

KRATAS CHARACTER CODEX



CONTENTS

Gangs of Kratas	2	Merchants' Row	56
Outside Relations	31	The Scrabbles	68
Hilltop	44	The Warehouse District	69
Clifftop	45	The Safehearths	77
Greenmarket	47	The Hammersing	85
Temple Plaza	48	Outside Kratas	96
The Stables	49	Secret Societies	97

Writing

Delano Lopez, Steven J. Black

Editing

Eike-Christian Bertram, Steven J. Black, Carsten Damm, James D. Flowers, Jason U. Wallace, Donovan Winch, Hank Woon

Product Director

James D. Flowers

Line Developer

Carsten Damm

Layout

Carsten Damm,
James D. Flowers, Kathy Schad

Artwork

Damien Coltice, Jeff Laubenstein,
Kathy Schad, David M. Wright

Administration

Kim Flowers, Rewa Vowles,
Richard Vowles

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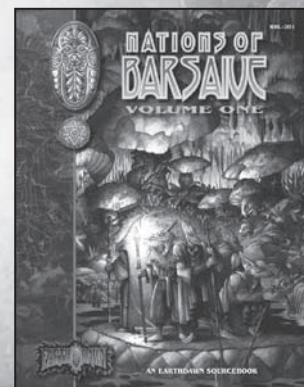
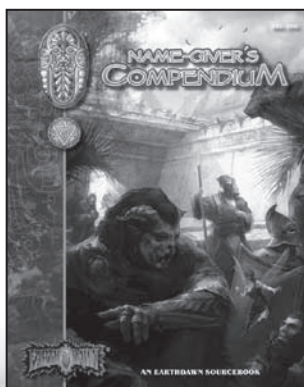
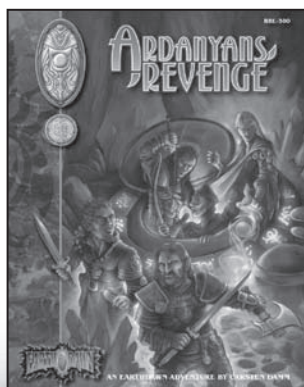
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ANGS OF KRATAS

The following characters appear in the **Gangs of Kratas** chapter of the **Kratas: The City of Thieves** sourcebook.

GARLTHIK ONE-EYE

Garlthik maintains a very careful balancing act between his life as a Master Thief, and his role as Magistrate of Kratas. As a Thief, he believes in freedom and cynical self-interest, yet as magistrate he must enforce order and subjugate other peoples' interests to his own, limiting their freedom.

He negotiates this contradiction in a few ways. First, he only enforces the bare minimum of law that is necessary to keep the city from falling apart, such as not bothering the farmers. Second, his continual fight against slavery, Vistrosh, and the Therans is in the service of greater freedom.

Finally, Garlthik justifies all of his efforts to improve Kratas and protect its residents, at least those loyal to him, as being a ploy to protect himself. As a young Thief he would not allow himself to get tied down to any one place, person, or possession. Now in his old age he tells himself that he only stays in Kratas as long as it is in his interest to do so. Despite the hundreds of loyal followers, his great hordes of treasure, and the years spent protecting his city, he would leave it all in an instant if it became a burden. At least, that's what he tells himself. Believing any differently might bring on a talent crisis.

Garlthik now seems to show every one of his hundred-or-so years. His greenish-gray skin is faded and wrinkled like old parchment. He lost one of his tusks somewhere along the way, so only one yellowed fang sticks out of his mouth, giving him a lop-sided smile. His once-imposing frame is now shriveled and small, and his long hair has turned white. However, his appearance of febricity has not seemed to diminish his talents or his keen intelligence, as more than one would-be challenger to his rule has discovered to their dismay. This has only contributed to the rumors that his survival is because of some arcane magic.

Garlthik One-Eye is a Fifteenth Circle ork Thief.

