

To print your NPC Deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

CYPHER SYSTEM™ NPC DECK

Breathe life into your nonplayer characters (NPCs) with details of their appearance, personality, abilities, and possessions. Create a role to fill—shop owner or mobster, for example—and assign them a level. Then use this deck to fill in details and inspire you in one of three ways:

- **Draw or choose a card and use it as-is.** Each card gives you a first and last name (as well as a fantasy name alternative); details of appearance, demeanor, and personality; modifications to the NPC's level; and a distinguishing feature or item.
- **Draw several cards and mix and match elements.** There are millions of possible combinations.
- **Draw or choose a card, and tailor your NPC as needed with your own ideas.** Grab a card and alter the appearance, demeanor, personality, or modifications to make it your own.

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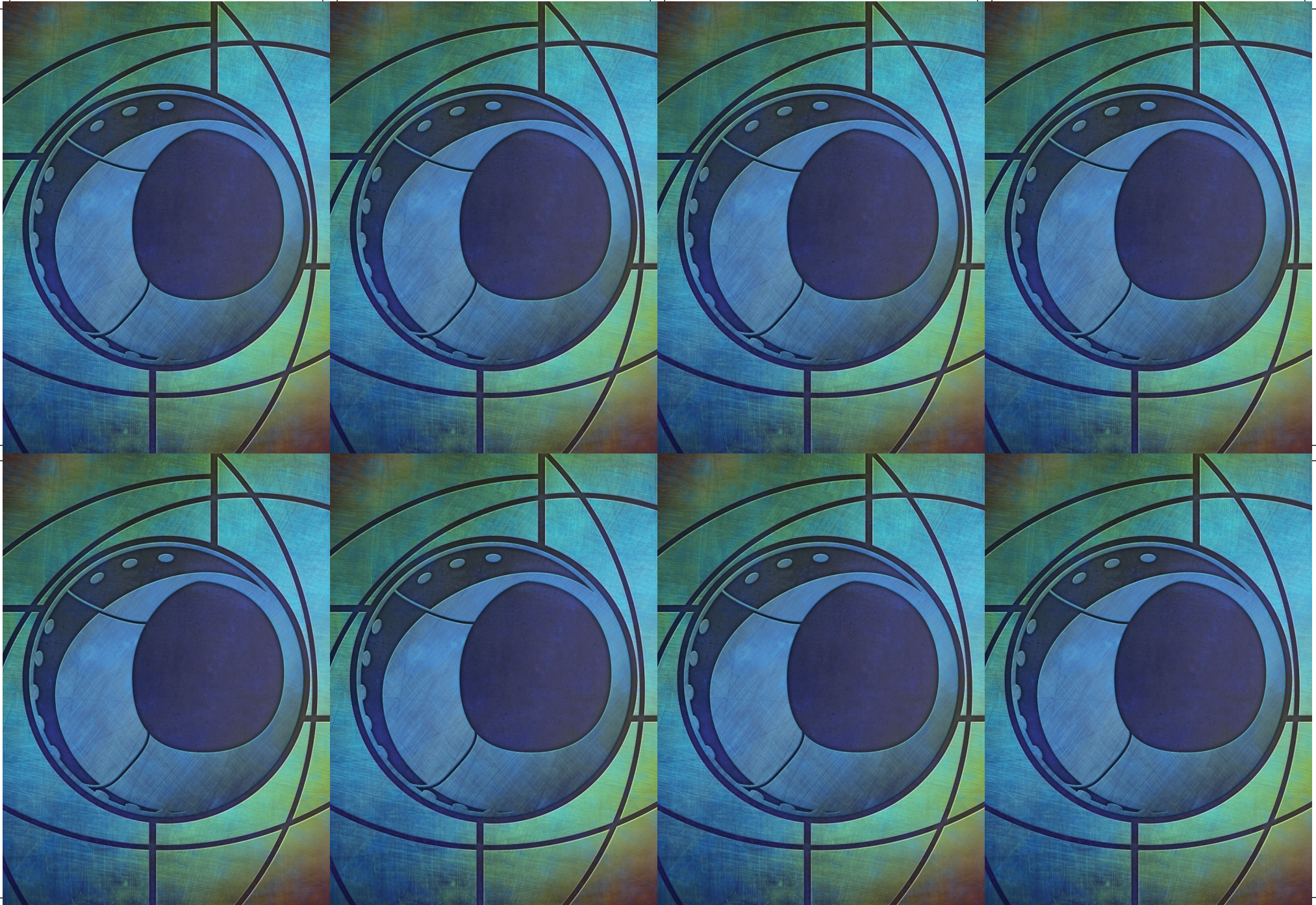
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UNDERSTANDING THE NPC DECK

Name (Fantasy Name): The NPC's name, followed in parentheses with a "fantasy name" equivalent.

Appearance: The most striking physical aspect of the NPC.

Demeanor: The most striking aspect of the NPC's behavior.

Personality: A defining character trait of the NPC.

Modifications: Once you set the NPC's level, use these numbers to modify the level for particular tasks. For example, a level 4 NPC might have a modification that says "defends +1," which means PCs attacking them must reach a target number of 15 (for difficulty 5) instead of 12 (for difficulty 4).

Distinguishing Feature/Item: A memorable physical trait or item possessed by the NPC. If a trait or item is marked in parentheses, it is a fantasy-world equivalent for the listing. For example, "keycard (or golden key)" indicates that in a fantasy campaign, instead of a keycard, you should substitute a golden key.

GEORGIO CARLUCCI (DJALL)

Appearance: Huge

Demeanor: Awkward

Personality: Deliberate

Modifications: Electronic (or mechanical) tasks at +2 levels; perception-related tasks at -1 level

Distinguishing Feature/Item: Large mole below the left eye

SHARON VORTEZ (SHARLON)

Appearance: Squat

Demeanor: Unkempt

Personality: Full of energy

Modifications: Deception and intimidation tasks at +1 level; running and climbing tasks at -1 level

Distinguishing Feature/Item: Tattoo of scissors (or a sword) on her forearm

ANDREW ENVENKO (AMER)

Appearance: Swarthy

Demeanor: Worldly

Personality: Domineering

Modifications: Might-based defense tasks at +1 level

Distinguishing Feature/Item: Blinks a lot

BEATRIZ BLACKMOOR (BOSTETH)

Appearance: Fit

Demeanor: Unhurried

Personality: Attentive

Modifications: Art and visual communication tasks at +2 levels; Speed-based defense tasks at -1 level

Distinguishing Feature/Item: Heart-shaped birthmark on his back

CHARLES FRAZER (SHETH TOL)

Appearance: Plump

Demeanor: Cute

Personality: Flighty

Modifications: Science (or magic) tasks at +1 level; tasks relating to resisting mental influence -1 level

Distinguishing Feature/Item: Right ear filled with earrings

HARLEY GIBSON (ARVELAX)

Appearance: Heavysset

Demeanor: Attractive

Personality: Flamboyant

Modifications: Performance, persuasion and deception tasks at +1 level

Distinguishing Feature/Item: Carries a badge (or another emblem of authority)

RHETT HADOCK (RIVEN)

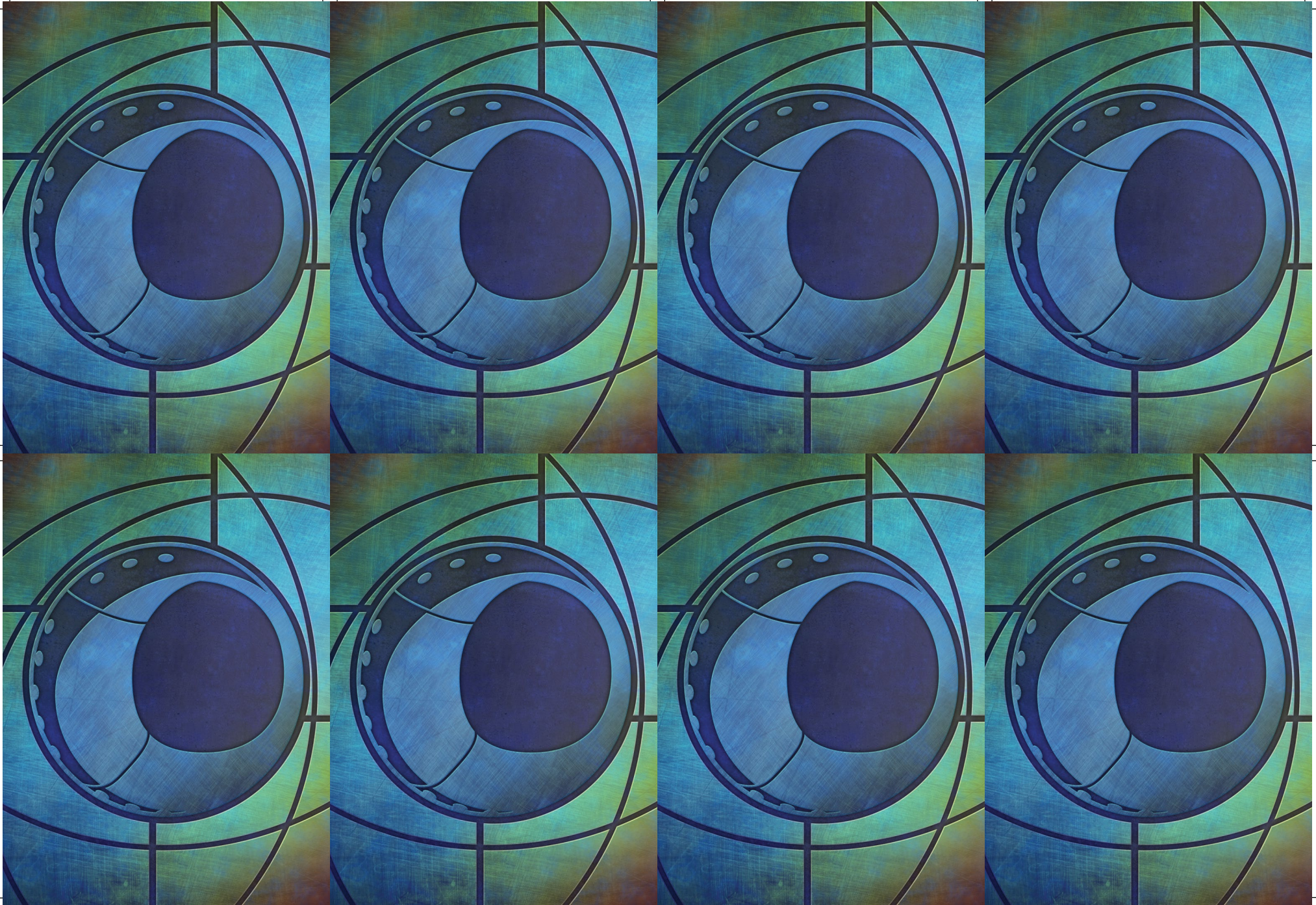
Appearance: Towering

Demeanor: Youthful

Personality: Calm

Modifications: Philosophy and history tasks at +1 level; initiative tasks at -1 level

