

Special thanks to David who wrote up these stats for the characters
I take no responsibility for any errors or munchkinning in the setup ^_^
I've not played 3.5 myself.

Izf anyone is inclined to do up actual character sheets for these
I'd really really love it and will do the portrait arts!

BREY

Alignment: Chaotic Good
Age: 23

1st Level:

As a child Brey makes friends with a group of young scavengers and petty thieves after temporarily running away from home in response to the harrassment of his equally young betrothed

Brey Ca'nentra, male mouse (rogue 1)
Small Rodent

Hit Dice: 1d6 (8hp)
Initiative: +3
Speed: 20ft
Armour Class: 15 (+3 Dex, +2 Leather Armour), touch 13, flat-footed 12.
Base Attack/Grapple: +0/-4
Attack: Dagger +1 melee (1d3, 19-20x2) or Dagger +4 ranged (1d3, 19-20x2) or Light Crossbow +3 ranged (1d4, 20x3)
Full Attack: Dagger +1 melee (1d3, 19-20x2) or Dagger +4 ranged (1d3, 19-20x2) or Light Crossbow +3 ranged (1d4, 20x3)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Sneak Attack 1d6, Trapfinding, Mouse Traints
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 10, Dex 17, Con 14, Int 13, Wis 14, Cha 12
Skills: Climb +4, Slight of Hand +4, Listen +4, Spot +4, Tumble +4, Bluff +4, Hide +4, Move Silently +4, Profession (Pickpocket) +4
Feats: Skill Focus (Slight of Hand)
Possessions: 6 masterwork throwing daggers, light crossbow, masterwork leather armour (worn), 32 silver coins, masterwork thieves' tools, 12 spoons, pot (iron), steel and flint.

4th Level:

Hardened by the time spent on the streets and in the company of his friends Fhy and Gip (and after dozens of increasingly bloody scuffles) Brey has learned how to handle himself better in a fight but still much prefers 'finding' lost coins to brawling in the streets (or anywhere, really).

Brey Ca'nentra, male mouse (rogue 4)
Small Rodent

Hit Dice: 3d6 (20hp)
Initiative: +4
Speed: 20ft
Armour Class: 16 (+4 Dex, +2 Leather Armour), touch 14, flat-footed 12.
Base Attack/Grapple: +2/-2
Attack: Dagger +7 melee (1d3, 19-20x2) or Dagger +7 ranged (1d3, 19-20x2) or Light Crossbow +6 ranged (1d4, 20x3)
Full Attack: Dagger +7 melee (1d3, 19-20x2) or Dagger +7 ranged (1d3, 19-20x2) or Light Crossbow +6 ranged (1d4, 20x3)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Sneak Attack 2d6, Trapfinding, Mouse Traints, Evasion, Trap Sense +1, Uncanny Dodge
Saves: Fort +3, Ref +8, Will +3
Abilities: Str 10, Dex 18, Con 14, Int 13, Wis 14, Cha 12
Skills: Climb +7, Slight of Hand +7, Listen +7, Spot +7, Tumble +7, Bluff +7, Hide +7, Move Silently +7, Profession (Pickpocket) +7
Feats: Skill Focus (Slight of Hand), Weapon Finesse
Possessions: 6 masterwork throwing daggers, light crossbow, masterwork leather armour (worn), 11 silver coins, 19 gold coins, masterwork thieves' tools, 12 spoons (lost), pot (iron), steel and flint.

10th Level:

Brey Ca'nentra, male mouse (rogue 10)
Small Rodent

Hit Dice: 10d6 (62hp)
Initiative: +4
Speed: 20ft
Armour Class: 19 (+4 Dex, +5 Leather Armour), touch 14, flat-footed 15.
Base Attack/Grapple: +7/+3
Attack: Dagger +14 melee (1d3+2, 19-20x2) or Dagger +14 ranged (1d3+2, 19-20x2) or Light Crossbow +11 ranged (1d4, 20x3)
Full Attack: Dagger +14 melee (1d3+2, 19-20x2) or Dagger +14 ranged (1d3+2, 19-20x2) or Light Crossbow +11 ranged (1d4, 20x3), Dagger +9 melee (1d3+2, 19-20x2) or Dagger +9 ranged (1d3+2, 19-20x2) or Light Crossbow +6 ranged (1d4, 20x3)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Sneak Attack 5d6, Trapfinding, Mouse Traints, Evasion, Trap Sense +3, Uncanny Dodge, Improved Uncanny Dodge, Improved Evasion
Saves: Fort +5, Ref +11, Will +5
Abilities: Str 10, Dex 19, Con 14, Int 13, Wis 14, Cha 12
Skills: Climb +7, Slight of Hand +7, Listen +7, Spot +7, Tumble +7, Bluff +7, Hide +7, Move Silently +7, Profession (Pickpocket) +7
Feats: Skill Focus (Slight of Hand), Weapon Finesse, Weapon Focus (Dagger), Leadership
Possessions: 12 +2 throwing daggers, light crossbow, +3 leather armour (worn), 68 silver coins, 44 gold coins, 11 platinum coins, masterwork thieves' tools, 12 spoons (lost), pot (iron) (lost), steel and flint.