Attributes

Dexterity (22): 9/D8+D6

Toughness (15): 6/D10
D8+D6

Willpower (14): 6/D10

Strength (16): 7/D12

Perception (22): 9/
D8+D6

Charisma (16): 7/D12

Characteristics

Physical Defense: 18

Spell Defense: 16 (31)^N

Social Defense: 12

Initiative: 10/D10+D6

Physical Armor: 8

Mystic Armor: 8 (23)^N

Death Rating: 25 (100)^{*}

Wound Threshold: 10

Unconsciousness Rating: 17 (77)^{*}

Recovery Tests: 4

Knockdown: 7/D12^{**}

^N These values are used versus Nethermancy spells (see Thread Eye of Garlthik, below).

^{*} These values have been modified for blood magic.

^{**} Garlthik knows the Wound Balance talent.

Combat Movement: 49

Full Movement: 98

Karma Points: 65

Karma Step: 5/D8

Talents (Knacks)

Attribute Pattern (15): 24/D20+D12+D10

Astral Pocket^D (15): 24/D20+D12+D10

Avoid Blow^D (15): 24/D20+D12+D10



Bank Shot (15): 24/D20+D12+D10
 Chameleon (15): 21/D20+D10+D6
 Climbing (16): 25/D20+D10+D8+D4*
 Conceal Weapon^D (15): 24/D20+D12+D10
Defense (15): 24/D20+D12+D10
 Detect Trap (15): 24/D20+D12+D10
 Detect Weapon (15): 24/D20+D12+D10
 Disarm Trap^D (15): 24/D20+D12+D10
Disguise Self (15): 24/D20+D12+D10
 Durability (5/4) (15): 15
 Fast Hand^D (15): 24/D20+D12+D10
 Fence^D (15): 22/D20+D10+D8 (Covet Item)
 Gain Surprise^D (15): 21/D20+D10+D6
Gold Sense (15): 24/D20+D12+D10
 Karma Ritual (15): 15
Leadership (8): 15/D20+D6
 Lip Reading^D (15): 22/D20+D10+D8
 Lock Picking^D (15): 24/D20+D12+D10
 Lock Sense^D (15): 24/D20+D12+D10
 Melee Weapons (15): 24/D20+D12+D10
 Missile Weapons (15): 24/D20+D12+D10
 Quickblade (15): 25/D20+D10+D8+D4**
 Picking Pockets^D (15): 24/D20+D12+D10 (Offguard)
 Ritual of the Ghostmaster^D (15): 24/D20+D12+D10
 Sense Poison^D (15): 24/D20+D12+D10
 Silent Walk^D (15): 24/D20+D12+D10 (Shadow Hide)
Slough Blame (9): 16/D20+D8
 Speak Language (5): 14/D20+D4
 —Human (Scavian), *Sperethiel*, Troll, T'skrang, Windling
 Sprint (15): 24/D20+D12+D10
 Surprise Strike^D (15): 22/D20+D10+D8
Talent Pattern (13): 22/D20+D10+D8
 Throwing Weapons^D (15): 24/D20+D12+D10 (Improvised
 Missiles, Lightning Throw, Pin Up, Placed Throw)
 Thread Weaving (Thief Weaving)^D (15): 24/D20+D12+D10
 (Thread Masking, Unweaving)
 Trap Initiative^D (15): 24/D20+D12+D10 (Act On Instinct)
 True Sight (8): 8
 Wound Balance (15): 22/D20+D10+D8

^D Indicates a Discipline talent.
Italicized talents require Karma.

* Talent modified by Climbing rank +1 from thread boots.

