

Dymus Deneith

LG Human Monk 0 / Fighter 0

Strength	14	(+2)
Dexterity	16	(+3)
Constitution	14	(+2)
Intelligence	8	(-1)
Wisdom	14	(+2)
Charisma	8	(-1)

Action Points (5):

Hit Points (10):

Initiative Modifier: +3

Movement: 30 ft

Armor Class: 16 (Touch 15, FF 13)

With mage armor: AC 20, touch 15, FF 17

Fort: +3 **Reflex:** +5 **Will:** +3

BAB: +0 **Grapple:** +2

Longsword

Attack: +3 melee

Damage: 1d8+2 slashing

Critical: 19-20/x2

Unarmed Strike

Attack: +2 melee

Damage: 1d6+2 bludgeoning

Critical: 20/x2

Light Crossbow

Attack: +3 ranged

Damage: 1d8 piercing

Range Increment: 80 ft

Critical: 19-20/x2

Class Features

Unarmed Strike: You are considered armed when making an unarmed attack, and may chose to deal normal or subdual damage.

Feats

Least Dragonmark of Sentinel: +2 on Sense Motive checks. May use *mage armor* once per day as a spell-like ability. Caster level 1st.

Monastic Training: May multiclass as a fighter and monk.

Weapon Focus (longsword): +1 to hit with longswords (already added in).

Skills

Balance +2

Climb +1

Heal (1) +3

Hide (4) +6

Jump (2) +3

Listen +2

Move Silently (4) +5

Search -1

Sense Motive +4

Spot (1) +3

Swim +1

Tumble (4) +6

Languages: Common

Equipment:

Backpack

Buckler (+1 AC, -1 check)

Sunrod

Quiver of 20 bolts

History

Once you were part of the Southern Command of Cyre, fighting to defend the Heart of Galifar from the rebels and usurpers who had shattered the peace of Galifar. You were proud to serve, and you were confident that, in time, you would triumph over those who had broken with tradition.

You were wrong.

In 994, a magical catastrophe devastated the land of Cyre, transforming the beautiful realm into a blasted wasteland filled with supernatural hazards and terrible monsters – a twisted place known as the Mourland. Your army, your friends, your home – it all vanished in a single night. You were on a border patrol when disaster struck, otherwise you would have likely died as well. The war has come to a halt – for now – but you have no place in it. Your fellow soldiers are the only companions you can trust. You must find your way in this new age – find a way to make a difference, to make a profit, or at least to survive.

You are **Dymus Deneith**, heir to the Mark of Making. Your house dominates the mercenary trade in Khorvaire, but you turned your back on tradition to fight for a cause you believed in, instead of battling solely for gold. Now your cause is empty, your land destroyed. But you were trained for battle, and even if the war is over you still intend to use your skills to make a difference. For now, you are simply trying to ensure the survival of you and your companions, to find a way to hone your skills, and to make allies who can help you in the days that lie ahead.

Your companions are:

Kesht, a shifter priest of the Sovereign Host. Kesht is a warrior as well as a healer, dedicated to Dol Dorn and Balinor, the sovereigns of war and the hunt. As you yourself were raised as a warrior-monk of Dol Dorn, you feel a strong bond with the priest, though his fiery temper can occasionally prove a problem.

Rael Dehllyr, a ranger of the Valenar elves. When his people betrayed Cyre he turned his back on them and continued to serve the nation. With the destruction of Cyre, he still seeks a way to redeem the sins of his people and bring honor to the memory of his ancestors.

Tezz, a halfling scout who bears the Mark of Healing. Tezz specializes in stealth and urban reconnaissance, but her dragonmark can be a lifesaver in dangerous times.

Dorian Delisan Cantar, a gnome sorcerer. Dorian possesses the mystical ability to repair damaged objects, and his primary task was keeping the warforged in battleready condition. However, he is a charismatic fellow with a knack for a con, and his dazzling lights can be a powerful force in the midst of battle.

Slate, a warforged soldier that Dorian recovered from the Mourland. He has no memory of anything that occurred before the Mourning, and is still struggling to find his own identity. He is a powerful warrior with immense strength, and usually takes point in melee combat.

Note: This character is made using the apprentice-level rules from the DMG 3.0; upon achieving 2nd level he would become a monk 1/fighter 1. At 3rd level, he would be able to take Whirling Steel Strike, a feat from *Eberron* that allows a monk to make a flurry of blows with a longsword. As apprentice-level rules are drawn from D&D 3.0, this character could only be used with DM permission.