Distinguishing Feature/Item: Carries a well-worn copy of a famous book



GARY DALTON (GRYEGYX)

Appearance: Barrel-chested

Demeanor: Tense

Personality: Self-important

Modifications: Might-based tasks at +1 level; Intellect-based tasks at -1 level

Distinguishing Feature/Item:
Crumpled photo (or drawing) of a young girl

ROBIN CALLAMANDOS (RHEAVEN)

Appearance: Sinewy

Demeanor: Austere

Personality: Arrogant

Modifications: Chemistry (or alchemy) tasks at +2 levels; persuasion or deception tasks at -1 level

Distinguishing Feature/Item:
Carries a beautiful beaded purse

TRACY HOFFMAN (TIBULT)

Appearance: Moon-faced

Demeanor: Bland

Personality: Serene

Modifications: Assessing others at +1 level

Distinguishing Feature/Item:
Carries a sketchbook filled with coarse charcoal drawings

DANA CLAYTON (DANNICA)

Appearance: Gangly

Demeanor: Nervous

Personality: Humble

Modifications: Handling animals at +2 levels; deception tasks at -2 levels

Distinguishing Feature/Item:
Carries an elegant stopwatch (or golden key)

ADRIAN BAILEY (EDOLYNN)

Appearance: Obese

Demeanor: Oafish

Personality: Pessimistic

Modifications: Driving (or riding) tasks at +2 levels

Distinguishing Feature/Item:
Carries a small, carved game piece made of jade

JOCELYN CLEMENT (JERVENNE)

Appearance: Handsome

Demeanor: Evasive

Personality: Fastidious

Modifications: Perception-related tasks at -1 level

Distinguishing Feature/Item:
Always drums fingers nervously

JESSE HEUBNER (HANNA)

Appearance: Muscular

Demeanor: Upbeat

Personality: Raffish

Modifications: Lockpicking and sleight-of-hand tasks at +2 levels; wilderness survival at -1 level

Distinguishing Feature/Item:
Shockingly red hair

RICKY NAGEL (REFENA)

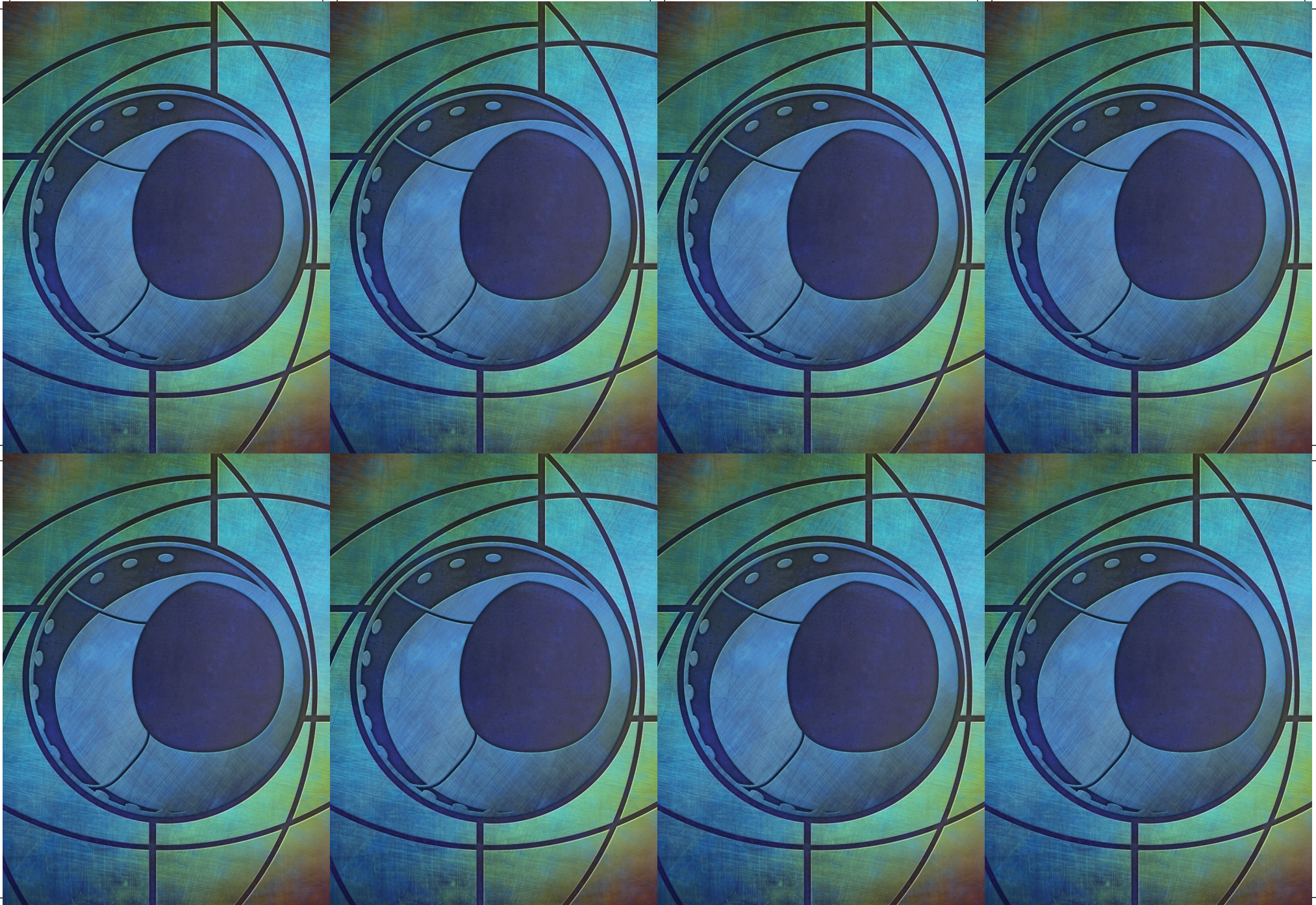
Appearance: Lanky

Demeanor: Talkative

Personality: Eccentric

Modifications: Deciphering and puzzle-related tasks at +1 level; animal-related tasks at -2 levels

Distinguishing Feature/Item:
Prematurely balding



ALLEN LAYNE (ADELMAR)

Appearance: Thin

Demeanor: Observant

Personality: Kind

Modifications: Music-related tasks at +1 level; Speed-based attacks at -1 level

Distinguishing Feature/Item:
Carries a guitar or similar stringed instrument

ALEXANDRA LEOPOLD (ALBUIN)

Appearance: Lithe

Demeanor: Refined

Personality: Easily confused

Modifications: Bargaining tasks at +2 levels

Distinguishing Feature/Item:
Wears thick-rimmed glasses (or a monocle)

BARRY PRUET (BADUA)

Appearance: Short

Demeanor: Relatable

Personality: Earnest

Modifications: Acrobatic tasks at +1 level; tasks requiring focus or patience at -2 levels

Distinguishing Feature/Item:
Carries a ring of high-tech (or ornate) keys

CARLA MAFFIE (CADOR)

Appearance: Plain

Demeanor: Crude

Personality: Angry

Modifications: Smashing and breaking tasks at +1 level; tasks requiring pleasant social interaction at -2 levels

Distinguishing Feature/Item:
Carries several tattered passports (or writs) with different names on them

CHRISTOPHENE DIETRICH (CITOBAR)

Appearance: Freckled

Demeanor: Modest

Personality: Slow

Modifications: Running, swimming, and climbing tasks at -1 level

Distinguishing Feature/Item:
Her eyes are too close together

CLARENCE RHOADS (CASAMARTI)

Appearance: Nondescript

Demeanor: Gentle

Personality: Selfless

Modifications: Healing tasks at +2 levels; all attack tasks at -1 level

Distinguishing Feature/Item:
Long-healed burns on his hands and forearms

COLIN FARLEY (CASTELLES)

Appearance: Skinny

Demeanor: Even-keeled

Personality: Brilliant

Modifications: Mathematics and logic tasks at +2 levels; social tasks at -1 level

Distinguishing Feature/Item:
Always eating

CRAIG OVERSTREET (QUIRZE)

