

Dwarven Guardian (10 XP)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d4, Shooting d10, Stealth d8

Pace: 5; **Parry:** 5 (7 with shield); **Toughness:** 8(2)

Hindrances: Mean, Slow, Vengeful, Yellow

Edges: Low Light Vision, Quick, Tough

Gear: Chainmail Hauberk (Armor +2), Pot Helm (Armor +3 to head 50% of the time), 40 crossbow bolts, Tower Shield (+2 Parry, +2 Toughness vs. ranged attacks; so heavy it subtracts -1 from physical rolls when using; may be set up as Heavy cover to hide behind with one action), Crossbow, Shortspear; Warrior's Brew

Background: You've never much cared for the dwarven way of rushing into combat. So much easier to get in one place and volley arrows at the enemy, break up their ranks, and then finish off the wounded! You could never make anyone else understand that for some reason, then the army had the nerve to kick you out for cowardice. No cowardice in coming back home every night, is there? Now you're back in the soldiering life, and this time people listen to suggestions like that. Not only that, they don't mind encouraging a little payback against everyone who wouldn't listen before...and if the last thing they see is someone else's face before one of your bolts sticks out their backside, well, that's fine as far as you're concerned.

Weapons:

Crossbow: Range 15/30/60; 2d6 damage; Armor Piercing 2; Reload 1 action

Shortspear: Strength+d6 damage; Reach 1"

Unique Combat Options:

- You have a very high Shooting die, so most of your shots will land.
- Your Agility die is above average, so your Tricks will succeed more often.
- Don't forget you have Intimidation, so you might grant yourself a bonus to your next attack or even Shake an opponent.
- That tower shield slows you down in melee combat, but it makes it very difficult for opponents to land blows. Additionally, you may set it up to hide behind—perfect cover to take potshots from.
- Your Quick Edge means you'll never act on a card less than a 5. Remember that!
- You have one potion, a Warrior's Brew, which will raise your Strength and Fighting die types by 1 each for 5 rounds. This will also raise your Parry by 1 for its duration.

Unique Combat Hangups:

- Your Smarts is below average, so you're an easy target for Tricks and Taunts.
- With your short legs, it takes time for you to close to melee range—or make a speedy escape.
- Being Vengeful, you may want to pay someone back rather than going for a more obvious target.
- Your crossbow, though potent, will require an action to reload, during which time you are vulnerable.

Gekkommin Guide (10 XP)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d4, Notice d6, Stealth d8, Tracking d6

Pace: 8; **Parry:** 7; **Toughness:** 7

Hindrances: Cautious, Habit (subservient), Loyal, Outsider, Quirk (refuses weapons)

Edges: Florentine, Heightened Senses (+2 to Notice rolls, always Active when detecting Stealth), Natural Climber (+2 to Climbing rolls), Natural Weapons, Two Fisted

Gear: Shield Ring (+1 Toughness), Winged Anklets (+2 Pace)

Notes: Cutthroat Pass and the surrounding areas are where you were raised. You benefit from the Woodsman Edge in this terrain (+2 Stealth, Survival, and Tracking in this area)

Background: Raised in slavery by the Orcs of the mountains, you were shocked when the invading Mountain Giant armies freed you in exchange for the only skill you had: Staying out of the way and looking for things they needed. Eventually, you learned how to think for yourself and willingly joined up with the Army of Shadows, still serving as a guide and scout.

Weapons:

Claws, teeth, and tail: All deal Str+d4 damage. This is 4 weapons!

Unique Combat Options:

- You are extremely good at fighting and always count as Armed, due to your natural weapons.
- You are effective when attacking with two of your natural weapons at once. You receive the largest bonus when attacking someone without a shield, and you're always harder to gang up on.
- Your Agility die is above average, so your Tricks will succeed more often.
- Your high Parry means Wild Attacking is more viable for you.
- In melee combat, you're very hard to hit.
- The magical items you carry make you slightly more combat effective.

Unique Combat Hangups:

- You never learned how to use ranged weapons, so you'll be unable to return fire if an archer opens up on you. Learn how to move from cover to cover.
- Your Strength die is only average, so you will need to depend more on combat maneuvers and finesse to win a straight fight.
- Since you were raised in slavery, you are quick to accept orders, even from friends and comrades.
- Though you're fine charging into a fight, magic and fearsome creatures will frighten you due to your low Guts score.
- The *Dispel* power will shut down your magical items for a time.