** Talent modified by +1 Initiative step bonus.

Skills

Artisan:

Acting (5): 12/2D10
 Embroidery (5): 12/2D10
 Mapmaking (5): 14/D20+D4

Knowledge:

Alchemy and Potions (8): 17/D20+D10
 Badlands Geography (2): 11/D10+D8
 Dragon Lore (2): 11/D10+D8
 Force of the Eye Lore (8): 17/D20+D10
 Kratas History (5): 14/D20+D4
 Gangs of Kratas (5): 14/D20+D4
 Nethermancy Lore (5): 14/D20+D4
 Passion Lore (2): 11/D10+D8
 Parlainth History (5): 14/D20+D4
 Scourge History (2): 11/D10+D8
 Subterranean Parlainth (5): 14/D20+D4
 Theran History (5): 14/D20+D4
 Throal Politics (2): 11/D10+D8

General:

Alchemy (8): 17/D20+D10

Evaluate (8): 17/D20+D10
 Fast Grab (5): 14/D20+D4
 Forgery (5): 14/D20+D4
 Navigation (5): 14/D20+D4
 Read and Write Language (4): 13/D12+D10
 —Dwarf (Throalic), *Or'zet*, *Sperethiel*, Theran
 Read and Write Magic (5): 14/D20+D4
 Search (5): 14/D20+D4
 Speak Language (4): 13/D12+D10
 —Dwarf (Throalic), Human, *Or'zet*, Theran
 Streetwise (8): 17/D20+D10
 Tracking (5): 14/D20+D4
 Wilderness Survival (5): 14/D20+D4

Equipment

Thread Buckler (Rank 3; Phys 3; Myst 1)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 Broadsword (Forged +3; Damage 15/D20+D6)
 15 × Daggers (Damage 9/D8+D6; Range 9–15–18)
 2 × Flight Daggers (Damage 9/D8+D6; Range 21–35–42)
 2 × Hawk Hatchets (Damage 11/D10+D8; Range 24–40–48)
 Thread Spike Bomb (Rank 7; Damage 16/D20+D8; Range
 21–35–42; 3 yard area of effect; Mystic Armor protects
 against this damage)
 Thread Sling (Rank 4; Damage 13/D12+D10; Range 40–80–
 160)
 Belt Pouch (with 15 sling bullets)
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Thread Forest Robe (Rank 4; Spellcasting talent rank +1;
 Spellcasting^T (1): 10/D10+D6; Myst +2; SpellDef +2; Spell
 Matrix (Earth Blend) 4 uses/day; 4 hidden compartments in
 the robe; Detection Difficulty 14; objects can only be removed
 by anyone other than the wearer with a Good result on a
 Willpower (14) Test)
 Thread Eye of Garlthik (Core Pattern Item; Rank 15; the Right
 Eye of Garlthik grants the following abilities: Astral Sight^T
 (15): 24/D20+D12+D10; Lifesight^T (15): 24/D20+D12+D10;
 Orbiting Spy^T (15): 24/D20+D12+D10; SpellDef and Myst +15
 versus Nethermancy spells only; encased in crystal; kept in
 forest robe compartment)
 Thread Shadow Bomb (Rank 4; 12 yard Darkness area of
 effect; Dispel Difficulty 13)
 Amulet of the Eye and Crystal Monocle (2 Damage Points)
 Orichalcum Pledge Coin (3 Damage Points; kept in forest robe
 compartment)
 Adventurer's Kit
 Climbing Kit
 Cloaksense Brooch
 Embroidery Tools
 4 × Healing Potions
 Last Chance Salve
 Light Quartz Lantern
 Quiet-Fingers Gloves
 Quiet Pouch
 Leather Eye Patch
 Mapmaking Tools
 Navigation Charts (in map/scroll case)
 Trail Rations (1 week)
 Traveler's Garb
 Writing Kit
 Alchemy Kit (kept at One-Eye Manor)

Loot

Gold earring (worth 250 silver pieces), gold ring (worth 250 silver pieces), 1,000 silver pieces (in quiet pouch), and 5 gems (worth 1,000 silver each) sewn into the folds of his clothing on person; stash worth 100,000 silver pieces in various denominations, both recently minted and ancient, plus gems, jewelry, art objects, etc.

