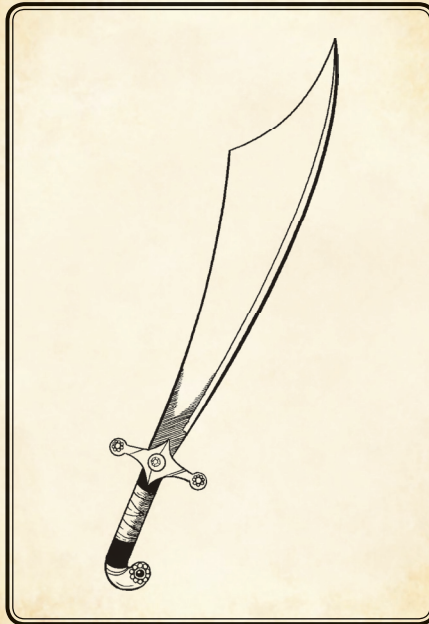
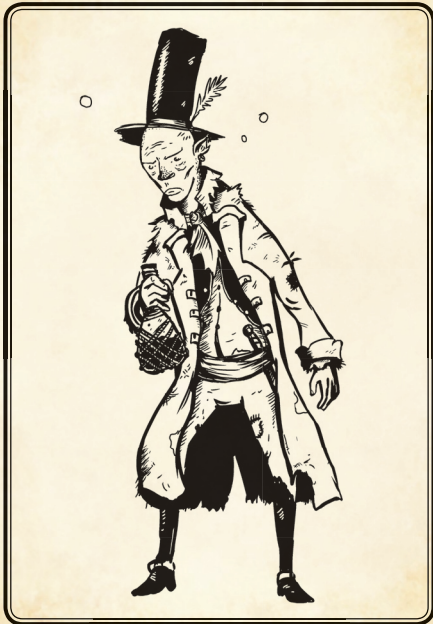




Bilshi

EAGER PORTER

[Hometown]-wise, Hardy

QUALITY +0 LOYALTY +2

COST Lucre

TRAITS Friendly, polite, naive

HP 6 ARMOR 0 DAMAGE d6 LOAD 4

A local laborer with few prospects and a young family to support. Sees this as his big chance, but has no idea about how dangerous things might get.

INSTINCT To hold a grudge

- * Cheerfully shoulder a heavy load
- * Speak fondly of his family
- * "This isn't what I signed up for!"

GEAR A large pack, a prybar, 1d6 rations packed by his wife, a lucky river stone given to him by his son

Drux the Fearless

WOULD-BE HERO

Story-wise, Athletic, Cunning

QUALITY +0 LOYALTY +1

COST Vengeance

TRAITS Cocksure, ragged, scrawny

HP 6 ARMOR 0 DAMAGE d4 LOAD 2

A girl, no more'n twelve, brought up on her grandpappy's tales. Now her family's back to the mud and she's got a burning need to set things right.

INSTINCT To act impulsively

- * Face danger without flinching
- * Show up in an unexpected place
- * Survive against all odds

GEAR Ragged clothes, oversized belt, rusty knife, pouch of keepsakes

Circle of Blood

BLOODY-HANDED MERCENARIES

War-wise, Devious, Hardy, Group, Organized, Warrior

QUALITY +1 LOYALTY +0

COST Lucre or Debauchery, take your pick

TRAITS A hard-looking crew of bravos and ne'er-do-wells

HP 9 ARMOR 2 DAMAGE d8 LOAD 4

Sure, they've a reputation for brutality and excess. But they know their business and they ask no questions.

INSTINCT To lord over others

- * Menace, threaten, and bully
- * Fight savagely and without remorse
- * Make excuses for their behavior

GEAR A motley of weapons and armor

Halister of Andrata

AGING ASSASSIN

Poison-wise, Wine-wise, Cautious, Connected (criminals), Cunning, Devious, Stealthy

QUALITY +2 LOYALTY +0

COST Affection

TRAITS Full of himself

HP 6 ARMOR 1 DAMAGE d8 LOAD 2

Once his name was a byword for death. Now, he's grown a paunch and pretends at making wine. Sets a high price, but really just wants to be appreciated.

