

ROWAN ASHVEIL

"I stand between danger and the people I protect."

Human Fighter | The Shield

STR

16

+3

DEX

12

+1

CON

14

+2

INT

10

+0

WIS

13

+1

CHA

10

+0

ARMOR CLASS

18

HIT POINTS

12

SPEED

30 ft

INITIATIVE

+1

PROF. BONUS

+2

SKILLS

- Athletics (+5)
- Perception (+3)
- Intimidation (+2)

ATTACKS & SPELLCASTING

Longsword

+5 to hit | 1d8+3 slashing

Handaxe

+5 to hit | 1d6+3 slashing | throw 20/60 ft

SIGNATURE MOVE

Protection

When a creature attacks a teammate within 5 feet of you, use your reaction to impose disadvantage on the attack roll. You are the shield wall.

YOUR ROLE

Front-line defender. You have the most armor and the most hit points. Your job is to protect your teammates and hit things that threaten them. Stand in front, take the hits, keep everyone safe.

EQUIPMENT

- Chain mail
- Shield
- Longsword
- 3 Handaxes
- Explorer's pack

BACKSTORY

Rowan was a town guard before joining the Wardkeepers. They noticed that the guard shifts at the Eastern Market had been changed without authorization -- that's what triggered the initial investigation into the Shieldwall breach.

SECURITY CONNECTION

Rowan is the firewall -- the first line of defense that blocks threats before they reach the systems behind it.

SAGE WHISPERWICK

"Every lock tells a story. I just know how to listen."

Half-Elf Rogue | The Investigator

STR

10

+0

DEX

16

+3

CON

12

+1

INT

14

+2

WIS

12

+1

CHA

13

+1

ARMOR CLASS

14

HIT POINTS

9

SPEED

30 ft

INITIATIVE

+3

PROF. BONUS

+2

SKILLS

- Investigation (+4)
- Perception (+3)
- Stealth (+5)
- Sleight of Hand (+5)
- Insight (+3)

SIGNATURE MOVE

Sneak Attack (1/turn)

Deal an extra 1d6 damage when you have advantage on the attack, OR when an ally is within 5 feet of your target. Find the opening. Strike hard.

ATTACKS & SPELLCASTING

Shortsword

+5 to hit | 1d6+3 piercing

Shortbow

+5 to hit | 1d6+3 piercing | 80/320 ft

YOUR ROLE

Scout and investigator. You're great at finding clues, disabling traps, spotting lies, and sneaking past danger. Ask lots of questions, search everywhere, and trust your instincts.

EQUIPMENT

- Leather armor
- Shortsword
- Shortbow + 20 arrows
- Dagger
- Thieves' tools
- Burglar's pack

BACKSTORY

Sage is the Guild's forensic analyst. They specialize in studying how breaches happened after the fact -- tracing magical signatures, reading tampered runes, finding evidence others miss.

SECURITY CONNECTION

Sage is the forensic analyst -- tracing the attack chain, reconstructing the timeline, and finding exactly how the breach happened.

BRIAR THORNFIELD

"I patrol the perimeter. Nothing gets past me twice."

Dwarf Ranger | The Sentinel

STR

12

+1

DEX

16

+3

CON

14

+2

INT

10

+0

WIS

14

+2

CHA

8

-1

ARMOR CLASS

15

HIT POINTS

11

SPEED

25 ft

INITIATIVE

+3

PROF. BONUS

+2

SKILLS

- Perception (+4)
- Survival (+4)
- Nature (+2)
- Stealth (+5)

ATTACKS & SPELLCASTING

- Longbow

+5 to hit | 1d8+3 piercing | 150/600 ft
- Handaxe (x2)

+3 to hit | 1d6+1 slashing | throw 20/60 ft

SIGNATURE MOVE

Favored Enemy

Choose the Shadowmaw at the start of Act 3. You have advantage on checks to track it and on Intelligence checks about it. +2 damage against it. You know your prey.

YOUR ROLE

Ranged attacker and tracker. Great at noticing threats from a distance and hitting hard from range. Stay behind the front line, call out danger, and put arrows where they count.

EQUIPMENT

- Scale mail
- Longbow + 20 arrows
- 2 Handaxes
- Explorer's pack

BACKSTORY

Briar maintains the outer ring of the Shieldwall. They personally inspected the failing wards at the Eastern Market. Briar takes it personally that someone breached their section.

SECURITY CONNECTION

Briar is the perimeter security and intrusion detection system -- the first to know when something's wrong at the boundary.