Legend Award

131,285 Legend Points

Notes

Garlthik possesses the ork Low-Light Vision and *Gahad* racial abilities.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests

Seventh Circle: +1 Physical Defense

Eighth Circle: Evaluate Item (2 Damage Points)

Ninth Circle: Karma on Recovery Tests; +1 Spell Defense

Tenth Circle: +1 Recovery Test/day; +1 Social Defense

Eleventh Circle: +1 Physical Defense; +1 Spell Defense

Twelfth Circle: Shadowcloak (2 Damage Points)

Thirteenth Circle: +1 Initiative step; +25 Maximum Karma

Fourteenth Circle: +2 Physical Defense; +1 Spell Defense

Fifteenth Circle: Shadow Heal (3 Damage Points)

TERRICIA

Terricia is the Supreme Slasher of the Force of the Eye, responsible for eliminating any threats to Garlthik's rule, whether inside or outside of the gang. She is a ruthless assassin, and is quite proficient in the use of poisons and other forms of silent killing. As the most trusted of Garlthik's followers, she is generally assumed to be his chosen successor in the case of his death. That he has made her his heir apparent is surely a sign of Garlthik's great trust in her and faith in her loyalty, that she would not be tempted to hasten his departure from this world. Her loyalty is sincere and profound, as Garlthik saved her life many years ago. She is also almost as devoted as Garlthik to the city of Kratas and Garlthik's ideal of keeping it free from outside control, especially the Therans.

Terricia has black and gray wings, and wears leathers the color of night. She wears her pale hair short and spiky and has many tattoos and scars decorating her body. She looks older than most windlings, perhaps hinting at a hard life in her youth, for windlings' appearances do not usually age once they reach maturity. She has an odd quirk of threatening to kill people around her as a joke. While this can be unsettling to the uninitiated, those who know her well know to take this as a joke. When she actually intends to kill someone, she would not be so kind as to give her target the benefit of a warning.

Terricia is a Ninth Circle windling Thief.

Attributes

Dexterity (19): 8/2D6

Toughness (15): 6/D10

Willpower (11): 5/D8

Strength (7): 4/D6

Perception (18): 7/D12

Charisma (13): 6/D10

Characteristics

Physical Defense: 13

Spell Defense: 11

Social Defense: 9

Initiative: 8/2D6

Physical Armor: 5

Mystic Armor: 4

Death Rating: 35 (80)*

Wound Threshold: 10

Unconsciousness Rating: 27 (63)*

* These values have been modified for blood magic.

** Terricia knows the Wound Balance skill.

Recovery Tests: 3

Knockdown: 4/D6**

Combat Movement: 22/43⁺

Full Movement: 44/86⁺

* The second value is Terricia's Flying Movement rate.

Karma Points: 50

Karma Step: 6/D10

Talents (Knacks)

Avoid Blow^D (12): 20/D20+D8+D6*

Climbing (9): 17/D20+D10

Conceal Weapon^D (9): 17/D20+D10

Detect Trap (9): 16/D20+D8

Detect Weapon (9): 16/D20+D8

Disarm Trap^D (9): 17/D20+D10

Disguise Self (9): 16/D20+D8

Durability (5/4) (9): 9

Karma Ritual (9): 9

Lock Picking^D (9): 17/D20+D10

Lock Sense^D (9): 16/D20+D8

Melee Weapons (10): 18/D20+D12

Missile Weapons (9): 17/D20+D10

Silent Walk^D (13): 21/D20+D10+D6 (Shadow Hide)*

Slough Blame (9): 15/D20+D6

Sprint (9): 17/D20+D10

Surprise Strike^D (9): 13/D12+D10

Throwing Weapons^D (9): 17/D20+D10 (Improvised Missiles,

Lightning Throw, Placed Throw)

Thread Weaving (Thief Weaving)^D (9): 16/D20+D8 (Thread

Masking, Unweaving)

Trap Initiative^D (9): 17/D20+D10 (Act On Instinct)

^D Indicates a Discipline talent.

Italicized talents require Karma.

* Talents modified by Avoid Blow and Silent Walk rank +3 from thread espagra boots.