Halfling Tactician (15 XP)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d8, Knowledge (siege craft) d4, Notice d6, Shooting d6, Stealth d6, Taunt d6

Pace: 6; **Parry:** 5 (6 with rapier); **Toughness:** 8(3)

Hindrances: Code of Honor, Outsider, Small, Vow (retain integrity)

Edges: Command, Luck, Lucky, Natural Leader, Spirited, Strong Willed

Gear: Pistol x4, 20 shot+powder, Rapier, Plate Corselet (Armor +3), The Rough Tumbler, flask of whiskey

Notes: When you drink whiskey out of the Rough Tumbler (which requires an action), you summon 4 spectral warriors to your side. These warriors have d6s in every relevant stat, the Low Light Vision ability, and deal Strength+d6 damage with their broadswords. You take a -1 penalty to physical actions due to intoxication every time you do this. This penalty disappears after one hour, and the warriors also disappear when you sober up.

Background: You're not quite sure why your father demanded you volunteer for the Army of Shadows. This band of rabble surely doesn't have the discipline and morality you'd come to expect in school, and their officers...well, the less said about the officers the better. Still, you're learning things about battle you hadn't picked up in school, and though everyone looks down on you they listen up when a fight starts—of course, they go right back to how they were after that. It won't be long before your father calls you back, you're sure, and until then the important thing is to remember who you are and keep your honor.

Weapons:

Rapier: Strength+d4, Parry+1

Pistol: Range 5/10/20, 2d6+1 damage, Armor Piercing 1, 2 round reload

Unique Combat Options:

- You're not so hot going toe-to-toe with the enemy. However, your Tests of Will are successful more often and may Shake the opponent, allowing your comrades to strike them down.
- You have multiple pistols, so instead of reloading them you can just toss one away and pull another one. You can reclaim your guns after the fight.
- The Rough Tumbler summons a troupe of warriors to close in with the enemy, allowing you to focus on ranged attacks or Tests of Will. Additionally, they are affected by your Command Edge—in fact, so is any Extra within 5".
- You have lots of bennies, plus one that can only be used on your troops.
- You are technically in charge of your troops, so you should expect your orders to be obeyed.

Unique Combat Hangups:

- As a Halfling, you are a little smaller and a little frailer than most of the people around you. Additionally, your breastplate (though formidable) only covers your chest.
- Notice you don't really excel at any one thing; instead, you are merely average at a lot of things.
- As the one honorable person in this army, expect to take flak once the fighting stops.

Human Priest (10 XP)

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Faith d8, Fighting d8, Guts d8, Healing d6, Notice d4, Shooting d6

Pace: 6; **Parry:** 6 (7 with shield); **Toughness:** 7(1)

Hindrances: Delusion (life without pain is not worth living), Quirk (reluctant to heal someone unless they are in dire straits), Ugly, Vow (holy vows)

Edges: Arcane Background (Miracles), Arcane Resistance, Nerves of Steel

Gear: Enchanted Barbed Chain, Healer's Kit (+2 bonus to Healing rolls, 10 uses), 3 Healing Potions (Heals Wound automatically), Crossbow, 20 bolts, Leather Armor (Armor +1), Shield (+1 Parry, +1 Toughness vs. Ranged attacks)

Arcane Background: Healing (wounds stitch selves shut), Stun (pain)

Background: Early on in childhood, you were stricken with a terrible disease that disfigured your entire body permanently and left you in terrible pain. Your parents didn't know what to do and took you to temple after temple, trying to find a cure for your ailment. Finally, they wound up at the temple of the Goddess of Pain, where the monks told your parents there was no cure. Devastated, your parents left you at the temple and ran away from their problems. You learned to ignore the pain your body was constantly wracked with and the monks taught you martial exercises that made you strong and tough. Eventually you left the monastery to answer the Army of Shadows' call to arms and spread the discipline of Pain to other lands.

Weapons:

Enchanted Barbed Chain: Strength+d6+1; ignores any Parry bonus from a shield; +1 bonus to Fighting rolls

Crossbow: Range 15/30/60; 2d6 damage; Armor Piercing 1; Reload 1 action

Unique Combat Options:

- You can heal someone instantly in combat or you can heal people the normal (slower) way to conserve PP after the fight.
- You can Shake large groups of opponents with your *Stun* power. It does not work on nonliving creatures, though!
- You ignore a Wound penalty, allowing you to fight a little longer before you start suffering the effects of damage.
- Due to your Arcane Resistance, you are in a good position to take the fight to enemy spellcasters.

Unique Combat Hangups:

- Your low Smarts makes you vulnerable to Tricks and Taunts.
- Your only ranged attack is your crossbow, which takes an action to reload.
- Your Goddess asks that you do not *heal* anyone unless they really need it, for pain makes her cause stronger. Using your *heal* power on anyone who does not really require it counts as a sin in your religion and may penalize further uses of the skill. You are also forbidden to stitch up someone under the influence of anesthetics or alcohol.