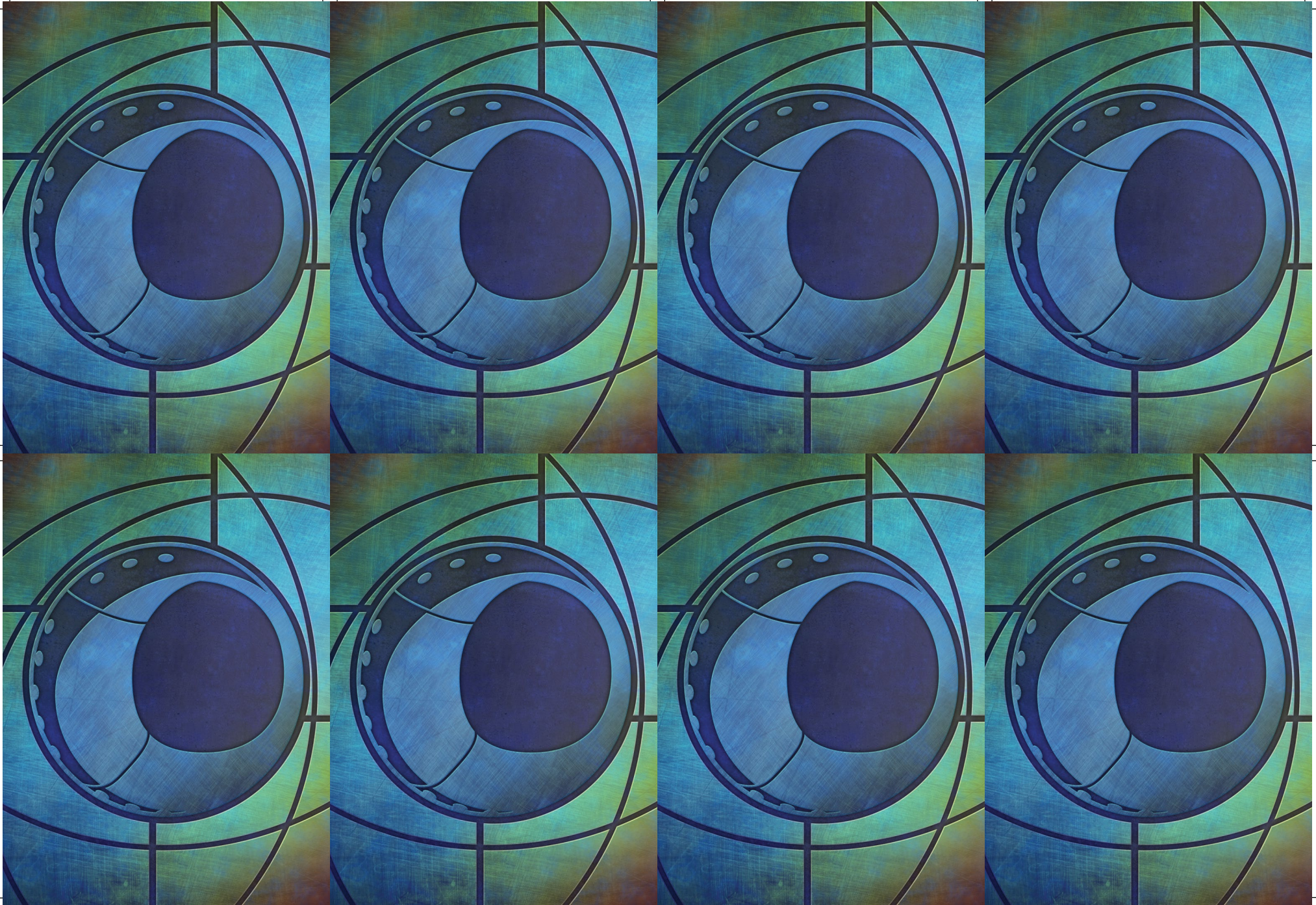
Appearance: Powerful

Demeanor: Mature

Personality: Uncompromising

Modifications: Intimidation and persuasion tasks at +2 levels; academic-related tasks at -1 level

Distinguishing Feature/Item:
Always accompanied by a large, perfectly obedient brown dog



DAVID STAHL (DAHLO)

Appearance: Stocky

Demeanor: Chivalrous

Personality: Exacting

Modifications: Might-based attack tasks at +1 level; deception-related tasks at -1 level

Distinguishing Feature/Item: Always carries a collection of maps

MAXWELL HOLBS (MAERKVIND)

Appearance: Filthy

Demeanor: Fawning

Personality: Unsettling

Modifications: Deception and persuasion tasks at +2 levels

Distinguishing Feature/Item: Suffers from terrible breath

DONALD MADISON (DIORFEARAL)

Appearance: Stout

Demeanor: Forgettable

Personality: Secretive

Modifications: Repairing tasks at +1 level; sneaking and hiding tasks at -1 level

Distinguishing Feature/Item: Limps on the right side

DELPHINE SKALICKY (DEUDRUL)

Appearance: Imposing

Demeanor: Bored

Personality: Cowardly

Modifications: Art-related tasks at +2 levels; initiative tasks at -1 level

Distinguishing Feature/Item: Carries several pencils, pens, and bottles of ink

DUNCAN MAJORS (DYCON)

Appearance: Slim

Demeanor: Foul-mouthed

Personality: Vengeful

Modifications: Speed-based attacks at +1 level; driving (or riding) tasks at -1 level

Distinguishing Feature/Item: Wears elaborately decorated boots

FREDERICKA SHUSS (FALKO)

Appearance: Spare

Demeanor: Pretentious

Personality: Vain

Modifications: Tasks related to resisting deception at +2 levels; tasks requiring courage at -1 level

Distinguishing Feature/Item: Ornate cross (or other religious symbol)

GREGORY MUELLER (GART)

Appearance: Tiny

Demeanor: Easygoing

Personality: Understanding

Modifications: Hiding and escaping tasks at +1 level; Intellect-based defense tasks at -1 level

Distinguishing Feature/Item: Two invitations to an upcoming event

HSIN LIESER (HULL)

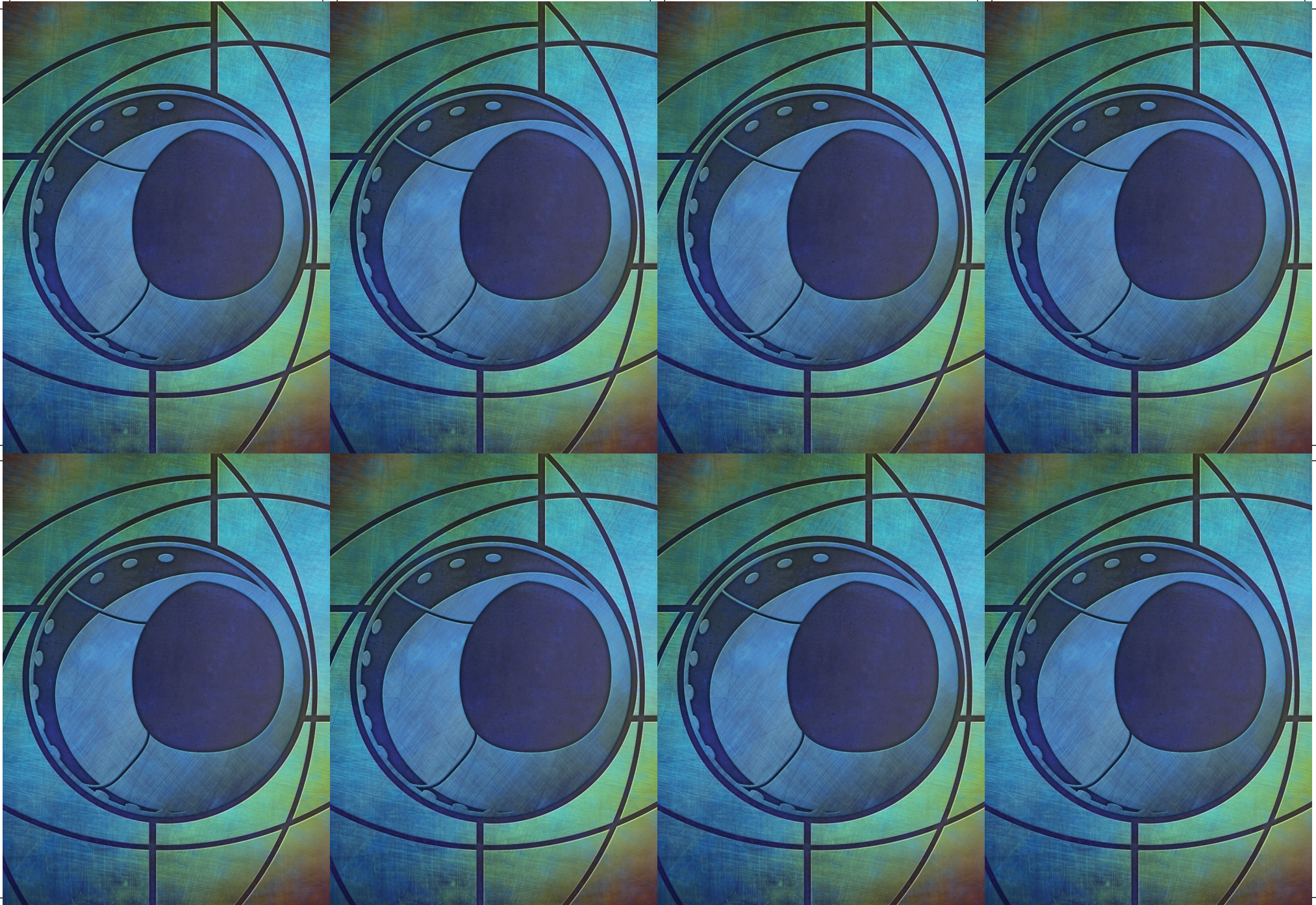
Appearance: Long-limbed

Demeanor: Eager

Personality: Energetic

Modifications: Tasks involving balance or coordination at -2 levels

Distinguishing Feature/Item: Wears a long trench coat (or cloak)



HENRY KOLB (HRAlda)

