

# SALUNDRA VON DRAKENBURG

## HUMAN SOLDIER

### CHARACTERISTICS

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
49	35	36	43	32	33	28	37	46	28

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
3	4	3	3	15	


### BASIC SKILLS

Athletics	43	Run, jump, and heft
Charm	28	Charm others
Charm Animal	46	Charm animals
Climb	46	Scale surfaces
Cool	56	Keep in control
Consume Alcohol	48	Tolerate alcohol
Dodge	43	Avoid things
Endurance	53	Ignore hardships
Haggle	28	Make a bargain
Intimidate	41	Coerce others
Intuition	32	Read others
Leadership	55	Command others
Lore (Reikland)	55	Know things
Navigation	32	Not get lost
Outdoor Survival	37	Subsist out-of-doors
Perception	32	Spot details
Ride	33	Ride a horse
Stealth	33	Creep around

### TALENTS

Talent Name	Description
<b>Luck</b>	+1 Fortune Point
<b>Noble Blood</b>	Are noble, which can help
<b>Read/Write</b>	Can read and write
<b>Savvy</b>	+5 Intelligence (included)
<b>Warrior Born</b>	Weapon Skill is higher

### ARMOUR POINTS



01-09  
1  
Head

25-44  
1  
Right arm  
(or primary arm)

10-24  
1  
Left arm  
(or secondary arm)

45-79  
3  
Body

90-00  
1  
Right leg

80-89  
1  
Left leg

### TRAPPINGS

**Breast Plate** - +2 Armour Point to the Body  
**Leather Armour** - +1 Armour Point on all Locations  
**Fabulous Hat** - Everyone comments on it!  
**Sword** - For hitting foes (see Weapons)  
**Dagger** - For stabbing foes (see Weapons)  
**Clothes** - Keep you warm (and decent!)  
**Uniform** - The livery of a soldier

### WEAPONS

Name	Skill	Range	Damage	Qualities
Sword	62	None	+4	None
Dagger	62	None	+2	None

### NOTES



# GUNNAR HROLFSSON

## DWARF SLAYER

### CHARACTERISTICS

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
45	26	38	51	34	23	38	28	52	18

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
1	1	3	3	18	

### BASIC SKILLS

Artisan (Jeweller)	48	Craft jewellery
Athletics	23	Run, jump, and heft
Charm	18	Charm others
Charm Animal	52	Charm animals
Climb	38	Scale surfaces
Cool	67	Keep in control
Consume Alcohol	63	Tolerate alcohol
Dodge	33	Avoid things
Endurance	63	Ignore hardships
Haggle	18	Make a bargain
Heal	38	Heal wounds
Intimidate	43	Coerce others
Intuition	34	Read others
Leadership	18	Command others
Navigation	34	Not get lost
Outdoor Survival	28	Subsist out-of-doors
Perception	34	Spot details
Ride	23	Ride a horse
Stealth	23	Creep around

### TALENTS

Talent Name	Description
<b>Fearless</b> (Everything)	+20 Cool to resist Fear
<b>Night Vision</b>	See up to 20 yards in the dark
<b>Read/Write</b>	Can read and write
<b>Resolute</b>	Cause +1 Damage when you Charge

### ARMOUR POINTS

25-44

0

Right arm  
(or primary arm)

01-09

0

Head

10-24

0

Left arm  
(or secondary arm)



90-00

0

Right leg

45-79

0

Body

80-89

0

Left leg

### TRAPPINGS

**Grease** - Keeps your hair up, even in the rain!

**Flask of Spirits** - Keeps the chill from your bones

**Tattoos** - Showing your devotion to Grímnir

**Axe** - For smiting foes (see Weapons)

**Dagger** - For stabbing foes (see Weapons)

**Clothes** - Keep you warm (and decent!)

### WEAPONS

Name	Skill	Range	Damage	Qualities
Axe	60	None	+4	None
Dagger	60	None	+2	None

### NOTES



# MOLRELLA BRANDYSNAP

## HALFLING THIEF

### CHARACTERISTICS

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
23	39	20	32	43	44	46	26	48	50