Skills

Artisan:

Acting (5): 11/D10+D8

Tattooing (2): 8/2D6

Knowledge:

Alchemy and Potions (5): 12/2D10

Botany (2): 9/D8+D6

Creature Lore (3): 10/D10+D6

Force of the Eye Lore (5): 12/2D10

Gangs of Kratas (5): 12/2D10

General:

Alchemy (5): 12/2D10

Hunting (3): 11/D10+D8

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (3): 10/D10+D6

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Windling

Streetwise (5): 12/2D10

Tracking (3): 10/D10+D6

Wilderness Survival (2): 9/D8+D6

Wound Balance (4): 8/2D6

Equipment

Thread Leather (Rank 4; Phys 5; Myst 3; with spiked shoulder pad)

Windling Dagger (Forged +1; Damage 6/D10; Range 6–10–12)

Windling Two-Handed Sword (Forged +2; Damage 9/D8+D6)

9 × Darts (Damage 5/D8; Range 18–30–36)
 Mini Crossbow (Damage 6/D10; Range 8–16–32)
 Thread Quiver (Rank 4; 5 × capacity; 1/10th weight of items inside; with 30 mini crossbow bolts)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)
 Amulet of the Eye (2 Damage Points)
 Adventurer's Kit
 Climbing Kit
 Cloaksense Brooch
 Leather Gloves
 Healing Potion
 3 × Kelia's Antidotes (Keesra)
 3 × Kelia's Antidotes (Padendra)
 3 × Kelia's Antidotes (Whadrya)
 Keesra Poison (3 doses)
 Padendra Poison (3 doses)
 Whadrya Poison (3 doses)
 Kelix's Poultice
 Quiet Pouch
 Tattooing Tools
 Traveler's Garb
 Windling Trail Rations (1 week)
 Alchemy Kit (kept at One-Eye Manor)

Loot

7 gold pins (worth 35 silver pieces), 65 gold pieces (in quiet pouch).

Legend Award

10,065 Legend Points

Notes

Terricia possesses the windling Astral-Sensitive Sight, Flight, and Increased Physical Defense racial abilities. Terricia did not learn the Evaluate Item ability at Eighth Circle. She often uses *padendra* or *whadrya* poison on her crossbow bolts, or *keesra* on her windling dagger, for assassinations.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests

Seventh Circle: +1 Physical Defense

Ninth Circle: Karma on Recovery Tests; +1 Spell Defense

BLERITIS

Bleritis is in charge of Garlthik's personal security. Some may confuse his and Terricia's responsibilities, but Bleritis is in charge of defense, while Terricia can be considered more offensive in her tactics. Bleritis supervises the groups of bodyguards that accompany Garlthik at all times, and inspects the defenses of the Force of the Eye, particularly Garlthik's headquarters and residences. He also tries to discover spies of other organizations or secret societies attempting to infiltrate the gang.

Bleritis began his career as a charlatan Illusionist. He was caught up in the gang wars of Kratas, and quickly perceived that Garlthik's side was the one to be on. Ever since, he has been a useful and loyal follower. Bleritis is dark of skin, with a bald head and flowing white beard. His piercing gray eyes seem to look deep within a Name-giver's heart, and his stare alone has been said to loosen the tongue of a would-be traitor. It is

rumored that Bleritis also roams Kratas in any of a number of disguises, listening for rumors of interest to the Force, as well as whispers of disloyalty.

Bleritis is a Ninth Circle human Illusionist.

Attributes

Dexterity (13): 6/D10

Toughness (14): 6/D10

Willpower (17): 7/D12

Strength (11): 5/D8

Perception (18): 7/D12

Charisma (14): 6/D10

Characteristics

Physical Defense: 10

Spell Defense: 11

Social Defense: 10

Initiative: 6/D10

Physical Armor: 5

Mystic Armor: 6

Death Rating: 33 (69)*

Wound Threshold: 10

Unconsciousness Rating: 25 (52)*

* These values have been modified for blood magic.