Appearance: Dapper

Demeanor: Misanthropic

Personality: Ill-tempered

Modifications: Attacks with
melee weapons at +1 level

Distinguishing Feature/Item:
Burn scars on his right shoulder
and neck

IZARA MINTON (IONA)

Appearance: Spindly

Demeanor: Tactful

Personality: Scholarly

Modifications: Academic and
research-related tasks at +2 levels

Distinguishing Feature/Item:
Smokes a curved pipe

JASON CORADO (JARL)

Appearance: Urbane

Demeanor: Showy

Personality: Cruel

Modifications: Resists poison at
+1 level; tasks involving manual
labor at -1 level

Distinguishing Feature/Item:
Always wears expensive clothing

JAY COLLIN (JARNE)

Appearance: Scrawny

Demeanor: Zealous

Personality: Calculating

Modifications: Initiative tasks at
+2 levels; running tasks at -1 level

Distinguishing Feature/Item:
Winding scar across his left
cheek

JEREMY DAVIES (JANNICK)

Appearance: Weak

Demeanor: Helpful

Personality: Forward

Modifications: Tasks relating
to local knowledge at +2 levels;
endurance-related tasks at -1 level

Distinguishing Feature/Item:
Bad skin on his face and neck

JAMILA ACOSTA (GEFSTANN)

Appearance: Husky

Demeanor: Easily irritable

Personality: Well-meaning

Modifications: Melee attacks
inflict +2 points of damage

Distinguishing Feature/Item:
Socially offensive symbol
tattooed on her forehead

KIRK DONOVAN (KATOLL)

Appearance: Impressive

Demeanor: Distant

Personality: Tireless

Modifications: Tasks related to
resisting influence at +2 levels;
sneaking tasks at -1 level

Distinguishing Feature/Item:
Shaved head and a carefully
kept beard

KYLE SONTAG (KILAN)

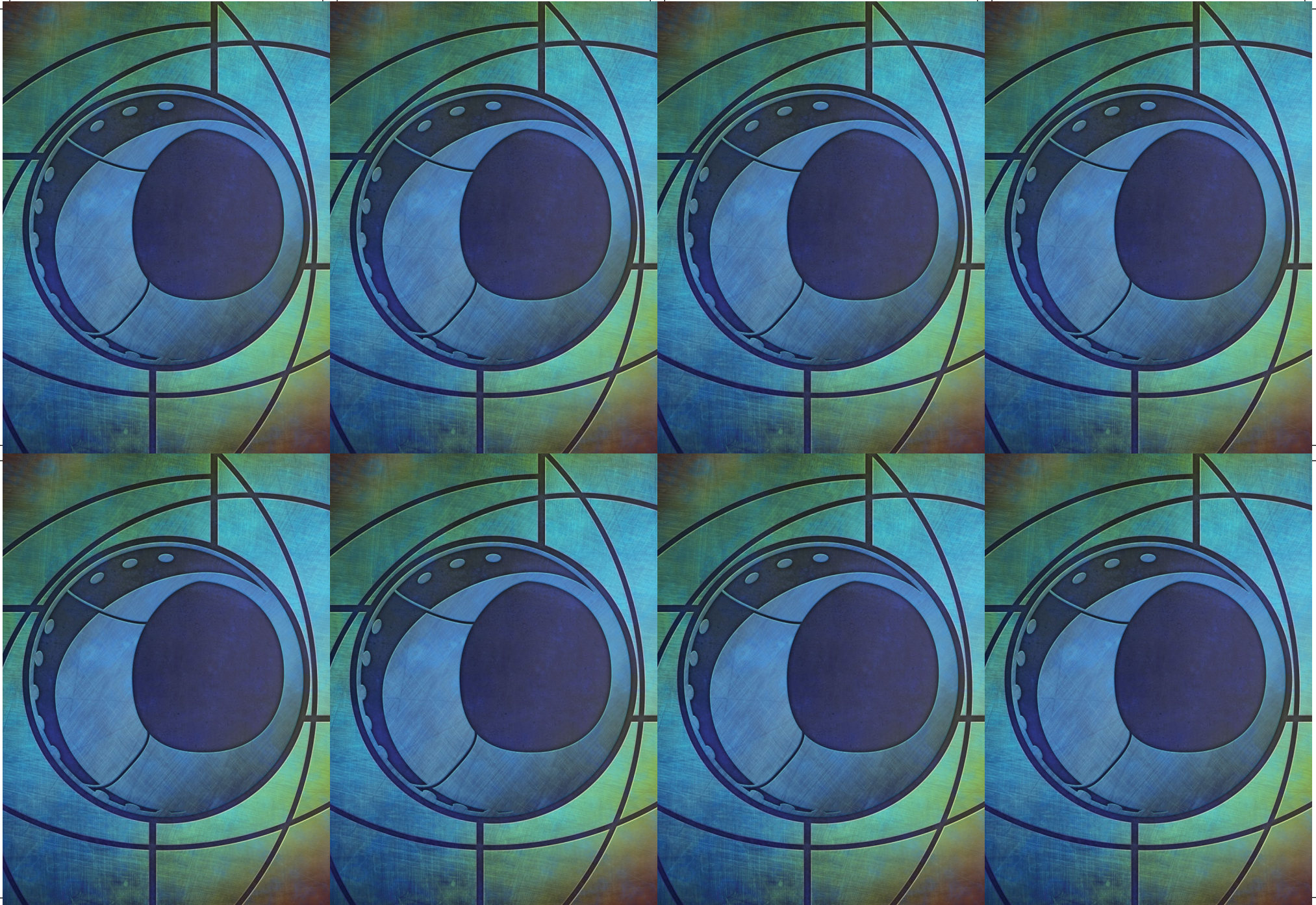
Appearance: Svelte

Demeanor: Dramatic

Personality: Effete

Modifications: Performance tasks
at +1 level

Distinguishing Feature/Item:
High-pitched, nasal voice



LANCE ELLIOTT (LORDRELL)

Appearance: Burlly

Demeanor: Macho

Personality: Foolhardy

Modifications: Climbing and balancing tasks at +2 levels; tasks involving analysis at -1 level

Distinguishing Feature/Item:
Always repeats himself

AGNES FUENTES (ELOWEN)

Appearance: Curvy

Demeanor: Loud

Personality: Amicable

Modifications: Pleasant social interaction tasks at +1 level

Distinguishing Feature/Item:
Vine tattoo on her right arm

AMANDA FAIRBANKS (ENDILLION)

Appearance: Sallow

Demeanor: Stooped

Personality: Dependable

Modifications: Might-based attacks at +1 level

Distinguishing Feature/Item:
Black and white rat that always sits on her shoulder

ANDREW NEVILLE (ARUAN)

Appearance: Slight

Demeanor: Quiet

Personality: Magnetic

Modifications: Climbing and sneaking at +2 levels

Distinguishing Feature/Item:
Chews his bottom lip

ANNE NAGLE (ALTENIA)

Appearance: Cadaverous

Demeanor: Frail

Personality: Deceitful

Modifications: Carrying, climbing, and swimming tasks at -1 level

Distinguishing Feature/Item:
Braided dreadlocks

AUDEN ROLLMAN (AVELON)

Appearance: Beefy

Demeanor: Plain

Personality: Thoughtful

Modifications: History, identifying, and researching tasks at +1 level; escaping and sneaking tasks at -1 level

Distinguishing Feature/Item:
Refers to everyone as "darling"

BEVERLY MOORE (BRAY)

Appearance: Buxom

Demeanor: Warm

Personality: Generous

Modifications: Cooking and healing tasks at +1 level

Distinguishing Feature/Item:
Wears too much perfume

BRIAN THELWELL (BELDARIN)