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
2	3	3	3	10	

### BASIC SKILLS

Athletics	47	Run, jump, and heft
Charm	50	Charm others
Charm Animal	48	Charm animals
Climb	35	Scale surfaces
Cool	58	Keep in control
Consume Alcohol	32	Tolerate alcohol
Dodge	54	Avoid things
Endurance	42	Ignore hardships
Haggle	50	Make a bargain
Intimidate	20	Coerce others
Intuition	53	Read others
Leadership	50	Command others
Navigation	43	Not get lost
Outdoor Survival	26	Subsist out-of-doors
Perception	53	Spot details
Pick Lock	51	Pick locks
Ride	44	Ride a horse
Stealth	54	Creep around

### TALENTS

Talent Name	Description
<b>Night Vision</b>	See up to 20 yards in the dark
<b>Resistance (Chaos)</b>	Auto-pass first Test to resist Chaos
<b>Acute Sense (Taste)</b>	You can taste things imperceptible to others
<b>Luck</b>	+1 Fortune Point
<b>Orientation</b>	Always know where north is

### ARMOUR POINTS

25-44  
0  
Right arm  
(or primary arm)

01-09  
0  
Head

10-24  
0  
Left arm  
(or secondary arm)



90-00  
0  
Right leg

45-79  
1  
Body

80-89  
0  
Left leg

### TRAPPINGS

**Dagger** - For stabbing (see Weapons)  
**Healing Draught** - Drink to Heal 1d10 Wounds  
**Leather Jack** - +1 Armour Point to the whole body.  
**Lock Picks** - Let you use the Pick Lock Skill  
**Short Sword** - Also for stabbing (see Weapons)  
**Sling** - For shooting (see Weapons)

### WEAPONS

Name	Skill	Range	Damage	Qualities
Short Sword	23	None	+3	None
Dagger	23	None	+2	None
Sling	49	60 yards	+6	Pummelling

### NOTES

You have 12 bullets for your sling.



# FERDINAND GRUBER

## HUMAN WIZARD

### CHARACTERISTICS

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
42	24	25	28	32	31	27	48	43	23

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
3	3	3	3	10	

### BASIC SKILLS

Athletics	31	Run, jump, and heft
Charm	23	Charm others
Charm Animal	43	Charm animals
Climb	25	Scale surfaces
Cool	63	Keep in control
Consume Alcohol	35	Tolerate alcohol
Dodge	31	Avoid things
Endurance	42	Ignore hardships
Haggle	23	Make a bargain
Heal	32	Heal wounds
Intimidate	25	Coerce others
Intuition	43	Read others
Language (Magick)	61	Cast spells
Leadership	23	Command others
Navigation	32	Not get lost
Outdoor Survival	48	Subsist out-of-doors
Perception	32	Spot details
Ride	31	Ride a horse
Stealth	31	Creep around

### TALENTS

Talent Name	Description
<b>Petty Magic</b>	Can cast simple spells
<b>Read/Write</b>	Can read and write
<b>Savvy</b>	+5 Intelligence (included)
<b>Coolheaded</b>	+5 Willpower (included)

### ARMOUR POINTS



01-09  
0  
Head

25-44  
0  
Right arm  
(or primary arm)

10-24  
0  
Left arm  
(or secondary arm)

45-79  
0  
Body

90-00  
0  
Right leg

80-89  
0  
Left leg

### TRAPPINGS

**Grimoire** - Your book of spells  
**Wizard uniform** - The robes of your College  
**Scythe** - For reaping (see Weapons)  
**6 Sheets of Parchment** - For writing on  
**Quill and ink** - For writing with

### WEAPONS

Name	Skill	Range	Damage	Qualities
Scythe	47	None	+6	Damaging

### NOTES

### SPELLS

Name	Skill	Range	Duration	Effect
Dart	61	43 yards	Instant	Cause a Damage 0 + SL hit
Light	61	You	43 Mins	Creates a purplish light.
Shock	61	Touch	Instant	Inflicts a <i>Stunned</i> Condition.



