


Rowan

CV: 115 

Agility:	d6	Pace:	6	Load Limit:	30
Smarts:	d8	Parry:	7	Load Penalty:	0
Spirit:	d6	Toughness:	6	Armor:	+1
Strength:	d6	Charisma:	-2	Bennies:	3
Vigor:	d6			Power Points:	10

Edges: Level Headed, Quick, Arcane Background (Magic).
Hindrances: Delusional: Monsters are everywhere, Heroic, Mean.

Powers: Armor, Becalm, Bolt.

Weapon	Range	RoF	Dmg	Wt	Notes
Rapier	--	--	Str+1	3	Parry: +1
Crossbow	15/30/60	1	2d6	10	AP: 2; Reload: 1

Armor Type	Areas Protected	Protection	Weight	Cost
Leather Armor	Torso, Arms, Legs	1	15	50


Skills

Fighting	d8
Guts	d6
Investigation	d6
Notice	d6
Shooting	d6
Stealth	d6
Survival	d6
Spellcasting	d6

Quarrel: 20
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Wounds: -1 -2 -3 Inc
 Fatigue: -1 -2 Inc

Elven Light Finder

CV: 74 

Agility:	d8	Pace:	6	Load Limit:	30
Smarts:	d6	Parry:	7	Load Penalty:	0
Spirit:	d6	Toughness:	6	Armor:	+1
Strength:	d6	Charisma:	0	Bennies:	3
Vigor:	d6			Power Points:	0

Edges: Low Light Vision, Agile, Tunnel Fighter. Hindrances: All Thumbs, Light Sensitive, Loyal, Quirk: Actually likes the darkness.

Weapon	Range	RoF	Dmg	Wt	Notes
Trident	--	--	Str+2	5	Parry: +1; Reach: 1; 2 hands

Armor Type	Areas Protected	Protection	Weight	Cost
Leather Armor	Torso, Arms, Legs	1	15	50


Ammo / Power Points
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Wounds: -1 -2 -3 Inc
 Fatigue: -1 -2 Inc

Skills

Fighting	d8
Climbing	d8
Guts	d6
Notice	d6
Stealth	d8
Taunt	d6
Swimming	d6

Dwarven Fighter

CV: 96 

Agility:	d6	Pace:	5	Load Limit:	40
Smarts:	d4	Parry:	6	Load Penalty:	0
Spirit:	d6	Toughness:	8	Armor:	+2
Strength:	d8	Charisma:	0	Bennies:	3
Vigor:	d8			Power Points:	0

Edges: Low Light Vision, Tough. Hindrances: Slow, Loyal, Overconfident, Quirk: Constantly looking for strong ale, spirits and red meat.

Weapon	Range	RoF	Dmg	Wt	Notes
Battle Axe	--	--	Str+3	10	
Flintlock Pistol	5/10/20	1	2d6+1	3	Reload: 2

Armor Type	Areas Protected	Protection	Weight	Cost
Chain Hauberk	Torso, Legs, Arms	2	25	300


Skills

Fighting	d8
Guts	d6
Intimidation	d6
Notice	d6
Stealth	d4
Shooting	d6

Shot: 10
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Wounds: -1 -2 -3 Inc
 Fatigue: -1 -2 Inc

Elven Ranger

CV: 91 

Agility:	d8	Pace:	6	Load Limit:	30
Smarts:	d6	Parry:	5	Load Penalty:	0
Spirit:	d6	Toughness:	6	Armor:	+1
Strength:	d6	Charisma:	0	Bennies:	3
Vigor:	d6			Power Points:	0

Edges: Low Light Vision, Agile, Woodsman. Hindrances: All Thumbs, Cautious, Loyal, Poverty.