INSTINCT To question their decisions

- * Perform a sleight, to lethal effect
- * Talk down to them
- * Offer a glass of his latest... vintage

GEAR Fine clothes, various poisons, blowgun, garotte, stiletto, antitoxins

Luci Herisdottir

ECCENTRIC FUR TRAPPER

Woods-wise, Cautious, Guide [Region], Self-Sufficient

QUALITY +1 LOYALTY +1

COST Lucre

TRAITS Finicky, superstitious

HP 6 ARMOR 1 DAMAGE d6 LOAD 2

Spent a bit too much time by herself, old Luci has. None know these parts better, but she's got her own way of doing things, that's for darn sure.

INSTINCT To act compulsively

- * Set a trap or snare
- * Perform a meaningless ritual
- * Get agitated at the slightest change in plans

GEAR Thick furs and leathers, carving knife, snares, worthless talismans

Zahra the Pale

RUTHLESS ACADEMIC

[Useful subject]-wise, Cunning, Devious, Magical

QUALITY +2 LOYALTY +0

COST Knowledge

TRAITS Unburdened by conscience

HP 3 ARMOR 2 DAMAGE d4 LOAD 2

"Oh, I'll show those fools on the Board of Regents. We just need to find the Pit of Gaz. Then, yes, they'll see. They'll see."

INSTINCT To hold a grudge

- * Work a minor magic
- * Reveal a crucial detail, perhaps too late
- * Do something unexpected and heartless

GEAR Fine robes, protective amulets, long knife, a few rings

Araost, Blade of the West Wind

MAGIC SWORD

Elemental-wise, Battle-wise, Beautiful, Magical, Warrior

QUALITY +3 LOYALTY +1

COST Glory

TRAITS Ancient, haughty, uncaring

HP 9 ARMOR 3 DAMAGE d8 LOAD 0

A flawless talking scimitar (*close, messy, thrown, near*, 3 piercing), forged in ages past by Kiyamet. Wants nothing more than to cry havoc and shed worthy blood.

INSTINCT To leap into glorious battle

- * Guide (or control) its wielder's hand
- * Cut through anything: flesh, stone, steel, lies
- * Return to its wielder when thrown

GEAR Once-fabulous scabbard, all silk and jewels, now frayed and tarnished

Gaz

WRETCHED SERVANT

[Notable ex-master]-wise, Drunkard-wise, Devious, Meek

QUALITY +0 LOYALTY +1

COST Affection

TRAITS Sickly, hairless, usually drunk

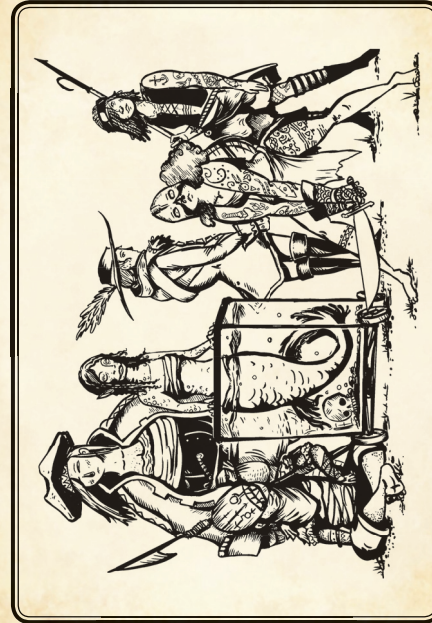
HP 3 ARMOR 0 DAMAGE d4 LOAD 2

Wasted his glory years in the service of a puffed-up aristocrat. Now, cast to the curb with a few pennies, no friends, and the croup.

