

## PAPIUS VARRO, NOBLE WARRIOR



AGILITY	10			
Skill	TN Focus			
Acrobatics	12	2		
Melee	13	3		
Stealth	11	1		

AWARENESS	8	
Skill	TN	Focus
Insight	8	—
Observation	8	—
Survival	9	1
Thievery	8	—

BRAWN	8		
Skill	ΤN	Focus	
Athletics	8	—	
Resistance	11	3	

COORDINATION	8		
Skill	ΤN	Focus	
Parry	11	3	
Ranged Weapons	9	1	
Sailing	8	—	

INTELLIGENCE	8	
Skill	TN Focus	
Alchemy	8	—
Craft	8	—
Healing	9	1
Linguistics	8	—
Lore	9	1
Warfare	8	—

PERSONALITY	9	
Skill	ΤN	Focus
Animal Handling	10	1
Command	10	1
Counsel	10	1
Persuade	10	1
Society	11	2

WILLPOWER	11		
Skill	ΤN	Focus	
Discipline	13	2	
Sorcery	11	—	

Born in northern Aquilonia on the border of the Khauran. Papius spent much of his youth in Cimmeria, his father a lesser noble trying to recruit the surly hillmen to fight alongside him in revolt against King Vilerus. After his family's estate was seized by the cruel king, Varro took knightly orders and roamed throughout the land. Varro is tall and brown-haired, with grey eyes and strong jaw, a model of Aquilonian gentry.

Varro was protecting an Aquilonian noblewoman named Dellia Attus, and was captured with her while sailing off the coast of Argo. He is ruled by a sense of duty, sworn to defend her. He does not like M'tanga overmuch, as he detests slavery.

#### BACKGROUND

- Homeland: Aquilonia
- **Caste:** Petty Nobility
- Nature: Stoic
- Education: Educated on the Battlefield
- Story: Exile to the Estates
- Trait: Cast Aside
- War Story: Survived a Duel
- Languages: Aquilonian, Cimmerian

	SOAK	FORTUNE POINTS
Armor	3 (Chainmail, All Locations, Noisy)	
Courage	2	
	CTRCCC	

STRESS						
/igor						
esolve						

#### ATTACKS

- Arming Sword (M): Reach 2, 4, 1H, Parrying
- Shield (M): Reach 2, 2 4, 1H, Knockdown, Shield 2
- Steely Glare (T): Range C, 3 Wental, Stun

#### TALENTS

- Cosmopolitan: Varro can speak to anyone else with this talent, no matter what languages they speak.
- **Courageous:** Varro can re-roll one d20 on Discipline tests. He gains 2 Courage Soak.
- No Mercy: When making a Melee attack, Varro can re-roll 14.
- Iron Will: Varro recovers both Vigor and Resolve with Recover Actions, regaining the same amount of each (2, +2 per Momentum spent). Varro can add 2 Doom to use a Recover Action as a Minor Action, but does not get to re-roll Cover dice.
- Varro's talents of Sheltered, Subject, and A Modicum of Comfort are not useful in this adventure.

#### **OTHER BELONGINGS**

An ancient piece of jewelry, its surface covered in verdigris.

н	ARMS
Wounds	
Trauma	



# HYPATIA VESNIUS, ARCHER



	9		
TN	TN Focus		
11	2		
10	2		
10	1		
	11 10		

AWARENESS11SkillTNFocusInsight11---Observation121Survival143Thievery11--

BRAWN	9	
Skill	ΤN	Focus
Athletics	9	—
Resistance	11	2

COORDINATION	1	1
Skill	ΤN	Focus
Parry	13	2
Ranged Weapons	15	4
Sailing	11	—

INTELLIGENCE		7
Skill	ΤN	Focus
Alchemy	7	—
Craft	8	1
Healing	7	—
Linguistics	7	—
Lore	7	—
Warfare	8	1

PERSONALITY	7	
Skill	ΤN	Focus
Animal Handling	8	1
Command	7	—
Counsel	7	—
Persuade	7	—
Society	8	1

WILLPOWER	8	
Skill	ΤN	Focus
Discipline	11	3
Sorcery	8	—

hardy native of the Bossonian Marches, Hypatia grew up always alert to an attack by the forest-dwellers out of Pictland. She was conscripted from an early age into the Aquilonian military and spent years serving such unworthy masters. After a flood almost killed her regiment, she mustered out, seeking adventure. Years of near-poverty have left her eager to reverse her fortunes.

