despair”. The character you choose to play is your “game piece”, your alter ego in the game world. You control your character’s actions and make decisions in the role of your character, assuming their persona and roleplaying their character if you wish.

Each character has distinct abilities that set him or her apart from the other characters and each also has a distinct personality and goals. The characters are described in brief below. Each is more fully detailed on their character sheet.

legal

This document is intended for personal home use and is not intended in any way to generate profit. It is contains material copyrighted by Wizards of the Coast which is reproduced without permission. I believe this not-for-profit, personal use of the copyrighted material constitutes a fair use of the material (as provided for in section 107 of the US Copyright Law).

The art in this document is by Larry Elmore and has been used without permission.

Tanis Half-elven

Race: Half-elf

Role: Leader | Striker

Class: Warlord | Ranger

Tanis is the leader of the heroes. A man of mixed human and elven blood, his ancestry causes him much emotional turmoil, for he is not fully accepted among either people. He is a natural leader, but sometimes resents this role.

In battle, Tanis fights both at range, with his longbow, or up close, with his bastard sword, changing swiftly between the two as needed. He wears hide armor and relies on his agility to protect him from harm. He is a resourceful leader, guiding his allies in battle, strengthening them to help them withstand attacks, and helping them to damage their enemies. He is also himself capable of inflicting great damage to his foes.



Sturm Brightblade

Race: Human

Role: Defender

Class: Fighter

Sturm is an honorable knight. He is grim and taciturn, but courteous and noble, and believes strongly in the old codes of chivalry.

Sturm is a masterful warrior. He defends his allies by challenging their foes and drawing attacks to himself. He wears heavy antique plate armor and wields his family’s heirloom fullblade—a massive, two-handed sword—with great skill. He fights with studied, powerful strokes and an eye to defense. He considers deceit and underhanded tactics deeply reprehensible, and sees retreat as dishonorable.



Caramon Majere
Race: Human

Role: Defender

Class: Fighter

Caramon is a warrior of great strength, but has a gentle and genial side to his nature as well. He is very protective of his twin brother, the wizard Raistlin. When contrasted with his twin, Caramon can seem unintelligent, but this is not true.

Caramon and Raistlin combine steel and magic to great effect. Caramon is a walking arsenal, wearing scale armor into battle and carrying a heavy shield, a longsword, and several javelins. The strongest of the heroes, he fights with a somewhat wild and reckless style, trading precision for power in his strikes. He defends his allies by charging foes to engage them first with his powerful attacks and intimidating presence.


Raistlin Majere
Race: Human

Role: Controller

Class: Wizard

Raistlin is a frail and sickly wizard, but is the most intelligent of the heroes. He is bitter, cynical and sarcastic, and much less well-liked than his twin brother Caramon, upon whom he relies for protection.

Although physically weak, Raistlin's magical power is great. In battle, he wears only his red robes, relying on his intelligence and his defender allies to avoid enemy attacks. He wields both a magical staff and an arcane tome to cast spells that shape and control the battlefield, confounding foes or searing them with deadly energy.


Flint Fireforge
Race: Dwarf

Role: Defender

Class: Fighter

Flint is a grandfatherly dwarf. Though the eldest of the heroes, he is also the most durable, possessing the endurance of stone. He is gruff, but has a deeply sensitive side that he rarely shows. He is fiercely protective of his friends, considering it his duty as the eldest to make sure they come to no harm.

In battle, Flint wears chainmail for protection and becomes more vigorous as he attacks his foes. He wields the traditional weapon of the dwarves, a great two-handed axe, and carries a throwing axe as well. He fights using long, crushing strokes of his axe to smash and cleave his foes in sensitive areas, and is not averse to employing underhanded tactics.



Tasslehoff Burrfoot
Race: Kender

Role: Striker

Class: Rogue

Tasslehoff, or Tas, is a kender—a halfling. Childlike in stature and outlook, he has enormous curiosity and courage, as well as a tendency to “find” the belongings of others in his possession.

Though small, Tas is the most agile of the heroes, and relies on his agility and his leather armor, as well as his defender allies, to protect him from harm. In battle, Tas is fearless and fights both up close and at range, using his hoopak, a staff with a sharpened, dagger-like blade at one end and a slingshot at the other end. Tas attacks foes preoccupied with the other heroes, or he hides from them so he can attack them from positions of stealth. One of his favored tactics is to spout streams of insults, enraging foes.


Goldmoon
Race: Human

Role: Leader

Class: Cleric

Goldmoon is a princess of a semi-nomadic tribe of plainsmen. She is pure, virtuous, resolute, a natural leader, and the wisest of the heroes. She was raised to be the priestess of her tribe, leading them in the worship of their ancestors, but has now come into the possession of a mystical staff made of blue crystal that hints of a higher holy power.

Although her training is religious in nature, Goldmoon is a capable combatant like all women of her tribe. She wears hide armor and relies on her intelligence to avoid enemy attacks. She wields her blue crystal staff to smite foes with divine energy or to heal, protect, and bolster her allies.


Riverwind
Race: Human

Role: Striker

Class: Ranger

Riverwind is a far-hunter of a semi-nomadic tribe of Plainsmen. He is quiet, saying little but observing much. He is slow to trust outsiders, but once his trust is earned, his friendship is freely given.

In battle, Riverwind relies on hide armor and his agility to protect him. A masterful archer, he prefers to stay mobile, circling the fray and fighting at range using his longbow to fire amazing trick shots, but he can also close to battle his foes with his spear. His precise and swift attacks can cause devastating damage to his enemies.