Weapon	Range	RoF	Dmg	Wt	Notes
Bow	12/24/48	1	2d6	3	
Short Sword	--	--	Str+2	4	

Armor Type	Areas Protected	Protection	Weight	Cost
Leather Armor	Torso, Arms, Legs	1	15	50

Arrow: 20
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Wounds: -1 -2 -3 Inc
 Fatigue: -1 -2 Inc

Skills

Fighting	d6
Guts	d4
Notice	d6
Shooting	d8
Stealth	d6
Survival	d8+2
Swimming	d4
Tracking	d8+2

Half-Elven Street Rat

CV: 76

Skills

Agility:	d8	Pace:	6	Load Limit:	30
Smarts:	d6	Parry:	5	Load Penalty:	0
Spirit:	d6	Toughness:	6	Armor:	+1
Strength:	d6	Charisma:	-2	Bennies:	3
Vigor:	d6			Power Points:	0

Edges: Low Light Vision, Elven Heritage, Ambidextrous, Thief.
Hindrances: Outsider, Overconfident, Greedy, Vengeful.

Weapon	Range	RoF	Dmg	Wt	Notes
Thieves Claws	--	--	Str+1	1	Worn on both hands
Throwing Knife...	3/6/12	1	Str+1	1	Shots: 1*; Throwing: +1

Armor Type	Areas Protected	Protection	Weight	Cost
Leather Armor	Torso, Arms, Legs	1	15	50

Climbing	d6+3
Fighting	d6
Lockpicking	d6+2
Notice	d6
Persuasion	d4-2
Repair	d4
Stealth	d6+2
Streetwise	d4-2
Throwing	d6

Ammo / Power Points

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Wounds: -1 -2 -3 Inc
Fatigue: -1 -2 Inc

Human Dark Fighter

CV: 74

Skills

Agility:	d10	Pace:	6	Load Limit:	30
Smarts:	d6	Parry:	7	Load Penalty:	0
Spirit:	d6	Toughness:	6	Armor:	+1
Strength:	d6	Charisma:	0	Bennies:	3
Vigor:	d6			Power Points:	0

Edges: Dark Fighting. Hindrances: Light Sensitive, Loyal, Vengeful.

Weapon	Range	RoF	Dmg	Wt	Notes
Short Sword (x2)	--	--	Str+2	4	

Armor Type	Areas Protected	Protection	Weight	Cost
Leather Armor	Torso, Arms, Legs	1	15	50

Climbing	d6
Fighting	d10
Guts	d6
Intimidation	d6
Notice	d6
Stealth	d8

Ammo / Power Points

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Wounds: -1 -2 -3 Inc
Fatigue: -1 -2 Inc

Half-Orc Musketeer

CV: 108

Skills

Agility:	d8	Pace:	6	Load Limit:	64
Smarts:	d4	Parry:	6	Load Penalty:	0
Spirit:	d4	Toughness:	10	Armor:	+3
Strength:	d8	Charisma:	-6	Bennies:	3
Vigor:	d8			Power Points:	0

Edges: Infravision, Strong, Brawny, Musketeer. Hindrances: Outsider, Bloodthirsty, Greedy, Vow: Overcome savage heritage.

Weapon	Range	RoF	Dmg	Wt	Notes
Blunderbuss	10/20/40	1	1-3d6*	15	Reload: 2
Bayonet	--	--	Str+1	1	Str+2 when affixed to rifle

Armor Type	Areas Protected	Protection	Weight	Cost
Plate Corselet	Torso	3	25	400

Fighting	d8
Guts	d6
Intimidation	d6
Notice	d6
Repair	d4
Shooting	d8
Stealth	d4

Shot: 12

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Wounds: -1 -2 -3 Inc
Fatigue: -1 -2 Inc

Human Fencer

CV: 68

Skills

Agility:	d8	Pace:	6	Load Limit:	30
Smarts:	d6	Parry:	8	Load Penalty:	0
Spirit:	d6	Toughness:	6	Armor:	+1
Strength:	d6	Charisma:	2	Bennies:	3
Vigor:	d6			Power Points:	0

Edges: Attractive. Hindrances: Overconfident, Loyal, Quirk: Pursues fine wine, women and high society.

