

Name: Askin Dorp		Description: Short and stocky, dark complexion, with a thick beard, glasses and a playful gap in his teeth	
Motivation: Help all beings			
Defense 4	Perception [X] [X] []	Recognize Surroundings [] []	Recognize motive [] []
	Speed [X] [] []	Athletics [] []	Initiative [] []
	Dexterity [X] [] []	Manual Dexterity [] []	Acrobatics [] []
Hitpoints 5	Strength [X] [] []	Endurance [] []	Vigor [] []
	Body [X] [] []	Intimidation [] []	Stealth [] []
	Willpower [X][X][X]	saving throw Psychic [x] []	saving throw magic [x] []
Initiative 8	Intelligence [X][X][X]	Investigation [] []	Natural Lore [x] [x]
	Knowledge [X][X] []	Healing [x] [x]	Expertise [x] [x]
	Charisma [X][X][X]	Persuasion [x] []	Deception [] []
Maple Leaves:		Experience Points:	
Equipment Set: Apothecary		Special Equipment:	
Weapon: Hunting Crossbow	Damage Value: 4	Bonus: ignores armor	
Weapon: Hunting Knife	Damage Value: 1	Bonus: -	
Armor: -	Defense: -	Bonus: -	
Shield: -	Defense: -	Bonus: -	

Askin is considered one of September's polymaths: He is a doctor and pharmacist in one person, and he also repeatedly used his numerous hunting trips to research the flora and fauna even more deeply. He may not have been the first to discover many of the fairytale Autumnland residents, but he did describe and categorize them in detail. And then he tells all the listeners who don't have a good excuse in long monologues.

Name: Judith Wóit		Description: Commander of the city guard, late 30s, still young and agile, the only resident with dyed hair (a scandal))	
Motivation: A woman can do everything men can do.			
Defense 6	Perception [X] [] []	Recognize Surroundings [] []	Recognize motive [x] []
	Speed [X][X] []	Athletics [] []	Initiative [] []
	Dexterity [X][X][X]	Manual Dexterity [x] []	Acrobatics [x] []
Hitpoints 4	Strength [X][X] []	Endurance [] []	Vigor [x] []
	Body [X] [] []	Intimidation [x] []	Stealth [x] []
	Willpower [X] [] []	saving throw Psychic [] []	saving throw magic [] []
Initiative 7	Intelligence [X][X] []	Investigation [x] []	Natural Lore [] []
	Knowledge [X][X] []	Healing [] []	Expertise [] []
	Charisma [X][X][X]	Persuasion [x] [x]	Deception [] []
Maple Leaves:		Experience Points:	
Equipment Set: Adventurer		Special Equipment:	
Weapon: Warhammer	Damage Value: 4	Bonus: ignores armor	
Weapon: -	Damage Value: -	Bonus: -	
Armor: Chain Mail	Defense: 1	Bonus: -	
Shield: -	Defense: -	Bonus: -	

When Judith came to the Autumn Lands, she wanted to leave quickly. But when she saw that all the important roles there were played by men, she wanted to do something about it. Instead of fleeing, she worked her way up to become leader of the Frostbreak City Guard and is considered a shining example to all of September's residents. Although she has a rather delicate stature, she has already struck fear into the hearts of many a large population - she is said to have wielded her war hammer forty thousand times!

Name: Kim Brandner		Description: Very small and slight even for a woman, with long blonde hair hidden behind a long cloak	
Motivation: When everyone thinks of themselves, everyone is thought of			
Defense 4	Perception [X][X][X]	Recognize Surroundings [x] [x]	Recognize motive <input type="checkbox"/> <input type="checkbox"/>
	Speed [X][X] <input type="checkbox"/>	Athletics <input type="checkbox"/> <input type="checkbox"/>	Initiative <input type="checkbox"/> <input type="checkbox"/>
	Dexterity [X][X] <input type="checkbox"/>	Manual Dexterity [x] <input type="checkbox"/>	Acrobatics [x] [x]
Hitpoints 5	Strength [X][X] <input type="checkbox"/>	Endurance <input type="checkbox"/> <input type="checkbox"/>	Vigor <input type="checkbox"/> <input type="checkbox"/>
	Body [X][X][X]	Intimidation <input type="checkbox"/> <input type="checkbox"/>	Stealth [x] [x]
	Willpower [X] <input type="checkbox"/> <input type="checkbox"/>	saving throw Psychic <input type="checkbox"/> <input type="checkbox"/>	saving throw magic <input type="checkbox"/> <input type="checkbox"/>
Initiative 8	Intelligence [X] [X] <input type="checkbox"/>	Investigation <input type="checkbox"/> <input type="checkbox"/>	Natural Lore [x] [x]
	Knowledge [X] <input type="checkbox"/> <input type="checkbox"/>	Healing <input type="checkbox"/> <input type="checkbox"/>	Expertise <input type="checkbox"/> <input type="checkbox"/>
	Charisma [X] <input type="checkbox"/> <input type="checkbox"/>	Persuasion <input type="checkbox"/> <input type="checkbox"/>	Deception <input type="checkbox"/> <input type="checkbox"/>
Maple Leaves:		Experience Points:	
Equipment Set: Thief		Special Equipment:	
Weapon: Club	Damage Value: 4	Bonus: ignores armor	
Weapon: Dagger	Damage Value: 1	Bonus: -	
Weapon; Short Bow	Damage Value: 3	Bonus: -	
Armor: Leather Armor	Defense: 1	Bonus: -	
Shield: -	Defense: -	Bonus: -	