# AMRIS EMBERFELL

## HIGH ELF MERCHANT

### CHARACTERISTICS

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
48	42	28	28	56	48	47	60	43	41

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
1	1	1	1	10	

### BASIC SKILLS

Animal Care	60	Care for Animals
Athletics	48	Run, jump, and heft
Charm	51	Charm others
Charm Animal	53	Charm animals
Climb	28	Scale surfaces
Cool	48	Keep in control
Consume Alcohol	38	Tolerate alcohol
Dodge	48	Avoid things
Endurance	28	Ignore hardships
Haggle	48	Make a bargain
Intimidate	28	Coerce others
Intuition	56	Read others
Leadership	46	Command others
Navigation	61	Not get lost
Outdoor Survival	60	Subsist out-of-doors
Perception	61	Spot details
Ride	48	Ride a horse
Stealth	48	Creep around

### TALENTS

Talent Name	Description
<b>Acute Sense (Vision)</b>	See things others do not
<b>Sixth Sense</b>	Ignore Surprise with a Simple Intuition Test
<b>Night Vision</b>	Can see 40 yards in the dark
<b>Read/Write</b>	Can read and write

### ARMOUR POINTS



01-09  
0  
Head

25-44  
0  
Right arm  
(or primary arm)

10-24  
0  
Left arm  
(or secondary arm)

45-79  
2  
Body

80-89  
2  
Left leg

90-00  
2  
Right leg

### TRAPPINGS

**Dagger** - To stab with (see Weapons)  
**Healing Draught** - Drink to Heal 1d10 Wounds  
**High Elf Clothing** - It's fine and silky  
**Scale Hauberk** - +2 Armour Points on Body and Legs  
**Sword** - Also to stab with (see Weapons)

### WEAPONS

Name	Skill	Range	Damage	Qualities
Sword	53	None	+4	None
Dagger	53	None	+2	None

### NOTES



# ELSE SIGLOBEN

## HUMAN WITCH HUNTER

### CHARACTERISTICS

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
42	48	32	45	29	28	24	33	48	26

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
2	2	4	4	15	

### BASIC SKILLS

Athletics	28	Run, jump, and heft
Charm	31	Charm others
Charm Animal	48	Charm animals
Climb	32	Scale surfaces
Cool	55	Keep in control
Consume Alcohol	35	Tolerate alcohol
Dodge	28	Avoid things
Endurance	45	Ignore hardships
Haggle	31	Make a bargain
Heal	33	Heal wounds
Intimidate	45	Coerce others
Intuition	34	Read others
Leadership	34	Command others
Navigation	29	Not get lost
Outdoor Survival	38	Subsist out-of-doors
Perception	43	Spot details
Ride	28	Ride a horse
Stealth	28	Creep around

### TALENTS

Talent Name	Description
<b>Resolute</b>	+1 Damage when Charging into Combat
<b>Night Vision</b>	Can see into 20 yards of darkness
<b>Coolheaded</b>	+5 Willpower (included)
<b>Read/Write</b>	Can read and write

### ARMOUR POINTS

01-09 1 Head	10-24 1 Left arm (or secondary arm)
25-44 1 Right arm (or primary arm)	45-79 3 Body
90-00 1 Right leg	80-89 1 Left leg



### TRAPPINGS

**Breast Plate** - +2 Armour Points to the chest  
**Dagger** - For stabbing (see Weapons)  
**Light Armour** - +1 Armour Points to all Hit Locations  
**Pistol** - For shooting (see Weapons)  
**Spare Pistol** - Fire again without reloading  
**Sword** - For stabbing (see Weapons)

### WEAPONS

Name	Skill	Range	Damage	Qualities
Pistol (x2)	56	20 yards	+8	Damaging, Impale, Penetrating, Pistol, Reload 1
Dagger	42	None	+2	None
Sword	42	None	+4	None

### NOTES

Powder and shot for 12 shots from her pistols.