WREN COPPERBROOK

"The right words at the right time can open any door."

Halfling Bard | The Social Engineer

STR 8 -1	DEX 14 +2	CON 12 +1	INT 12 +1	WIS 10 +0	CHA 16 +3
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ARMOR CLASS 13	HIT POINTS 9	SPEED 25 ft	INITIATIVE +2	PROF. BONUS +2
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SKILLS

- Persuasion (+5)
- Deception (+5)
- Insight (+2)
- Performance (+5)
- History (+3)

ATTACKS & SPELLCASTING

Rapier

+4 to hit | 1d8+2 piercing

Dagger

+4 to hit | 1d4+2 piercing

SPELLS

Vicious Mockery

Insult an enemy so badly it hurts. Target makes WIS save or takes 1d4 psychic damage AND has disadvantage on its next attack. Words are weapons.

Healing Word

Speak a word of power to heal an ally for 1d4+3 HP from up to 60 feet away. Uses your bonus action -- you can still attack this turn!

Detect Magic

For 10 minutes, you can sense magical auras within 30 feet. See through walls. Spot hidden enchantments. Know what's been tampered with.

SIGNATURE MOVE

Bardic Inspiration (3/day)

Say something encouraging to a teammate. They get a d6 they can add to any one attack roll, ability check, or saving throw. You make everyone better.

YOUR ROLE

Face of the party and support. Best at talking to NPCs, persuading people, reading situations, and boosting your teammates. You lead the conversations. Let your allies shine.

EQUIPMENT

- Leather armor
- Rapier
- Dagger
- Musical instrument
- Entertainer's pack

BACKSTORY

Wren is the Guild's communications specialist. They design the enchanted messages the Guild uses and train staff to spot fakes. When Finn fell for the phishing message, Wren felt responsible.

SECURITY CONNECTION

Wren is the security awareness trainer -- protecting people from social engineering by teaching them to verify before they trust.

FLINT IRONSTRIDE

"Sometimes the best way to test a wall is to hit it."

Goliath Barbarian | The Breaker

STR 16 +3	DEX 13 +1	CON 14 +2	INT 8 -1	WIS 12 +1	CHA 10 +0
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ARMOR CLASS 14	HIT POINTS 14	SPEED 30 ft	INITIATIVE +1	PROF. BONUS +2
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SKILLS

- Athletics (+5)
- Intimidation (+2)
- Perception (+3)
- Survival (+3)

ATTACKS & SPELLCASTING

Greataxe

+5 to hit | 1d12+3 slashing

Javelin

+5 to hit | 1d6+3 piercing | throw 30/120 ft

SIGNATURE MOVE

Rage (2/day)

As a bonus action, enter a rage for 1 minute. While raging: +2 damage on STR attacks, resistance to bludgeoning/piercing/slashing damage (take half!), advantage on STR checks. Unleash.

YOUR ROLE

Heavy hitter. You deal massive damage and can take a lot of punishment. When diplomacy fails, you're Plan B. Charge in, swing hard, and take the hits that would drop anyone else.

EQUIPMENT

- Greataxe
- 4 Javelins
- Explorer's pack

BACKSTORY

Flint is the Guild's penetration tester -- their job is to try to break the Shieldwall on purpose so the Guild can find and fix weaknesses. Flint understands Mira's frustration better than anyone.

SECURITY CONNECTION

Flint is the penetration tester -- authorized to attack their own systems to find weaknesses before real attackers do.

EMBER DAWNFORGE

"When systems fail, I bring them back online."

Tiefling Cleric | The Restorer

STR

10

+0

DEX

12

+1

CON

14

+2

INT

13

+1

WIS

16

+3

CHA

10

+0

ARMOR CLASS

18

HIT POINTS

10

SPEED

30 ft

INITIATIVE

+1

PROF. BONUS

+2

SKILLS

- Medicine (+5)
- Insight (+5)
- Religion (+3)
- Perception (+5)

ATTACKS & SPELLCASTING

- Mace**
+2 to hit | 1d6 bludgeoning
- Light Crossbow**
+3 to hit | 1d8+1 piercing | 80/320 ft

SPELLS

- Sacred Flame**
A beam of radiant light strikes an enemy. Target makes DEX save or takes 1d8 radiant damage. The Shadowmaw is VULNERABLE to radiant -- this does DOUBLE DAMAGE against it!
- Healing Word**
Speak a word of power to heal an ally for 1d4+3 HP from up to 60 feet away. Uses your bonus action -- you can still attack or use Sacred Flame this turn!
- Shield of Faith**
A shimmering field surrounds an ally, giving them +2 AC for 10 minutes. Great for protecting the front line. Requires concentration.