Fhy

Alignment: Semi-lawful good
Age: 25

1st Level:

Taken straight from the farm and drafted into a war, Fhy finds excellent instruction in the capable hands of veterans and warriors who teach him the swordsman's trade.

Fhy Tier, male horse (fighter 1)
Medium Horse

Hit Dice: 1d10 (16hp)
Initiative: +2
Speed: 30ft
Armour Class: 17 (+2 Dex, +5 Breastplate), touch 12, flat-footed 15.
Base Attack/Grapple: +1/+5
Attack: Bastard Sword +6 melee (1d10+6, 19-20x2)
Full Attack: Bastard Sword +6 melee (1d10+6, 19-20x2)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities:
Saves: Fort +5, Ref +2, Will +2
Abilities: Str 18, Dex 14, Con 16, Int 14, Wis 15, Cha 16
Skills: Profession (Farmer) +2, Swim +4, Ride +4
Feats: Weapon Focus (Bastard Sword), Toughness
Possessions: masterwork bastard sword, masterwork breastplate, 3 copper coins, bent goat, dagger, wineskin

4th Level:

Having survived several wars (and not just due to good fortune), Fhy is invited to join the mercenary band of 'The Red Feather'. He spends some time working as a professional sell-sword. Taking a break from the growing dissatisfaction that politics bring to war, he currently accompanies Brey and Gip seeking an alternate income.

Fhy Tier, male horse (fighter 4)
Medium Horse

Hit Dice: 4d10 (49hp)
Initiative: +2
Speed: 30ft
Armour Class: 17 (+2 Dex, +5 Breastplate), touch 12, flat-footed 15.
Base Attack/Grapple: +4/+9

Attack: Bastard Sword +10 melee (1d10+8, 19-20x2)
Full Attack: Bastard Sword +10 melee (1d10+8, 19-20x2)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities:
Saves: Fort +7, Ref +3, Will +3
Abilities: Str 19, Dex 14, Con 16, Int 14, Wis 15, Cha 16
Skills: Profession (Farmer) +2, Swim +7, Ride +7, Jump +3, Handle Animal +3
Feats: Weapon Focus (Bastard Sword), Toughness, Power Attack, Improved Toughness, Weapon Specialization (Bastard Sword)
Possessions: masterwork bastard sword, masterwork breastplate, 37 copper coins, 11 silver coins, bent goat, dagger, wineskin

10th Level:

Fhy Tier, male horse (fighter 10)
Medium Horse

Hit Dice: 10d10 (94hp)
Initiative: +6
Speed: 30ft
Armour Class: 18 (+2 Dex, +6 Breastplate), touch 12, flat-footed 16.
Base Attack/Grapple: +10/+15
Attack: Bastard Sword +19 melee (1d10+12, 19-20x2)
Full Attack: Bastard Sword +19 melee (1d10+12, 19-20x2), Bastard Sword +13 melee (1d10+12, 19-20x2)

Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities:
Saves: Fort +10, Ref +5, Will +5
Abilities: Str 20, Dex 14, Con 16, Int 14, Wis 15, Cha 16
Skills: Profession (Farmer) +2, Swim +13, Ride +13, Jump +9, Handle Animal +9
Feats: Weapon Focus (Bastard Sword), Toughness, Power Attack, Improved Toughness, Weapon Specialization (Bastard Sword), Power Attack, Cleave, Greater Weapon Focus (Bastard Sword), Improved Initiative
Possessions: +3 bastard sword, +3 breastplate, 55 copper coins, 9 silver coins, 19 gold coins, bent goat, dagger, wineskin

KEKO

Alignment: Neutral good
Age: 21

1st Level:

Keko has just received her journeyman status and sets out into the world to see the sights. However, in her haste to 'get out there' she leaves her prized rapier at home. Although this doesn't seem to be an immediate problem, the oversight soon has consequences.