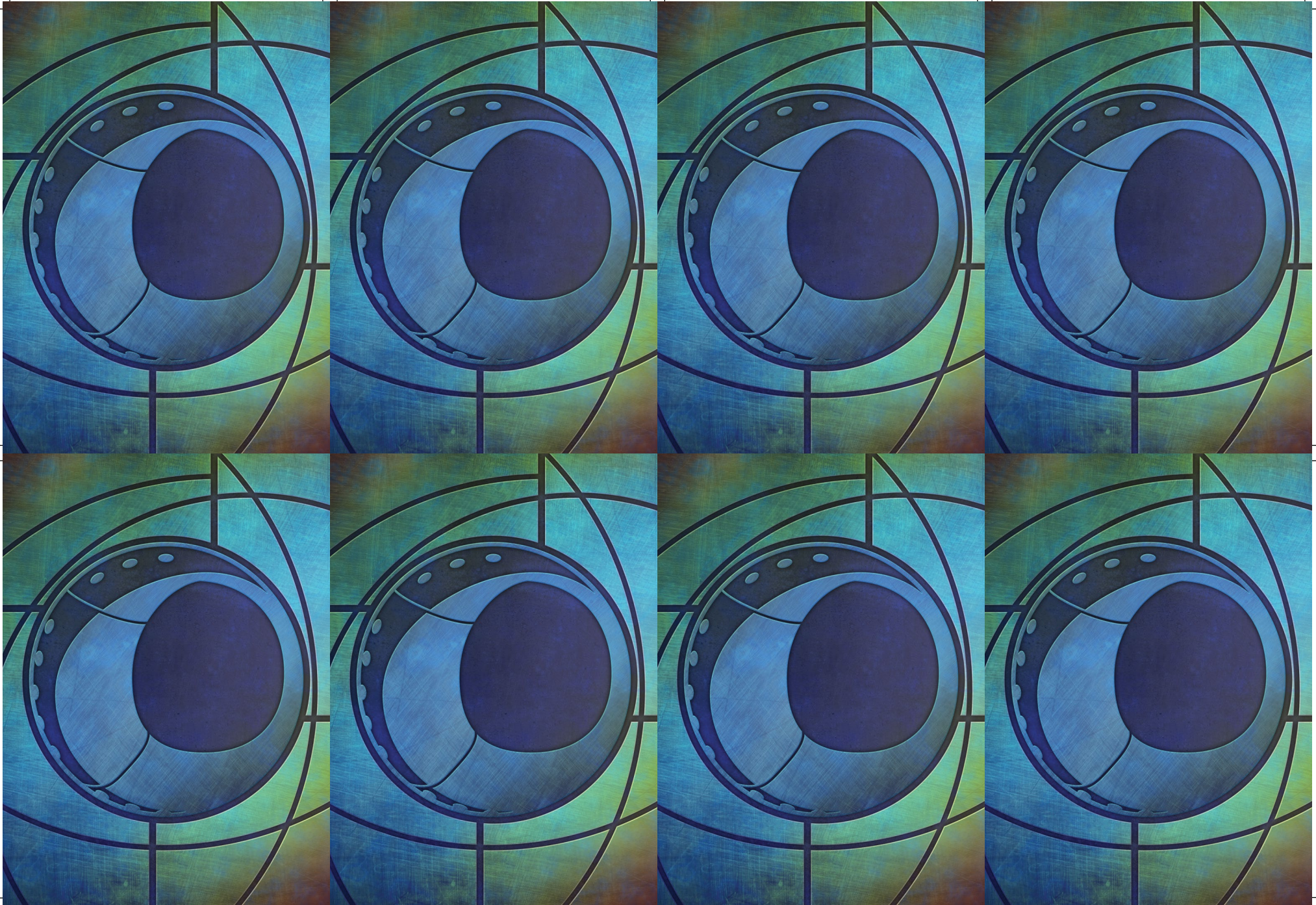
Appearance: Small

Demeanor: Elegant

Personality: Charming

Modifications: Puzzles and code tasks at +2 levels; combat tasks at -1 level

Distinguishing Feature/Item:
Carries a folded set of military orders



CAROLINE BORGES (KERENZA)

Appearance: Wiry

Demeanor: Cold

Personality: Chic

Modifications: Intimidation tasks at +2 levels; tasks related to children or animals at -1 level

Distinguishing Feature/Item:
Always wears a red scarf

CAFAIL THOMAS (CATARINA)

Appearance: Skeletal

Demeanor: Pallid

Personality: Bitter

Modifications: Research tasks at +1 level; Might-based tasks at -2 levels

Distinguishing Feature/Item:
Dark bags under her eyes

DEIDRE BISSETTE (DORTHE)

Appearance: Broad-shouldered

Demeanor: Upright

Personality: Eloquent

Modifications: Academic tasks at +2 levels; initiative tasks at -2 levels

Distinguishing Feature/Item:
Always wears old-fashioned, ratty clothing

DONALD GUZMAN (DELEN)

Appearance: Soft

Demeanor: Pleasant

Personality: Driven

Modifications: Art tasks at +2 levels; mechanical (or magic) tasks at -1 level

Distinguishing Feature/Item:
Wears a nose ring

ELAINE ORTEGA (ENORA)

Appearance: Fair

Demeanor: Self-assured

Personality: Assertive

Modifications: Sneaking, hiding, and escaping tasks at +1 level

Distinguishing Feature/Item:
Conceals a knife in her belt buckle

ERIC NORRIS (ELLESTO)

Appearance: Pimply

Demeanor: Vulgar

Personality: Brooding

Modifications: Tasks related to mechanical repair at +1 level

Distinguishing Feature/Item:
Carries a flask filled with bitter, cheap alcohol

GWENDOLYN PAWKOVICH (GWENNEN)

Appearance: Bearish

Demeanor: Silent

Personality: Humorous

Modifications: Melee attacks inflict +2 points of damage

Distinguishing Feature/Item:
Always followed by a small dog

CARLOS VASQUEZ (KRENHELD)

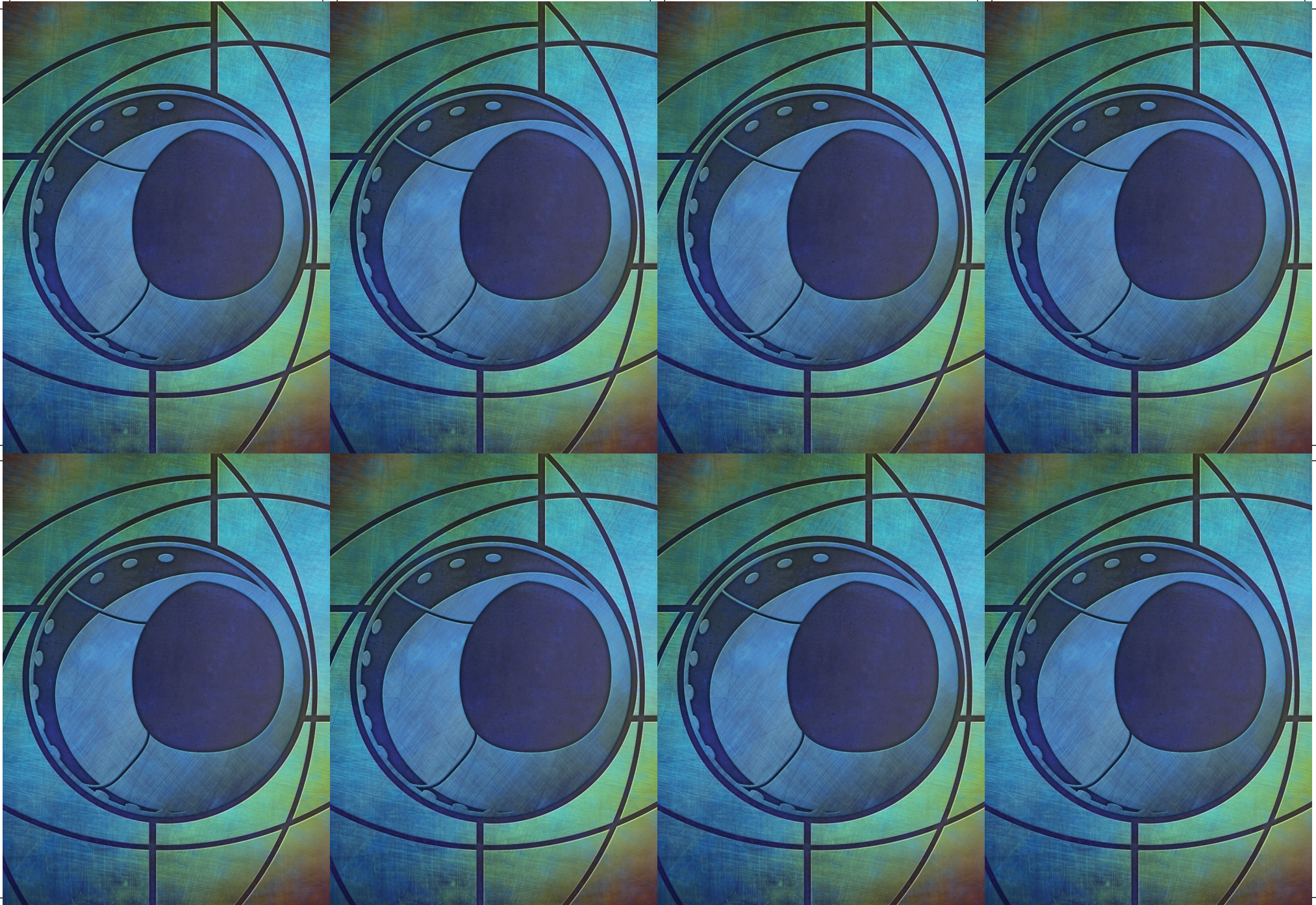
Appearance: Striking

Demeanor: Seductive

Personality: Carefree

Modifications: Piloting tasks at +2 levels; tasks involving violence at -1 level

Distinguishing Feature/Item:
Wears handfuls of gaudy rings



LAURA FREY (LYRE)

Appearance: Twiggy

Demeanor: Quick

Personality: Clever

Modifications: Survival tasks at +1 level

Distinguishing Feature/Item:
Geometric tribal face tattoos

LAURENCE SEARLE (LOCRYNN)

Appearance: Agile

Demeanor: Conniving

Personality: Optimistic

Modifications: Movement-related tasks at +1 level

Distinguishing Feature/Item:
Extremely long and well-kept hair

LEANNE MARQUEZ (LALO)

Appearance: Sturdy

Demeanor: Prodding

Personality: Methodical

Modifications: Chemistry (or alchemy) tasks at +2 levels; pleasant social interaction tasks at -1 level

Distinguishing Feature/Item:
Gold front tooth

LLOYD GAGE (LEM)

Appearance: Muscular

Demeanor: Fanatic

Personality: Sycophantic

Modifications: History and research-related tasks at +1 level; deception tasks at -2 levels

Distinguishing Feature/Item:
Carries a handwritten religious text

LARA GOLDBERG (LEVONA)

Appearance: Toned

Demeanor: Mellow

Personality: Thorough

Modifications: Appraising and bargaining tasks at +1 level; clear communication tasks at -2 levels

Distinguishing Feature/Item:
Always wears a blue bandana

DEAN JEFFERSON (DERRED)

Appearance: Solid

Demeanor: Withdrawn

Personality: Perfectionist

Modifications: Sneaking tasks at +2 levels

Distinguishing Feature/Item:
Always wears gloves

MARA RABALDI (MALEA)

Appearance: Sophisticated

Demeanor: Outspoken

Personality: Thrill-seeker

Modifications: Art and creation tasks at +2 levels; persuasion tasks at -1 level

Distinguishing Feature/Item:
Keeps hair perfectly coiffed at all times

MURPHY RAYMOND (REL)