Seelie Necromancer (10 XP)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d4

Skills: Fighting d4, Guts d8, Knowledge (arcana) d8, Notice d8, Shooting d6, Spellcasting d8, Stealth d6

Pace: 6; **Parry:** 4 (5 with staff); **Toughness:** 5(1)

Hindrances: All Thumbs, Quirk (obsessed with death), Vow (do not harm the Seelie)

Edges: Agile, Arcane Background: Magic, Low Light Vision, Wizard

Gear: Leather Armor (Armor+1), Spell components, Fireball scroll (Casts *Blast* in Large Burst Template for 3d6 damage), Staff, Bow

Arcane Background (10 PP): *Bolt* (drains life), *Fear* (chill of death), *Zombie* (no trapping)

Background: All your life, death has fascinated you—the way healers could stave it off, the way warriors and archers handed it out, the way rangers and druids could feel it within a forest. Picking up the study of Necromancy was only natural. You really just wanted to understand how death worked, what was wrong with that? Unfortunately, the village elders (among them your uncle) did not see it this way and banished you from the only home you'd ever known—but at least they didn't execute you on the spot and cremate your remains. Joining the Army of Shadows after banishment was inevitable, because they allowed you to access the secrets you'd only heard rumored in books. More importantly, they understood.

Weapons:

Staff: Strength+d4 damage; +1 Parry; requires 2 hands; Reach 1"

Bow: Range 12/24/48; 2d6 damage

Unique Combat Options:

- Your Smarts is above average. You will be able to succeed at Tricking opponents more often.
- Your Bolt spell is capable of dealing a lot of damage, but be careful—the necromantic trapping means it doesn't deal damage to creatures without life forces!
- The *Zombie* spell allows you to raise a small amount of zombies to fight by your side. They're tougher than you are and completely loyal.
- Every Raise you get on a Spellcasting roll makes the spell 1 Power Point cheaper, thanks to your Wizard Edge. You can even reduce spells to zero PP cost this way!
- Don't forget your single *Blast* spell scroll. It has a Range of 24/48/96 and can incinerate a large area.

Unique Combat Hangups:

- As an elf, machinery is not kind to you. Using any kind of gadgets has a penalty and they tend to break in your hands.
- You have taken a Vow never to harm Seelie elves in exchange for their mercy.
- You have a low Fighting and low Vigor; melee combat will be deadly for you.
- As an arcane spellcaster, rolling a 1 on your spellcasting die—regardless of the Wild Die result—will leave you Shaken due to backlash.

Unseelie Assassin (10 XP)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d6, Lockpicking d6, Notice d6, Stealth d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 6(1)

Hindrances: All Thumbs, Arrogant, Cautious, Vow (serve the Queen of the Night)

Edges: Agile, Alertness, Low Light Vision, Quick Draw, Thief

Gear: Leather Armor (Armor +1), Knife, 8 Throwing Knives, 12 doses poison, 2 smoke bombs (casts *Obscure*), 2 flash bombs (casts *Stun*), 2 tanglers (casts *entangle* on a single target), Shadow Garrote, Lockpicks

Background: You are a poster child of the Unseelie people: Tall, pale, thin, black hair and eyes, and a complete servant to the Queen of the Night. You took a vow to serve Her Greatness very early on and joined Her Glorious Armies as a spy, working your way up to the rank of Assassin through the years. Now you're on loan to the Army of Shadows in an attempt to foster good relations between the Army and the Unseelie people. This is an inconvenience, taking you away from the Lands of Night and your people, but if it is what the Queen wants, so be it.

Weapons:

Knife: Strength+d4, can be thrown 3/6/12 inches

Throwing Knives: Range 3/6/12, Strength+d4, +1 to Throwing and -1 to Fighting

Poison: Opponents who are at least Shaken by a weapon coated with this poison must make a Vigor roll at -2 or lose a level of Fatigue. Applying poison counts as drawing a weapon.

Shadow Garrote: Strength+d4 damage, only effective with Called Shot to the head on the Drop. This weapon is enchanted, canceling out 1 point of penalty associated with this maneuver.

Bombs: See above for effects. Range 5/10/20.

Unique Combat Options:

- Though you won't be able to do this in combat unless opponents are completely unaware of you, your high Stealth and bonus from the Thief Edge means you have a higher chance of successfully getting the Drop on an opponent. With your Garrote, you can deal +8 damage on top of what you'd deal normally!
- Your various bombs can help you get away from a fight in a hurry, or disorient people enough to sneak up on them.
- Your Agility is above average, so your Tricks will succeed more often.
- Since you have Quick Draw, you can draw and hurl knives with no penalty. You can also coat them with poison and throw them for no penalty. However, drawing, coating, and throwing will produce a -2 penalty to your Throwing roll.

Unique Combat Hangups:

- Though combat effective, you are not meant to function in a straight brawl. You are better at sowing confusion, knocking off sentries, and generally making sure the odds are in your favor before the fight even starts. You will have to—disgustingly—depend on the other members of the squad to back you up.
- You are so arrogant you refuse to lead any units that are not Unseelie in combat.