SIGNATURE MOVE

Preserve Life (2/day)
As an action, restore a total of 5 hit points, split however you choose among allies within 30 feet. You are the restore point. You bring broken systems back online.

YOUR ROLE

Healer and support. You keep the party running and repair what's been damaged. Your radiant spells deal DOUBLE DAMAGE against the Shadowmaw. Stay behind the front line, heal your allies, and burn the darkness.

EQUIPMENT

- Chain mail
- Shield
- Mace
- Light Crossbow + 20 bolts
- Holy symbol
- Priest's pack

BACKSTORY

Ember manages the Guild's backup and recovery systems. When wards fail, Ember restores them from archived patterns. Called in because the Shieldwall needs someone who can repair damage as fast as the attacker causes it. Ember's motto: 'Every system needs a restore point.'

SECURITY CONNECTION

Ember is the backup and recovery system -- when defenses fail, they restore from known-good states and get everything running again.

QUILL NIGHTHOLLOW

"Every threat has a pattern. I find it."

Gnome Wizard | The Analyst

STR	DEX	CON	INT	WIS	CHA
8	14	12	16	13	10
-1	+2	+1	+3	+1	+0

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF. BONUS
12	7	25 ft	+2	+2

SKILLS

- Arcana (+5)
- History (+5)
- Investigation (+5)
- Insight (+3)
- Nature (+3)

ATTACKS & SPELLCASTING

Dagger

+4 to hit | 1d4+2 piercing

Lt. Crossbow

+4 to hit | 1d8+2 piercing

SPELLS (INT, DC 13, +5):

Fire Bolt: ranged, 1d10 fire, 120 ft

Mage Armor: AC becomes 13, 8 hrs

Shield: reaction, +5 AC for 1 round

Detect Magic: sense magic 30 ft

2 spell slots (1st level)

SIGNATURE MOVE

Arcane Recovery (1/day)

After a short rest, recover one 1st-level spell slot. Your analytical mind recharges fast.

YOUR ROLE

Intelligence specialist. You solve puzzles, detect magic, and figure out how things work. In combat, you deal damage from range and protect yourself with Shield. You're the one who pieces together the clues.

EQUIPMENT

- Dagger
- Light Crossbow, 20 bolts
- Arcane focus
- Scholar's pack
- Spellbook

BACKSTORY

Quill was the first to notice that the pattern of Shieldwall failures wasn't random — they were coordinated. While others saw isolated incidents, Quill saw a campaign. That's what analysts do: find the signal in the noise.

SECURITY CONNECTION

Quill is the SIEM analyst — correlating data from multiple sources to spot the real threat.

THERON OAKHEART

"The rules exist for a reason. I make sure they're followed."

Dragonborn Paladin | The Enforcer

STR	DEX	CON	INT	WIS	CHA
16	10	13	8	12	14
+3	+0	+1	-1	+1	+2

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF. BONUS
18	11	30 ft	+0	+2

SKILLS

- Athletics (+5)
- Intimidation (+4)
- Persuasion (+4)
- Religion (+3)

ATTACKS & SPELLCASTING

Warhammer

+5 to hit | 1d8+3 bludgeoning

Javelin

+5 to hit | 1d6+3 piercing | throw 30/120 ft

Lay on Hands: Pool of 5 HP/day

Divine Sense (3/day): Detect undead/fiend/celestial within 60 ft

Breath Weapon (1/rest): 15 ft cone, 2d6 fire, DC 12 DEX save for half

SIGNATURE MOVE

Lay on Hands (5 HP/day)

Touch a creature to restore HP from your pool. You decide how much to spend. Discipline protects everyone, not just the obedient.

YOUR ROLE

Heavy armor defender and healer. You stand in the front line with Rowan, but you can also heal allies and detect supernatural threats. You enforce the Guild's protocols — not because rules are fun, but because they keep people alive.

EQUIPMENT

- Chain mail
- Shield
- Warhammer
- 5 Javelins
- Holy symbol
- Explorer's pack

BACKSTORY

Theron believes the Shieldwall's protocols exist for a reason, and that the breach happened because someone cut corners. They joined the investigation to prove that following procedure isn't bureaucracy — it's the last line of defense.

SECURITY CONNECTION

Theron is the compliance officer — ensuring everyone follows security policies and the consequences when they don't.