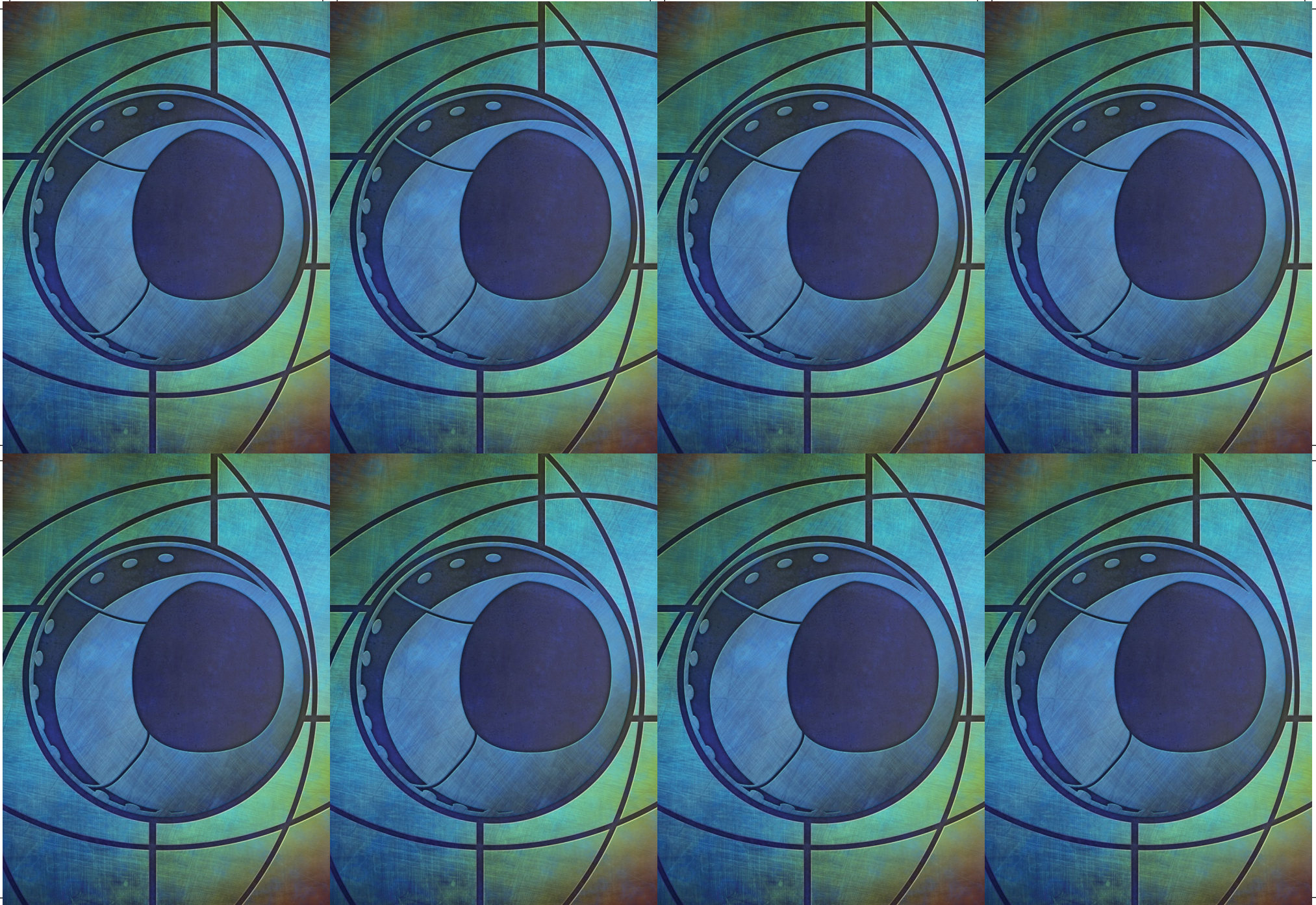
Appearance: Portly

Demeanor: Quiet

Personality: Shrewd

Modifications: Cooking and food-related tasks at +1 level; tasks related to resisting temptation at -1 level

Distinguishing Feature/Item:
Always smells strongly of tobacco



PENNY SCHWARTZ (PELU)

Appearance: Ripped

Demeanor: Well-spoken

Personality: Penitent

Modifications: Philosophy and religious tasks at +2 levels

Distinguishing Feature/Item:
Wears a necklace containing a large spider embedded in amber

RANDALL DUNCAN (RAADA)

Appearance: Compact

Demeanor: Subservient

Personality: Anxiety-ridden

Modifications: Speed-based defense tasks at +1 level

Distinguishing Feature/Item:
Wears an eyepatch on his left eye

RITA HADAMAN (REHANN)

Appearance: Potbellied

Demeanor: Experienced

Personality: Suspicious

Modifications: Writing and creation-related tasks at +1 level; initiative tasks at -2 levels

Distinguishing Feature/Item:
Short, braided hair

SCOTT STEELE (TALEK)

Appearance: Gaunt

Demeanor: Winsome

Personality: Volatile

Modifications: Escaping, hiding and perception tasks at +1 level; intimidation tasks at -1 level

Distinguishing Feature/Item:
Yellowed, chipped teeth

SERENA MITCHELL (VERYAN)

Appearance: Tall

Demeanor: Nervous

Personality: Fickle

Modifications: Acting and deception tasks at +1 level

Distinguishing Feature/Item:
Hair is drawn back in a severe bun

STEPHEN WAGNER (VALEN)

Appearance: Elderly

Demeanor: Fidgety

Personality: Intense

Modifications: Education and learning-related tasks at +1 level; interpersonal tasks at -2 levels

Distinguishing Feature/Item:
Deep nests of wrinkles at the eyes and on his forehead

TALIA WINTER (TALAPHENE)

Appearance: Basic

Demeanor: Loving

Personality: Curious

Modifications: Puzzle and game-related tasks at +1 level; public interaction tasks at -1 level

Distinguishing Feature/Item:
Carries a cane with a golden handle

TODD MOYER (TEV)

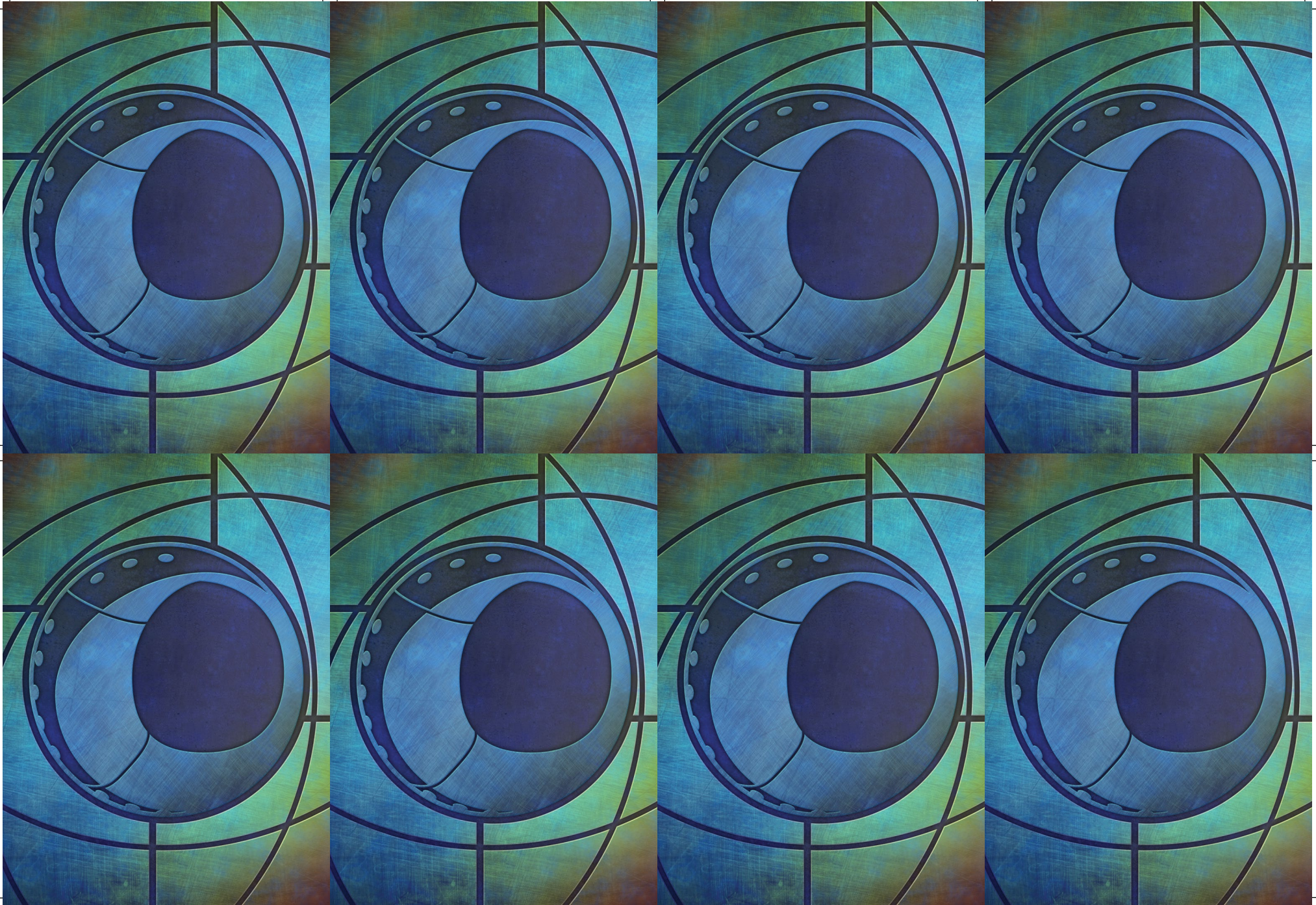
Appearance: Sickly

Demeanor: Exhausted

Personality: Focused

Modifications: History and geography-related tasks at +2 levels; Might-based defense tasks at -2 levels