Keko F'nee, female border collie (bard 1)
Medium canine

Hit Dice: 1d6 (7hp)
Initiative: +1
Speed: 30ft
Armour Class: 11 (+1 Dex), touch 11, flat-footed 10.
Base Attack/Grapple: +0/+1
Attack: Lute (improvised club) -3 melee (1d6, x2)
Full Attack: Lute (improvised club) -3 melee (1d6, x2)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Bardic Music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1
Saves: Fort +1, Ref +3, Will +3
Abilities: Str 13, Dex 13, Con 12, Int 13, Wis 12, Cha 16
Skills: Diplomacy +4, Perform (Singing) +4, Knowledge (Local, Syndal) +4, Knowledge (Local, Precipita) +4, Knowledge (Local, Fyndleba) +4, Perform (String Instrument) +4, Move Silently +4
Feats: Skill Focus (Perform (String Instruments))
Possessions: masterwork lute, Entertainer's outfit, 18 gold coins
Spells: As 1st-level bard.
Bard Spells Known: (2; save DC 13 + spell level); 0th Dancing Lights, Ghost Sound, Lullaby, Summon Instrument

4th Level:

Keko has been out and seen at least some of the sights- including an elf! However, she was slightly disappointed to find out that their ears aren't "that" pointy and that some prefer to be called Marsupia. The lack of a weapon caught up with her too- after a near-mauling by Tzelkin she purchases a rapier in the next civilized town she stumbles across, as well as a light shirt of chain mail.

Keko F'nee, female border collie (bard 4)
Medium canine

Hit Dice: 4d6 (22hp)
Initiative: +1
Speed: 30ft
Armour Class: 15 (+1 Dex, +4 Chain Shirt), touch 11, flat-footed 14.
Base Attack/Grapple: +2/+3
Attack: Lute (improvised club) -1 melee (1d6, x2) or Rapier +4 melee (1d8, 18-20x2)
Full Attack: Lute (improvised club) -1 melee (1d6, x2) or Rapier +4 melee (1d8, 18-20x2)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Bardic Music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1, Inspire competence
Saves: Fort +2, Ref +5, Will +5
Abilities: Str 13, Dex 13, Con 12, Int 13, Wis 12, Cha 17
Skills: Diplomacy +7, Perform (Singing) +7, Knowledge (Local, Syndal) +7, Knowledge (Local, Precipita) +7, Knowledge (Local, Fyndleba) +7, Perform (String Instrument) +7, Move Silently +7
Feats: Skill Focus (Perform (String Instruments)), Weapon Focus (Rapier)
Possessions: masterwork lute, rapier, Entertainer's outfit, chain shirt, 23 gold coins
Spells: As 4th-level bard.
Bard Spells Known: (3/3/1; save DC 13 + spell level); 0th Dancing Lights, Ghost Sound, Lullaby, Summon Instrument, Daze, Flare; 1st Charm Person, Ventriloquism, Feather Fall; 2nd Enthral, Suggestion.

10th Level:

Keko F'nee, female border collie (bard 10)
Medium canine

Hit Dice: 10d6 (52hp)
Initiative: +1
Speed: 30ft
Armour Class: 15 (+1 Dex, +4 Chain Shirt), touch 11, flat-footed 14.
Base Attack/Grapple: +7/+8
Attack: Lute (improvised club) +4 melee (1d6, x2) or Rapier +9 melee (1d8, 18-20x2)
Full Attack: Lute (improvised club) +4 melee (1d6, x2) or Rapier +9 melee (1d8, 18-20x2)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Bardic Music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +2, Inspire competence, Suggestion, Inspire greatness
Saves: Fort +4, Ref +7, Will +7
Abilities: Str 13, Dex 13, Con 12, Int 13, Wis 12, Cha 22
Skills: Diplomacy +13, Perform (Singing) +13, Knowledge (Local, Syndal) +13, Knowledge (Local, Precipita) +13, Knowledge (Local, Fyndleba) +13, Perform (String Instrument) +13, Move Silently +13
Feats: Skill Focus (Perform (String Instruments)), Weapon Focus (Rapier), Extra Music, Lingering Song
Possessions: masterwork lute, rapier, Entertainer's outfit, chain shirt, 11 silver coins, 244 gold coins, 40 platinum coins
Spells: As 10th-level bard.
Bard Spells Known: (3/4/4/3/1; save DC 14 + spell level); 0th Dancing Lights, Ghost Sound, Lullaby, Summon Instrument, Daze, Flare; 1st Charm Person, Ventriloquism, Feather Fall, Inspirational Boost; 2nd Enthral, Suggestion, Hypnotic Pattern, Hold Person; 3rd Blink, Glibness, Charm Monster, Good Hope; 4th Legend Lore, Locate Creature.