INSTINCT To give in to temptation

- * Anticipate someone's needs
- * Reveal a secret about the high-and-mighty
- * Get piss drunk

GEAR Once-fine servant's clothers, half a bottle of swill



Sonya Sophia

FIRST MATE

Sailing-wise, Athletic, Cunning, Devious, Hardy, Organized, Warrior

QUALITY +2 **LOYALTY** +1

COST Respect

TRAITS Surprisingly nimble for a peg-leg

HP 9 **ARMOR** 2 **DAMAGE** d8 **LOAD** 4

Spent a dozen years at sea; paid her way in blood and sweat. Takes guff from neither crew nor captain.

INSTINCT To question leadership

- * Shout orders the dead could hear
- * Fight using every advantage
- * Pick the right person for the job

GEAR Fine peacoat with gold buttons, brigandine vest, dueling rapier

Crew of the "Banewind"

PIRATES

Sailing-wise, Athletic, Devious, Group, Warrior

QUALITY +1 **LOYALTY** +0

COST Debauchery

TRAITS From a dozen different nations

HP 6 **ARMOR** 0 **DAMAGE** d6 **LOAD** 2

A more despicable lot of cowardice and vice has rarely sailed the seas. But set their sights on a fat merchant ship and suddenly, oh: heroes to the last.

INSTINCT To fight amongst themselves

- * Overwhelm a foe with savagery
- * Push the ship to its limits
- * Survive against all odds

GEAR Garish assortment of finery and rags, gaff hooks and harpoons, cutlasses and knives

Leung Yu

GHOSTLY SCHOLAR

History-wise, Demon-Wise, Devious, Insubstantial, Magical, Stealthy

QUALITY +0 **LOYALTY** +1

COST Debauchery

TRAITS Undead, lusty

HP 6 **ARMOR** 0 **DAMAGE** d4 **LOAD** 0

Aristocratic sage with a taste for the finer things. A dark pact keeps his ghost this side of the Black Gates, but he longs for the pleasures of the flesh.

INSTINCT To give in to temptation

- * Manipulate small (weight 0) objects
- * "Ride" a willing host, feeling what they feel
- * Suggest a thoroughly amoral course of action

GEAR None

Namarta Mehta

HOLY WARRIOR

Monster-wise, Archer, Athletic, Cautious, Connected (major religion), Hardy, Organized, Warrior

QUALITY +2 **LOYALTY** +1

COST Good

TRAITS Serene and fatalistic

HP 9 **ARMOR** 3 **DAMAGE** d8 **LOAD** 4

Called early to a life of service, trained by priests to battle evil. Wanders the world seeking wrongs to right and evils to put down.

INSTINCT To be utterly forthright

- * Sense evil creatures and past deeds
- * Move with uncanny grace
- * Refuse to accept a lesser wrong

GEAR Simple traveling clothes, longsword, chain shirt, bow and arrows (3 ammo)

Alhora Shade

LAZY THIEF

Crime-wise, Athletic, Cautious, Devious, Stealthy

QUALITY +1 **LOYALTY** +0

COST Lucre

TRAITS Dismissive, lackadaisical, sarcastic

HP 6 **ARMOR** 1 **DAMAGE** d6 **LOAD** 2

Long-faced and sad, droopy eyes. Never has to try too hard, things always just sort of work out. For her, at least.

INSTINCT To slack off

- * Charm a purse or lock
- * Act with infuriating calm
- * Leave a task half-finished

GEAR Fine boyish clothes, leather hauberk, a few knives, lockpicks, pipe and pipeleaf

Brok Wolfsplitter

HEROIC YOUTH

Battle-wise, Athletic, Beautiful, Hardy, Warrior

QUALITY +1 **LOYALTY** +2

COST Renown

TRAITS Headstrong, musclebound, bold

HP 9 **ARMOR** 1 **DAMAGE** d8 **LOAD** 4

A strapping youth with a dashing manner. Sure, he's annoyingly charming and loves the spotlight, but the kid's got a good heart.

INSTINCT To show off

- * Perform a feat of strength
- * Draw attention to himself
- * Come through when it matters

GEAR Sleeveless tunic, tight breeches, battleaxe, shield, wolf-pelt cloak

Prince Beldwyn

IMPRISONED ROYALTY

Court-wise, Beautiful

QUALITY -1 **LOYALTY** +0

COST Affection

TRAITS Spoiled, headstrong, naive

HP 6 **ARMOR** 0 **DAMAGE** d4 **LOAD** 2

Once the darling of the royal courts, a pampered brat with more shoes than sense. Went missing a while back, and look, here he is!