Kim is actually the village hunter who is envied by everyone for her great hunting successes. But that's hardly enough to survive, so as soon as it gets dark, she pursues a completely different profession: She then likes to go into other people's houses to relieve the better-off residents of their savings. She is not an inhuman: aware of living in poverty, she distributes half of her "additional income" to the poorer villagers.

Name: Mike Holzig		Description: A mountain of a man. Over 2 meters tall, deep voice, thick muscles, still quite quick - but also very stupid	
Motivation: Justice is above all			
Defense 4	Perception [X] [] []	Recognize Surroundings [] []	Recognize motive [] []
	Speed [X] [X] []	Athletics [] []	Initiative [x] []
	Dexterity [X] [X] []	Manual Dexterity [] []	Acrobatics [] []
Hitpoints 5	Strength [X] [X] [X]	Endurance [x] [x]	Vigor [x] [x]
	Body [X] [X] [X]	Intimidation [x] [x]	Stealth [] []
	Willpower [X] [X] [X]	saving throw Psychic [x] []	saving throw magic [x] []
Initiative 8	Intelligence [X] [] []	Investigation [] []	Natural Lore [] []
	Knowledge [X] [] []	Healing [] []	Expertise [] []
	Charisma [X] [] []	Persuasion [] []	Deception [] []
Maple Leaves:		Experience Points:	
Equipment Set: Apothecary		Special Equipment:	
Weapon: Hunting Crossbow	Damage Value: 4	Bonus: ignores armor	
Weapon: Hunting Knife	Damage Value: 1	Bonus: -	
Armor: -	Defense: -	Bonus: -	
Shield: -	Defense: -	Bonus: -	

Mike is the ideal soldier for the city guard: he doesn't ask questions, he's not afraid, he dishes it out well and takes even more. But what qualifies him even more for this job: Since his childhood, when the village children teased him for his stupidity, he has had an absolutely incorruptible sense of justice towards his fellow human beings, but also towards nature.

Name:		Description:	
Motivation:			
Defense 4	Perception <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Recognize Surroundings <input type="checkbox"/> <input type="checkbox"/>	Recognize motive <input type="checkbox"/> <input type="checkbox"/>
	Speed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Athletics <input type="checkbox"/> <input type="checkbox"/>	Initiative <input type="checkbox"/> <input type="checkbox"/>
	Dexterity <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Manual Dexterity <input type="checkbox"/> <input type="checkbox"/>	Acrobatics <input type="checkbox"/> <input type="checkbox"/>
Hitpoints 5	Strength <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Endurance <input type="checkbox"/> <input type="checkbox"/>	Vigor <input type="checkbox"/> <input type="checkbox"/>
	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Intimidation <input type="checkbox"/> <input type="checkbox"/>	Stealth <input type="checkbox"/> <input type="checkbox"/>
	Willpower <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	saving throw Psychic <input type="checkbox"/> <input type="checkbox"/>	saving throw magic <input type="checkbox"/> <input type="checkbox"/>
Initiative 8	Intelligence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Investigation <input type="checkbox"/> <input type="checkbox"/>	Natural Lore <input type="checkbox"/> <input type="checkbox"/>
	Knowledge <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Healing <input type="checkbox"/> <input type="checkbox"/>	Expertise <input type="checkbox"/> <input type="checkbox"/>
	Charisma <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Persuasion <input type="checkbox"/> <input type="checkbox"/>	Deception <input type="checkbox"/> <input type="checkbox"/>
Maple Leaves:		Experience Points:	
Equipment Set: Apothecary		Special Equipment:	
Weapon: Hunting Crossbow	Damage Value: 4	Bonus: ignores armor	
Weapon: Hunting Knife	Damage Value: 1	Bonus: -	
Armor: -	Defense: -	Bonus: -	
Shield: -	Defense: -	Bonus: -	