GIP

Alignment: Chaotic good
Age: 128

1st Level:

Gip Sai's past is shrouded in mystery. All that is known about her is a slight slip of the tongue regarding her name, that she carries a strong aversion to magic, that she hates folk music and that she is very strongly affected by Mage-Blighted areas; however, this may be related to her Marsupian nature rather than a personal aversion.

Gip Sai, female numbat (ranger 1)

Medium marsupia

Hit Dice: 1d8 (9hp)
Initiative: +3
Speed: 30ft
Armour Class: 15 (+3 Dex, +2 Leather Armour), touch 13, flat-footed 12.
Base Attack/Grapple: +1/+3
Attack: Longsword +3 melee (1d8+2, 19-20x2) or Dagger +4 melee (1d4+2, 19-20x2) or Shortbow +4 ranged (1d4, 20x3)
Full Attack: Longsword +3 melee (1d8+2, 19-20x2) or Dagger +4 melee (1d4+2, 19-20x2) or Shortbow +4 ranged (1d4, 20x3)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Wild Empathy, Favoured Enemy (Unknown, possibly human?), Marsupia Traits
Saves: Fort +3, Ref +5, Will +2
Abilities: Str 14, Dex 16, Con 13, Int 14, Wis 14, Cha 15
Skills: Survival +4, Swim +4, Ride +4, Knowledge (Nature) +4, Listen +4, Spot +4, Hide +4, Move Silently +4
Feats: Track, Weapon Focus (Longsword)
Possessions: 2x masterwork longsword, masterwork dagger, masterwork leather armour (worn), masterwork shortbow, 8 copper coins, 10 gold coins, bedroll, three river washed agates, waterproof cloak (masterwork survival tool).

4th Level:

Gip Sai joins Brey and Fhy in their adventures, having saved the bard Keko (who immediately departed. How rude!). However, she has been evasive of her past, her real name and almost everything. Still, she has shown signs of beginning to open up to the two- slowly.

Gip Sai, female numbat (ranger 4)
Medium marsupia

Hit Dice: 4d8 (24hp)
Initiative: +3
Speed: 30ft
Armour Class: 15 (+3 Dex, +2 Leather Armour), touch 13, flat-footed 12.
Base Attack/Grapple: +4/+6
Attack: Longsword +7 melee (1d8+2, 19-20x2) or Dagger +7 melee (1d4+2, 19-20x2) or Shortbow +7 ranged (1d4, 20x3)
Full Attack: Longsword +5 melee (1d8+2, 19-20x2), Longsword +5 melee (1d4+1, 19-20x2).
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Wild Empathy, Favoured Enemy (Unknown, possibly human?), Marsupia Traits, Animal Companion
Saves: Fort +5, Ref +7, Will +3
Abilities: Str 14, Dex 17, Con 13, Int 14, Wis 14, Cha 15
Skills: Survival +7, Swim +7, Ride +7, Knowledge (Nature) +7, Listen +7, Spot +7, Hide +7, Move Silently +7
Feats: Track, Weapon Focus (Longsword), Combat Style (Two Weapon Fighting), Endurance, Oversized Two Weapon Fighting
Possessions: 2x masterwork longswords, masterwork dagger, masterwork leather armour (worn), masterwork shortbow, 8 copper coins, 10 gold coins, bedroll, three river washed agates, waterproof cloak (masterwork survival tool).

10th Level:

Gip Sai, female numbat (ranger 10)
Medium marsupia

Hit Dice: 10d8 (63hp)
Initiative: +4
Speed: 30ft
Armour Class: 17 (+4 Dex, +2 Leather Armour, +1 Two Weapon Defense), touch 14, flat-footed 13.
Base Attack/Grapple: +10/+12
Attack: Longsword +13 melee (1d8+2, 19-20x2) or Dagger +13 melee (1d4, 19-20x2) or Shortbow +13 ranged (1d4, 20x3)
Full Attack: Longsword +11 melee (1d8+2, 19-20x2), Longsword +6 melee (1d8+2, 19-20x2), Dagger +12 melee (1d4+1, 19-20x2), Dagger +6 melee (1d4+1, 19-20x2).
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Wild Empathy, Favoured Enemy (Unknown, possibly human?), Marsupia Traits, Animal

Companion, 2nd Favoured Enemy (Unknown, possibly human?), Improved Combat Style (Improved Two Weapon Fighting), Woodland Stride, Swift Tracker, Evasion, 3rd Favoured Enemy (Unknown, possibly human?).