Distinguishing Feature/Item:
Skin is liver-spotted



TRESSA NIEFF (TIARSI)

Appearance: Regal

Demeanor: Haughty

Personality: Conscientious

Modifications: Manners, grace and protocol-related tasks at +2 levels; intimidation tasks at -1 level

Distinguishing Feature/Item: Henna tattoos on her hands and neck

WAYNE NELSON (WYNLAS)

Appearance: Corpulent

Demeanor: Shady

Personality: Imperturbable

Modifications: Deception and persuasion-related tasks at +1 level

Distinguishing Feature/Item: Missing several teeth

BENITA SALINAS (BAELYA)

Appearance: Voluptuous

Demeanor: Forward

Personality: Egocentric

Modifications: Deception tasks at +2 levels

Distinguishing Feature/Item: Always wears a silver star necklace

SALVADOR PAIGE (SEHRAH)

Appearance: Squat

Demeanor: Surly

Personality: Thoughtless

Modifications: Weapon and combat-related tasks at +2 levels; pleasant social interaction tasks at -1 level

Distinguishing Feature/Item: Huge, calloused hands

GAYLE TERRONES (TELSARIS)

Appearance: Slender

Demeanor: Loud

Personality: Inconsiderate

Modifications: Botany (or herb lore) tasks at +1 level; combat-related tasks at -2 levels

Distinguishing Feature/Item: Eyes are different colors

HOLLIS ACQUINO (HIBBALT)

Appearance: Overweight

Demeanor: Morose

Personality: Unhurried

Modifications: Lockpicking and mechanical tasks at -1 level

Distinguishing Feature/Item: Short-cropped white hair

IRENE BARRO (ITHELIEN)

Appearance: Compact

Demeanor: Anxious

Personality: Moral

Modifications: Intellect-based defense tasks at +2 levels; deception and intimidation tasks at -1 level

Distinguishing Feature/Item: Tight bun of hair on top of the head

DENNIS OGAWA (DEVERES)

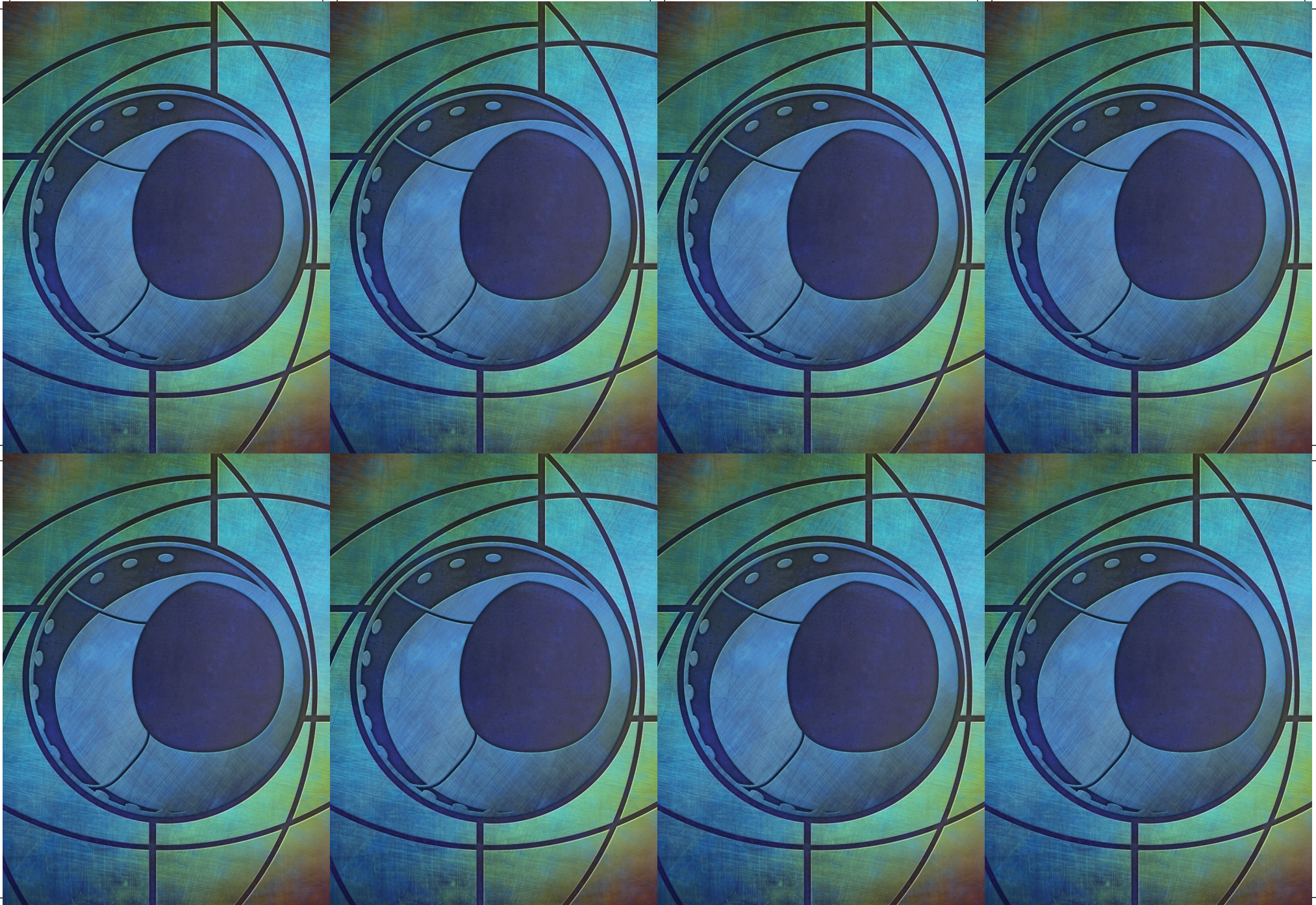
Appearance: Flabby

Demeanor: Serious

Personality: Duplicitous

Modifications: Chemistry (or alchemy)-related tasks at +1 level; public speaking tasks at -2 levels

Distinguishing Feature/Item: Always carries a bag packed with vials of medicinal plants, powders, and toxins



STEPHANIE RAMPAL (STELLARIS)

Appearance: Robust

Demeanor: Apathetic

Personality: Egotistic

Modifications: Swimming, climbing and jumping-related tasks at +1 level

Distinguishing Feature/Item:
An obviously oft-broken nose

ARTURO SATO (AGAI)

Appearance: Graceful

Demeanor: Stern

Personality: Imaginative

Modifications: Law and protocol-related tasks at +2 levels

Distinguishing Feature/Item:
Stutters when nervous

KARA DUFFY (KAI)

Appearance: Dynamic

Demeanor: Virtuous

Personality: Excited

Modifications: Speed-based defense tasks at +1

Distinguishing Feature/Item:
Dragon tattoos on her forearms

MILO RICHARDSON (MEARAS)

Appearance: Thickset

Demeanor: Silly

Personality: Quiet

Modifications: Reading and education-related tasks at +2 levels

Distinguishing Feature/Item:
Hair is shaved on the sides, but long on top

PAMELA WATKINS (PAERIS)

Appearance: Well-heeled

Demeanor: Entertaining

Personality: Intelligent

Modifications: Social interaction tasks at +1 level; physical tasks at -1 level

Distinguishing Feature/Item:
Skin is always tanned

BENJAMIN STRINGFELLOW (BELSTRIM)

Appearance: Ill

Demeanor: Effusive

Personality: Clever

Modifications: All Intellect-based tasks at +2 levels; all physical tasks at -1 level

Distinguishing Feature/Item:
Sallow skin and deep bags under his eyes

RUTH RODRIGUEZ (RHENNYN)

Appearance: Rich

Demeanor: Careful

Personality: Alert

Modifications: Bargaining and money-related tasks at +1

Distinguishing Feature/Item:
Always wears expensive suits and shoes

ADAM NAVA (ALYNTH)