Combat Movement: 26

Full Movement: 52

Karma Points: 40

Karma Step: 5/D8

Talents (Knacks)

Arcane Mutterings^V (3): 9/D8+D6

Armored Matrix (9): 9

Astral Sight^D (9): 16/D20+D8

Dead Fall^D (9): 16/D20+D8 (Deathbed)

Detect Falsehood^D (9): 16/D20+D8 (Liar)

Disguise Self^D (9): 16/D20+D8 (Angelic Appearance)

Durability (4/3) (9): 9

Engaging Banter^D (9): 15/D20+D6

Enhanced Matrix (9): 9

Enhanced Matrix (9): 9

False Sight^D (9): 9

Fast Hand^D (9): 15/D20+D6

Karma Ritual (9): 9

Lip Reading^V (4): 10/D10+D6

Picking Pockets^V (3): 9/D8+D6

Read and Write Language (7): 14/D20+D4

—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang,

Windling

Read and Write Magic^D (9): 16/D20+D8

Resist Taunt^D (9): 16/D20+D8

Slough Blame^D (9): 15/D20+D6

Speak Language (6): 13/D12+D10

—*Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling

Spellcasting^D (9): 16/D20+D8 (Anchored Spell, Gaping Wounds)

Spell Matrix (9): 9

Spell Matrix (9): 9

Spell Matrix (9): 9

Spell Matrix (9): 9

Taunt^V (2): 8/2D6

Thread Weaving (Illusionism)^D (10): 17/D20+D10 (Thread Masking)

Tracking^V (4): 11/D10+D8

True Sight^D (9): 9

Versatility (5): 5

Willforce (9): 16/D20+D8

^D Indicates a Discipline talent.

^V Indicates a talent learned through Versatility.

Skills

Artisan:

Acting (4): 10/D10+D6

Robe Embroidery (4): 10/D10+D6

Knowledge:

Force of the Eye Lore (4): 11/D10+D8

Gangs of Kratas (4): 11/D10+D8

Kratas History (4): 11/D10+D8

Security (4): 11/D10+D8

General:

Conversation (5): 11/D10+D8

Fast Grab (2): 8/2D6

First Impression (5): 11/D10+D8

Graceful Exit (3): 9/D8+D6

Read and Write Language (1): 8/2D6

— Dwarf (Throalic)

Search (4): 11/D10+D8

Speak Language (2): 9/D8+D6

— Dwarf (Throalic), Human

Streetwise (4): 11/D10+D8

Tactics (2): 9/D8+D6

Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1;

Climbing^T (1): 7/D12)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)

Amulet of the Eye (2 Damage Points)

Adventurer's Kit

Climbing Kit

Cloaksense Brooch

Embroidered Robe

Embroidery Tools

Grimoire

Quiet-Fingers Gloves

Healing Potion

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

Spells

Alarm, Astral Shadow, Bellow of the Thundras, Best Face, Catseyes, Conceal Tracks, Disaster, Disguise Metal, Displace Image^M, Encrypt, Ephemeral Bolt, False Enchantment, False Floor, Form Exchange^E, Fun With Doors, Impossible Knot, Impossible Lock, Improved Alarm^E, Innocent Activity, Light, Noble Manner, Nobody Here^M, One of the Crowd^A, Pauper's Purse, Rope Guide, See the Unseen^M, Send Message, Spotlight, Stop Right There^M, Switch, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

^M Denotes a spell currently attuned to a Spell Matrix.

^E Denotes a spell currently attuned to an Enhanced Matrix.

^A Denotes a spell currently attuned to an Armored Matrix.

Loot

640 silver pieces (in quiet pouch).

Legend Award

8,840 Legend Points

Notes

Bleritis possesses the human Versatility racial ability.