Hypatia is tall and sturdy, with light brown hair and grey eyes, her gear well-made and practical.

When her ship was captured, Hypatia shot out the eye of the slaver captain (though he does not know it), and she is eager to complete the job. Conditioned by her military service, she trusts Varro and dislikes Kellen.

	BACKGROUND	
<ul> <li>Homeland: Bosson</li> <li>Caste: Warrior</li> <li>Nature: Wrathful</li> <li>Education: Family I</li> </ul>	■ Trait: \ ■ War St	Glorious Battle Veteran <b>tory:</b> Prevented a Disaster <b>ages:</b> Aquilonian, Shemitish
	SOAK	FORTUNE POINTS
Armor	3 (Mail Vest: Torso, Noisy; Helmet: Head, Heavy)	
Courage	3	
	STRESS	HARMS
Vigor		Wounds
Resolve		Trauma
	ATTACKS	
	each 2, 6 🦞, Unbalanced,	
Parrying <ul> <li>Bossonian Longbo</li> </ul>	w (R): Range M, 7 👾, Piercing	1,
Volley (2 loads)	ange C, 2 🆤 mental, Stun	
	TALENTS	
<ul> <li>Accurate: Hypatia</li> <li>Combat tests.</li> </ul>	can re-roll 2 👾 for Ranged	all
	ia can re-roll 1d20 on Disciplin	e
tests. She gains 3 C	ourage Soaк. : <b>on:</b> Hypatia reduces the	
•	ed Range by one step. <b>A Modicum of Comfort</b> ,	Y ACOUNTS IN
	<b>Subject</b> are not useful in this	
ОТНЕ	R BELONGINGS	
A solid, well-crafted a	urmband made of copper and	2
silver.		



## M'TANGA NEDJA, PIRATE



AGILITY	9	Э
Skill	ΤN	Focus
Acrobatics	10	1
Melee	10	1
Stealth	12	3

AWARENESS 12 Skill ΤN Focus Insight 12 Observation 17 5 Survival 13 1 Thievery 14 2

BRAWN	8	
Skill	ΤN	Focus
Athletics	9	1
Resistance	9	1

COORDINATION	10	
Skill	ΤN	Focus
Parry	11	1
Ranged Weapons	11	1
Sailing	12	2

INTELLIGENCE	8	
Skill	ΤN	Focus
Alchemy	8	—
Craft	9	1
Healing	8	—
Linguistics	8	—
Lore	9	1
Warfare	8	—

PERSONALITY	ł	8
Skill	ΤN	Focus
Animal Handling	8	—
Command	8	—
Counsel	8	—
Persuade	8	—
Society	9	1

WILLPOWER	7	
Skill	ΤN	Focus
Discipline	8	1
Sorcery	7	—

corsair of the Black Kingdoms, M'tanga was once a prince, but was exiled by an elder brother who claimed the crown. Thrown into poverty, M'tanga roved up and down the coast, eventually becoming a sailor and then later a pirate. He has won kings' bounties and squandered them just as easily. Currently he is a pirate without a ship.

M'tanga is tall, muscular, and bald. He cuts a roguish figure, clad in tattered finery from a variety of ports.

While drunk, he was press-ganged into captivity, and is now a slave. He became entranced with a fellow captive, a noblewoman named Delia Attus, and he has promised to free her. M'tanga respects, but does not like Varro, and gets along well with Kellen.