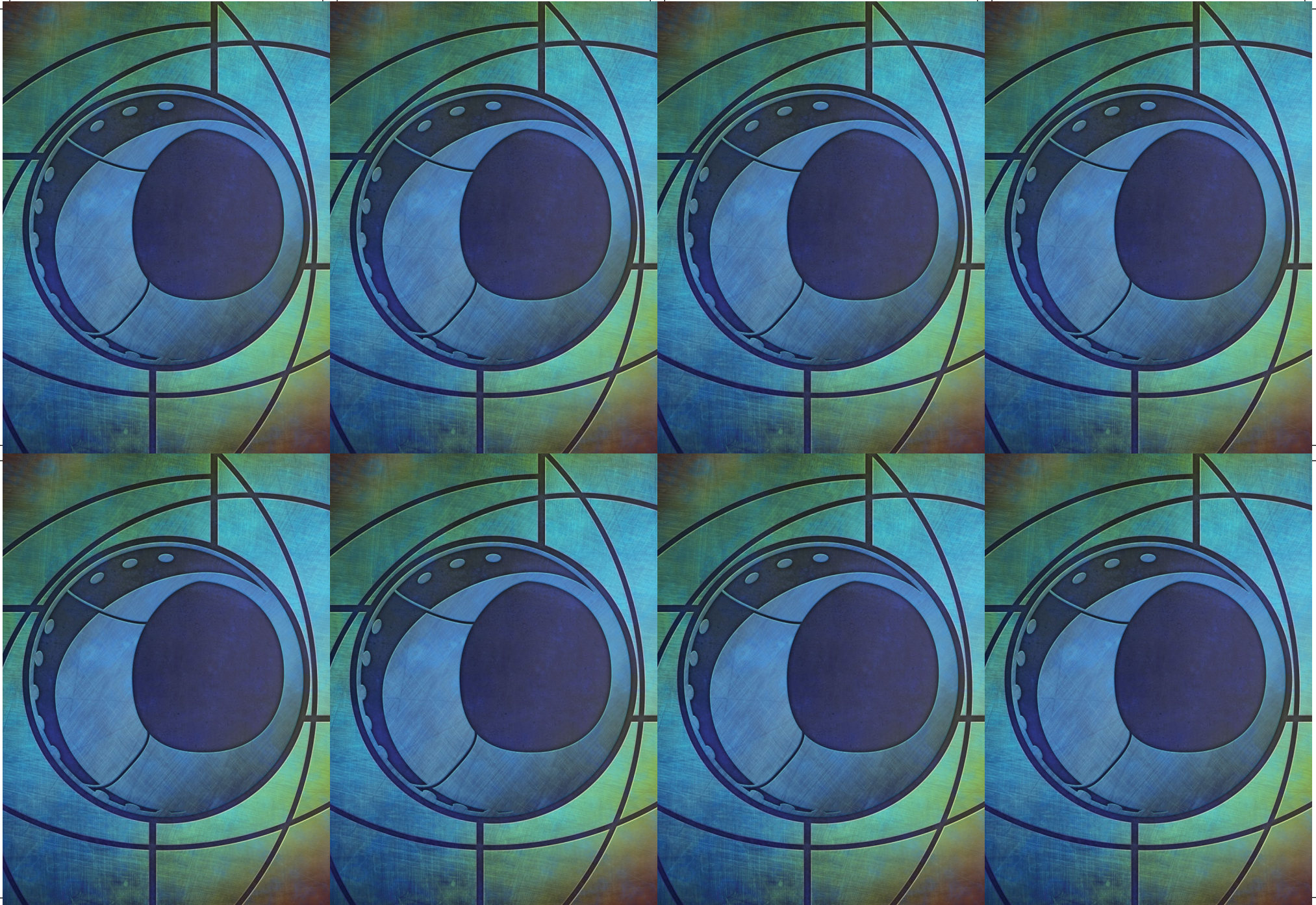
Appearance: Filthy

Demeanor: Fearful

Personality: Garrulous

Modifications: Begging and street life-related tasks at +2 levels

Distinguishing Feature/Item:
Hidden pouch full of valuables concealed under his hat



MARY MICHAUD (MAALI)

Appearance: Powerful

Demeanor: Academic

Personality: Abrupt

Modifications: Research tasks at +1 level; pleasant social interaction tasks at -1 level

Distinguishing Feature/Item:
Long, meticulously braided hair

JOSEPH FRAZIER (JHAAN)

Appearance: Slender

Demeanor: Outgoing

Personality: Unstable

Modifications: Stealth-related tasks at +1 level; Intellect-based defense tasks -2 levels

Distinguishing Feature/Item:
Intricate, patterned scars on his chest

ANNE LEBOW (ABARAT)

Appearance: Rugged

Demeanor: Humorous

Personality: Loyal

Modifications: Survival-related tasks at +2 levels

Distinguishing Feature/Item:
Always has a backpack filled with food and survival gear

ABIOYE UPTON (AESON)

Appearance: Soft

Demeanor: Regretful

Personality: Plotting

Modifications: Initiative tasks at +2 levels

Distinguishing Feature/Item:
Terrible, blackened teeth

GLORIA CHENAULT (GALAN)

Appearance: Cumbersome

Demeanor: Apologetic

Personality: Magnanimous

Modifications: Intellect-related tasks at +2 levels

Distinguishing Feature/Item:
Spray of freckles across her nose and cheeks

JEFFERY SCHLOSS (JUVIK)

Appearance: Healthy

Demeanor: Subdued

Personality: Unpleasant

Modifications: Running tasks at +1 level; Intellect-related tasks -2 levels

Distinguishing Feature/Item:
Always wears a fine pair of shoes

MARIS BRADLEY (MAYELLE)

Appearance: Wiry

Demeanor: Peppy

Personality: Exuberant

Modifications: Initiative tasks at +2 levels; hiding tasks at -2 levels

Distinguishing Feature/Item:
Short red hair with grey streaks

TIMOTHY PEEKE (TANIL)

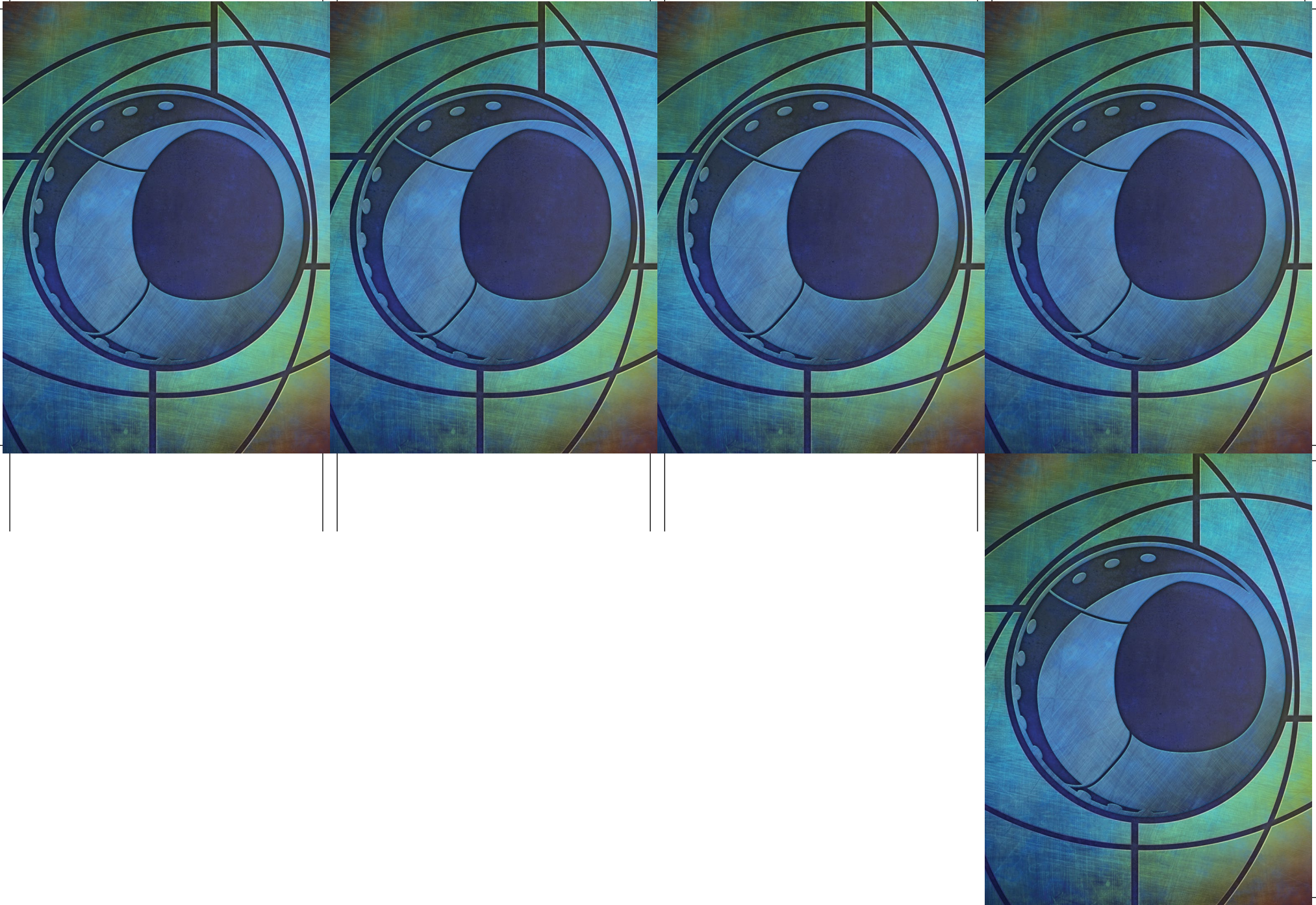
Appearance: Heavy

Demeanor: Carefree

Personality: Joyous

Modifications: Musical and acting tasks +1 level; tasks involving violence at -2 levels

Distinguishing Feature/Item:
Carries a hurdy-gurdy box



BEVERLY WEISMAN (BELARA)

Appearance: Broad-shouldered

Demeanor: Angry

Personality: Unwavering

Modifications: Repairing tasks at +1 level; deception-related tasks at -2 levels

Distinguishing Feature/Item:
Finely crafted set of tools in a teak box

THOMAS PALOTTI (TOTH)

Appearance: Substantial

Demeanor: Bored

Personality: Tranquil

Modifications: Attacks with bladed weapons inflict +2 points of damage

Distinguishing Feature/Item:
Carries an ancient, well-preserved dagger

MARIBETH BAYNES (MARAITH)

Appearance: Scraggy

Demeanor: Scrupulous

Personality: Altruistic

Modifications: Tasks related to gambling and games of chance at +1 level

Distinguishing Feature/Item:
Carries a finely made set of bone dice

DAVID FIGUEROA (DALTHO)

Appearance: Neat

Demeanor: Orderly

Personality: Callous

Modifications: Healing-related tasks at +2 levels; pleasant social interactions at -1 level

Distinguishing Feature/Item:
Large scar across his forehead

CORA KASTERON (CYMBIR)

Appearance: Bookish

Demeanor: Awkward

Personality: Quiet

Modifications: Research and writing-related tasks at +2 levels; Might-based defense tasks at -1 level

Distinguishing Feature/Item:
Always wears diamond earrings