Fourth Circle: Glamour (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Willpower-only Tests

Seventh Circle: Karma on spell Effect Tests

Eighth Circle: +1 Spell Defense

Ninth Circle: Karma on Recovery Tests

MORG KNEEBREAKER

Morg is in charge of the band of thugs that collect protection money from the merchants and innkeepers of Kratas, as well as all of the guards that collect the various fees for entering the city, drawing water at the Old Kaer, and other such activities. While Morg delights at breaking knees, heads, pottery, windows, doors, entire contents of shops—really, anything that can be broken—he has been promoted to his position because he also has the self-control to be polite to those who have kept up with their payments, encouraging the non-criminal community in Kratas to think of this more as tax, and less as extortion. The fact that his underlings respect his capacity for violence also means that he can keep a lid on their destructive urges as well.

Morg has expanded his interests into loan sharking, at exorbitant rates, and with severe penalties for non-payment. While this has proved profitable, it also gives him and his thugs more excuses for working off a bit of aggression against deadbeats. Morg is immense and rippling with muscle, with larger-than-average horns. Many a welcher flees as soon as he sees the tips of Morg's horns over the top of a crowd, usually running right into the arms of one of Morg's strategically placed henchmen.

Morg Kneebreaker is a Seventh Circle troll Warrior.

Attributes

Dexterity (14): 6/D10

Toughness (20): 8/2D6

Willpower (19): 8/2D6

Strength (22): 9/D8+D6

Perception (10): 5/D8

Charisma (10): 5/D8

Characteristics

Physical Defense: 11

Spell Defense: 6

Social Defense: 6

Initiative: 6/D10

Physical Armor: 11

Mystic Armor: 5

Death Rating: 39 (102)*

Wound Threshold: 13

Unconsciousness Rating: 31 (80)*

* These values have been modified for blood magic.

Recovery Tests: 4

Knockdown: 9/D8+D6

Combat Movement: 28

Full Movement: 56

Karma Points: 20

Karma Step: 3/D4

Talents (Knacks)

Acrobatic Strike (7): 13/D12+D10

Anticipate Blow^D (7): 12/2D10

Air Dance (7): 13/D12+D10

Avoid Blow^D (7): 13/D12+D10 (Bounce)

Down Strike^D (7): 16/D20+D8

Durability (9/7) (7): 7

Earth Skin (7): 15/D20+D6

Gliding Stride^D (7): 13/D12+D10

Karma Ritual (7): 7

Life Check^D (7): 15/D20+D6

Melee Weapons^D (8): 14/D20+D4 (Armor Beater, Improvised Weapons)

Missile Weapons (7): 13/D12+D10
 Second Attack (7): 13/D12+D10
 Swift Kick^D (8): 14/D20+D4
 Thread Weaving (War Weaving)^D (7): 12/2D10 (Thread Masking)
 Throwing Weapons (7): 13/D12+D10
 Tiger Spring (7): 7
 Unarmed Combat^D (8): 14/D20+D4 (Head Butt, Mighty Throw, Pin Down)
 Wood Skin^D (7): 15/D20+D6

^D Indicates a Discipline talent.
 Italicized talents require Karma.

Skills

Artisan:

Bone Carving (4): 9/D8+D6

Knowledge:

Extortion (4): 9/D8+D6

Force of the Eye Lore (4): 9/D8+D6

Games of Chance (2): 7/D12

Loan Sharking (2): 7/D12

General:

Etiquette (2): 7/D12

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Resist Taunt (4): 12/2D10

Speak Language (2): 7/D12

—Dwarf (Throalic), Troll

Streetwise (4): 9/D8+D6

Tactics (4): 9/D8+D6

Equipment

Buckler (Phys 1; Shatter 17)

Thread Chain Mail (Rank 4; Phys 10; Myst 2)

Troll Dagger (Forged +1; Damage 13/D12+D10; Range 9–15–18)

Thread Maul Hammer (Rank 4; Damage 17/D20+D10; Shield Damage 20/D20+D8+D6; –3 to opponent's Knockdown Tests)

Troll Spear (Forged +4; Damage 18/D20+D12; Range 18–30–36)

Troll Sling (Damage 13/D12+D10; Range 30–60–120)

Belt Pouch (with 15 sling stones)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1; Climbing^T (1): 7/D12)

Amulet of the Eye (2 Damage Points)

Desperate Blow Blood Charm (3 Damage Points)

Adventurer's Kit

Belt Pouch

Bone-Carving Tools

Bone Dice Set

Climbing Kit

Cloaksense Brooch

Forge Tools

Trail Rations (1 week)

Traveler's Garb

Loot

280 silver pieces (in belt pouch)

Legend Award

1,870 Legend Points

Notes

Morg possesses the troll Heat Sight racial ability.