INSTINCT To question their competence

- * Demand special considerations
- * Draw attention to himself
- * Freeze up in the face of danger

GEAR Fine clothes now in tatters, leg irons, whatever they care to trust him with

Robin of Grost

DEVOTED SQUIRE

Knighthood-wise, Athletic, Cunning, Hardy, Organized

QUALITY +1 **LOYALTY** +2

COST Affection

TRAITS Attentive, helpful, rigid posture

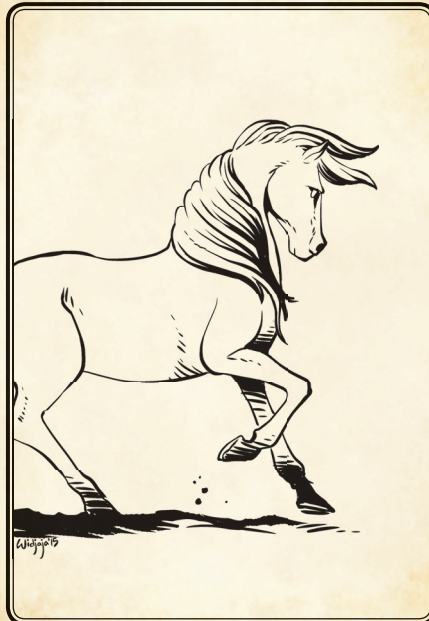
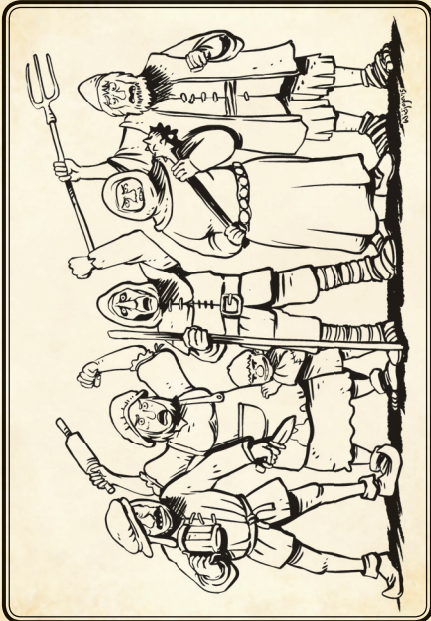
HP 6 **ARMOR** 0 **DAMAGE** d6 **LOAD** 4

Sixth son of a minor noble, dreaming of knighthood and glory, but more comfortable serving a proven hero.

INSTINCT To hold a grudge

- * Anticipate a need
- * Suggest an optimal weapon or course of action
- * Demand satisfaction for slights to his master

GEAR Good boots, tailored clothes, great big pack stuffed with weapons and gear



Wardens of Zelen Wood

ZEALOUS RANGERS

Woods-wise, Archer, Group, Guide (Zelen Wood), Self-Sufficient, Stealthy

QUALITY +1 **LOYALTY** +1

COST Blood sacrifice to the Wood

TRAITS Grim, quiet, dirty

HP 6 **ARMOR** 1 **DAMAGE** d8 **LOAD** 2

Hooded men and women, called from villages on the edge of the Zelen to serve the primordial forest.

INSTINCT To put the forest's needs first

- * Slip unnoticed through the Wood
- * Lay a trap or ambush
- * Hold to the Old Ways, the bloody ways

GEAR Calfskin boots, leather hauberks, hooded cloaks, yew bows, flint-tipped arrows

Prashant

GRIM SHERPA

Mountains-wise, Athletic, Cautious, guide [mountainous Region], Hardy

QUALITY +1 **LOYALTY** +1

COST Lucre

TRAITS Stoic, crag-faced, smells like yak

HP 9 **ARMOR** 0 **DAMAGE** d6 **LOAD** 4

He's braved these peaks more than anyone, and seen dozens of crazy outsiders to the other side. Not all of them came back, but he does, every time.