#### BACKGROUND

- Homeland: Black Kingdoms
  - Caste: Outcast
- Nature: Sneaky

Vigor Resolve

- Education: Apprenticed Abroad
- Story: The Charity of Honest Men Trait: Debt
- War Story: Gained (and Lost) a Great Treasure
- Languages: Kushite, Aquilonian

	SOAK	FORTUNE POINTS
Armor	1 (Padded Jerkin, Torso/Arms)	
Courage	-	
	STRESS	HARMS

### Wounds Trauma ATTACKS Sabre (M): Reach 2, 4, 1H, Parrying Steely Glare (T): Range C, 2 👾 mental, Stun TALENTS

- Sharp Senses: M'tanga can re-roll one d20 for Observation tests.
- Perfect Memory: With an Average (D1) Observation test, M'tanga can investigate any area he's been to, even if he is not in that location any more.
- Sailor: M'tanga can re-roll one d20 for Sailing tests
- Living Shadow 1: M'tanga gains +1 Momentum for Stealth tests.
- M'tanga's talents of Strife, Embittered, and Survivor are not useful in this adventure.

#### **OTHER BELONGINGS**

A share in a small pirate ship; a piece of rough hammered jewelry.





AGILITY	10	
Skill	ΤN	Focus
Acrobatics	12	2
Melee	13	3
Stealth	12	2

AWARENESS		7
Skill	ΤN	Focus
Insight	7	—
Observation	8	1
Survival	9	2
Thievery	7	—

BRAWN	11	
Skill	ΤN	Focus
Athletics	12	1
Resistance	12	1

COORDINATION	1	0
Skill	ΤN	Focus
Parry	13	3
Ranged Weapons	10	—
Sailing	10	—

INTELLIGENCE	6	
Skill	ΤN	Focus
Alchemy	6	—
Craft	6	—
Healing	7	1
Linguistics	6	—
Lore	7	1
Warfare	6	—

PERSONALITY	9	9
Skill	TN	Focus
Animal Handling	11	2
Command	9	—
Counsel	11	2
Persuade	10	1
Society	9	—

WILLPOWER	9	
Skill	ΤN	Focus
Discipline	11	2
Sorcery	9	—

rough and uncivilized Cimmerian hillman from the southern reaches of his land, Kellan sought adventure, inspired by the tales told by the Aquilonian renegades that tried (unsuccessfully) to recruit his folk to their cause. His village was destroyed by the forces of King Vilerus, and he barely survived, the bitter memory driving him southward in search of revenge.

Eventually captured, Kellan was sold into slavery and has made a fast friend with M'tanga, who he sees as a kindred spirit. He remembers well the arrows of the Bossonian archers, and does not trust Hypatia.

Like most of his kin, Kellan is tall and broad-muscled, light-eyed, dark-haired, and dark of complexion. His garments are rough, in the fashion of the rugged hillfolk from which he came.

#### BACKGROUND

- Homeland: Cimmeria
- Caste: Herder
- Nature: Supportive
- Education: Elder Mentor

- Story: Raiders
- Trait: Vengeful
- War Story: Survived a Massacre
- Languages: Cimmerian, Aquilonian

	SOAK	FORTUNE POINTS
Armor	3 (Mail Vest: Torso, Noisy; Helmet: Head, Heavy)	
Courage	2	
	STRESS	HARMS
Vigor		Wounds
Resolve		Trauma

#### **ATTACKS**

- Battle Axe (M): Reach 2, 6, Unbalanced, Intense, Vicious 1
- Mace (M): Reach 2, 5, Knockdown, Stun, Piercing 1
- Steely Glare (T): Range C, 3 Wental, Stun

### TALENTS

- No Mercy: When making a Melee attack, Kellen can re-roll 1
- **Courageous:** Kellen can re-roll 1d20 on Discipline tests. He gains 2 Courage Soak.
- Deflection: Kellen reduces the Doom spent making Defend Reactions using the Parry skill by 1, to a minimum of 0. This stacks with the weapon's Parrying Quality.
- Blood on Steel: When making a Melee attack, Kellen can spend 1 Momentum to add Vicious 1 to the weapon, or increase Vicious by +1.
- Kellan's talents of Hunter, Subject, and Sentry are not useful in this adventure.

#### **OTHER BELONGINGS**

A piece of rough hammered jewelry; furs and pelts sewn with threads of a quality befitting his station.