Weapon	Range	RoF	Dmg	Wt	Notes
Rapier	--	--	Str+1	3	Parry: +1

Armor Type	Areas Protected	Protection	Weight	Cost
Leather Armor	Torso, Arms, Legs	1	15	50

Fighting	d10
Climbing	d6
Guts	d6
Notice	d6
Persuasion	d4+2
Stealth	d6
Taunt	d6

Ammo / Power Points


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Wounds: -1 -2 -3 Inc
Fatigue: -1 -2 Inc

Human Red Knight

CV: 108 

Agility:	d6	Pace:	6	Load Limit:	30
Smarts:	d6	Parry:	6	Load Penalty:	-1
Spirit:	d8	Toughness:	9	Armor:	+3
Strength:	d6	Charisma:	2	Bennies:	3
Vigor:	d8			Power Points:	20

Edges: Red Knight, Arcane Background (Sun Worshipper).
Hindrances: Heroic, Loyal, Stubborn.

Powers: Armor, Healing.

Weapon	Range	RoF	Dmg	Wt	Notes
Longsword	--	--	Str+3	8	

Armor Type	Areas Protected	Protection	Weight	Cost
Armor of Solace	Torso, Arms, Legs	3	40	300

Skills

Fighting	d8-1
Faith	d6
Guts	d6
Healing	d6
Notice	d6
Persuasion	d6+2
Riding	d4-1

Ammo / Power Points


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Wounds: -1 -2 -3 Inc
Fatigue: -1 -2 Inc

Human Sun Priest

CV: 100 

Agility:	d6	Pace:	6	Load Limit:	30
Smarts:	d6	Parry:	5	Load Penalty:	0
Spirit:	d8	Toughness:	6	Armor:	+1
Strength:	d6	Charisma:	1	Bennies:	3
Vigor:	d6			Power Points:	25

Edges: Sun Priest, Arcane Background (Sun Worshipper),
Power Points: +5. Hindrances: Heroic, Loyal, Minor Habit:
Preach the virtues of Solace constantly.

Powers: Bolt, Healing.

Weapon	Range	RoF	Dmg	Wt	Notes
Sun Mace	--	--	Str+3	2	

Armor Type	Areas Protected	Protection	Weight	Cost
Mantle of Solace	Torso, Arms, Legs	1	5	50

Skills

Faith	d8
Fighting	d6
Guts	d8
Healing	d6
Notice	d6
Persuasion	d8+1

Ammo / Power Points


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Wounds: -1 -2 -3 Inc
Fatigue: -1 -2 Inc

Human Slayer

CV: 97 

Agility:	d6	Pace:	6	Load Limit:	30
Smarts:	d8	Parry:	6	Load Penalty:	0
Spirit:	d6	Toughness:	6	Armor:	+1
Strength:	d6	Charisma:	-2	Bennies:	3
Vigor:	d6			Power Points:	0

Edges: Level Headed, Quick. Hindrances: Delusional: Monsters
are everywhere, Heroic, Mean.

Weapon	Range	RoF	Dmg	Wt	Notes
Short Sword	--	--	Str+2	4	
Crossbow	15/30/60	1	2d6	10	AP: 2; Reload: 1

Armor Type	Areas Protected	Protection	Weight	Cost
Leather Armor	Torso, Arms, Legs	1	15	50

Skills

Fighting	d8
Guts	d6
Investigation	d4
Notice	d6
Shooting	d6
Stealth	d6
Survival	d6

Quarrel: 20


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Wounds: -1 -2 -3 Inc
Fatigue: -1 -2 Inc

Human Wizard

CV: 80 

Agility:	d6	Pace:	6	Load Limit:	20
Smarts:	d8	Parry:	6	Load Penalty:	0
Spirit:	d6	Toughness:	5	Armor:	0
Strength:	d4	Charisma:	-2	Bennies:	3
Vigor:	d6			Power Points:	15

Edges: Arcane Background (Magic), Power Points: +5, Wizard.
Hindrances: Curious, Anemic, Mean.

Powers: Armor, Blast, Fly.

Weapon	Range	RoF	Dmg	Wt	Notes
Staff	--	--	Str+1	5	Parry: +1; Reach: 1;

2 hands

Skills

Guts	d6
Fighting	d6
Intimidation	d6
Investigation	d6
Notice	d6
Spellcasting	d10

Ammo / Power Points

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Wounds: -1 -2 -3 Inc
Fatigue: -1 -2 Inc