INSTINCT To avoid risks

- * Predict a coming storm
- * Find something unpleasant to eat
- * Let them know he told them so, without saying a word

GEAR Good boots, warm clothes, frame-pack, lots of rope

Ajani

RURAL TAX COLLECTOR

[Region]-wise, Cautious, Connected [Region], Guide [Region], Organized

QUALITY +1 **LOYALTY** +0

COST Lucre

TRAITS Portly, smiling, greedy

HP 6 **ARMOR** 0 **DAMAGE** d6 **LOAD** 2

A likable sort, for a tax-man. Reports lower income in exchange for bribes and favors, and no one knows this remote province better.

INSTINCT To line his own pockets

- * Point out a shortcut or hiding place
- * Sniff out a lie
- * Call in an old favor or debt

GEAR Colorful patterned shawl, gold necklace and bracelets, fat purse

Gul-az-Yat

BOUND DEMON

Sin-wise, Devious, Magical, Meek, Stealthy, Tiny

QUALITY +1 **LOYALTY** +0

COST Guilty secrets

TRAITS Obsequious, hideous, cruel

HP 9 **ARMOR** 0 **DAMAGE** d6 **LOAD** 0

A vile imp, summoned from the Pit and bound to human service. Follows orders to the letter, sure, but expect its work to come with... complications.

INSTINCT To sow chaos

- * Become invisible
- * Mimic voices and noises
- * Scamper along walls and ceilings
- * Steal a thing and deposit it elsewhere

GEAR Wrought-iron collar

Am-Su

YOUNG SHEPHERD

[Region]-wise, Beautiful, Guide [Region]

QUALITY +0 **LOYALTY** +0

COST Wonder

TRAITS Fresh-faced, defiant

HP 6 **ARMOR** 0 **DAMAGE** d4 **LOAD** 2

A young woman, chafing against the expectations of her family. Eager to escape her lot and see the world.

INSTINCT To wander off

- * Reveal a secret about the land
- * Sense a predator
- * Ignore a responsibility

GEAR Peasant smock, shepherd's crook

Cyrus

ANGELIC STEED

Horse-wise, Athletic, Beautiful, Hardy, Large, Magical, Self-Sufficient, Warrior

QUALITY +2 **LOYALTY** +2

COST Good

TRAITS Luminous white, piercing eyes

HP 12 **ARMOR** 0 **DAMAGE** d8 **LOAD** 8

Not so much a horse as nobility incarnate, sent to bear a true servant of the Light against the forces of darkness.

INSTINCT To charge righteously

- * Bear its master unflinchingly into battle
- * Appear just in the nick of time
- * Sniff out treachery or anything unwholesome

GEAR A fine but simple saddle

Village Mob

ANGRY TOWNSFOLK

[Steading]-wise, Group

QUALITY +0 **LOYALTY** +0

COST Vengeance

TRAITS Riled up and looking for trouble

HP 6 **ARMOR** 0 **DAMAGE** d6 **LOAD** 2

Eventually, after enough fear and hardship and loss, even peaceful folk get mad. And all it takes then is someone to point them at. Someone to blame.

INSTINCT To destroy, kill, and loot

- * Overbear an individual
- * Set something afire
- * String someone up

GEAR Torches, pitchforks, rope—the whole deal

Lampblack

FELINE FAMILIAR

Cat-wise, Athletic, Cautious, Cunning, Magical, Stealthy, Tiny

QUALITY +2 **LOYALTY** +1

COST Affection

TRAITS Disdainful, calm, magnificent

HP 6 **ARMOR** 0 **DAMAGE** d4 **LOAD** 0

Black and fluid as spilled ink. Silent as nightfall. Clever as the Devil himself. Yes, human, you may pet me. For now.

INSTINCT To laze about

- * Come and go as he pleases, despite any obstacle
- * Watch and wait, unseen
- * Leave a "gift" for his master

POSSESSION Great dignity