Saves: Fort +8, Ref +11, Will +4

Abilities: Str 14, Dex 18, Con 13, Int 14, Wis 14, Cha 15

Skills: Survival +13, Swim +13, Ride +13, Knowledge (Nature) +13, Listen +13, Spot +13, Hide +13, Move Silently +13

Feats: Track, Weapon Finesse, Combat Style (Two Weapon Fighting), Endurance, Weapon Focus (Longsword), Oversized Two Weapon Fighting, Two Weapon Defense.

Possessions: 2x masterwork longswords, masterwork dagger, masterwork leather armour (worn), masterwork shortbow, 8 copper coins, 10 gold coins, bedroll, three river washed agates, waterproof cloak (masterwork survival tool).

Ana

Alignment: Unknown, possibly True Neutral.

Age: Unknown, late teens/early twenties.

1st Level:

Ana was raised by her father, the Baron of precipita. When an artifact crucial for the wellbeing of the local area. went missing, her father offered a llarge reward for its return. The generous nature of the Baron unfortunately caused the once-substantial reward money dwindled away, spent outfitting adventuring crew after adventuring crew who simply left with their advance payments. Fed up with her father's behaviour, Ana left and became a mercenary.

AnaAnasi, female duck (fighter 1)

Medium avian

Hit Dice: 1d10 (11hp)

Initiative: +2

Speed: 30ft

Armour Class: 19 (+2 Dex, +5 Breastplate, +2 Heavy Shield), touch 12, flat-footed 17.

Base Attack/Grapple: +1/+3

Attack: Longsword +4 melee (1d8+2, 19-20x2)

Full Attack: Longsword +4 melee (1d8+2, 19-20x2)

Space/Reach: 5 ft./5 ft.

Special Attacks:

Special Qualities: Avian Traits

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 15, Dex 14, Con 14, Int 14, Wis 15, Cha 16

Skills: Profession (Mercenary) +4, Knowledge (Nobility and Royalty) +2, Ride +4

Feats: Weapon Focus (Longsword), Power Attack

Possessions: 1x masterwork longsword, masterwork dagger, masterwork breastplate (worn), masterwork heavy shield (worn), 103 copper coins, 93 gold coins, 4 platinum coins.

Kintarq

Alignment: Lawful Good

Age: Unknown

1st Level:

When choosing to dwell in Merchant's Nest Kintarq for a prolonged amount of time Kintarq teaches magic to those with the gift that he considers worthy and acts as a advisor on the Guild Council. He is highly respected by ALL of the Council, partially because of his age and involvement with the Guild and also because he knows more of the history of the guild than could ever be put to paper (including most skeletons and in whoms closets they are stored).

Kintarq, male possum (wizard 7)

Medium marsupia

Hit Dice: 7d4 (36hp)

Initiative: +3

Speed: 30ft

Armour Class: 13 (+3 Dex), touch 13, flat-footed 10.

Base Attack/Grapple: +3/+3

Attack: Quarterstaff +3 melee (1d6+2, 19-20x2)

Full Attack: Quarterstaff +3 melee (1d6+2, 19-20x2)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Marsupia Traits
Saves: Fort +4, Ref +5, Will +7
Abilities: Str 10, Dex 17, Con 14, Int 19, Wis 15, Cha 14
Skills: Spellcraft +10, Knowledge (Nobility and Royalty) +10, Knowledge (Nature) +10, Knowledge (History) +10, Knowledge (Arcana) +10, Concentration +10
Feats: Scribe Scroll, Acquire Familiar, Spell Focus (Evocation), Combat Casting, Empower Spell, Widen Spell
Possessions: Unknown
Wizard spells prepared: (4/5/4/3/2; save DC 14 + spell level, DC 15 + spell level for evocation spells): 0th - detect magic (x2), mage hand, read magic; 1st - feather fall, mage armour, magic missile x2, sleep; 2nd - invisibility, mirror image, scorching ray x2; 3rd - fireball x2, haste; 4th - Evard's black tentacles, greater invisibility;
Spellbook: 0 – All; 1 - colour spray, feather fall, identify, mage armour, magic missile, magic weapon, ray of enfeeblement, sleep; 2 - false life, invisibility, knock, mirror image, scorching ray, see invisibility, Tasha's hideous laughter; 3 - fireball, greater magic weapon, haste, invisibility sphere, stinking cloud; 4 – Evard's black tentacles, greater invisibility, Rary's mnemonic enhancer;

Significant Changes:

Keko is now Neutral Good. In v3.5, bards cannot be Lawful.
 Fhy's base Strength score is now 18 (19 at level 4, 20 at level 10). This is because in 3.5, percentage stats no longer exist. No mention is made of 4th level Gip's animal companion (as given to her by her 4th level Ranger ability). I simply assumed it was not present or she didn't have one (which is perfectly acceptable, I think).