Fourth Circle: Karma on Willpower-only Tests

Fifth Circle: Karma on Dexterity-only Tests

Sixth Circle: Karma on Strength-only Tests

Seventh Circle: Karma on melee weapon Damage Tests

K'TRYKLEN

K'tryklen is a mottled red and orange color t'skrang, and wears numerous rings, bracelets, and necklaces on his tail. He is the Senior Fence of the Force of the Eye. His responsibilities include overseeing the shops on Merchants' Row that buy and sell stolen goods, as well as the front companies that bundle these goods together and ship them to markets throughout Barsaive. K'tryklen maintains an extensive network of other fences in major cities throughout the province, where he can successfully pass off goods stolen from one city to another. He works closely with Glanis Trul and Sagamon Steeltoe to coordinate these efforts. The t'skrang is also a questor of Chorrolis and a leader within the community of thieves of Kratas who follow that Passion.

K'tryklen is a Fifth Circle t'skrang Boatman, a Third Circle Thief, and Rank 5 Questor of Chorrolis.

Attributes

Dexterity (14): 6/D10

Toughness (14): 6/D10

Willpower (11): 5/D8

Strength (10): 5/D8

Perception (13): 6/D10

Charisma (19): 8/2D6

Characteristics

Physical Defense: 8

Spell Defense: 7

Social Defense: 12

Initiative: 6/D10

Physical Armor: 3

Mystic Armor: 2

Death Rating: 34 (64)^{*}

Wound Threshold: 10

Unconsciousness Rating: 26 (51)^{*}

Recovery Tests: 3

Knockdown: 5/D8^{**}

^{*} These values have been modified for blood magic.
^{**} K'tryklen knows the Wound Balance talent.

Combat Movement: 28

Full Movement: 56

Karma Points: 25

Karma Step: 4/D6

Boatman Talents (Knacks)

Acrobatic Strike (5): 11/D10+D8

Avoid Blow (6): 12/2D10

Cast Net^D (5): 11/D10+D8

Climbing^D (6): 12/2D10 (Swinging in the Rigging)

Durability (6/5) (5): 5

Evaluate^D (6): 12/2D10

Haggle^D (5): 13/D12+D10

Karma Ritual (5): 5

Melee Weapons^D (6): 12/2D10

Pilot Boat^D (5): 10/D10+D6 (Safe Footing)

Questor of Chorrolis (5): 5

—Encourage Trade, Incite Greed (5): 13/D12+D10

—Locate Valuables (5): 11/D10+D8

Swimming^D (5): 10/D10+D6

Thread Weaving (River Weaving)^D (4): 10/D10+D8

Throwing Weapons (5): 11/D10+D8

Unarmed Combat (5): 11/D10+D8

Wound Balance (5): 10/D10+D6

^D Indicates a Discipline talent.

Thief Talents (Knacks)

- Fence^D (5): 13/D12+D10 (Covet Item)
- Lock Picking^D (3): 9/D8+D6
- Lock Sense^D (3): 9/D8+D6
- Picking Pockets^D (3): 9/D8+D6
- Silent Walk^D (3): 9/D8+D6 (Shadow Hide)
- Surprise Strike^D (3): 8/2D6

^D Indicates a Discipline talent.

Skills

Artisan:

- Acting (3): 11/D10+D8
- Cooking (3): 11/D10+D8

Knowledge:

- Business Administration (3): 9/D8+D6
- Force of the Eye Lore (3): 9/D8+D6
- Gangs of Daiche (3): 9/D8+D6
- Gangs of Kratas (3): 9/D8+D6
- Gem Appraisal (2): 8/2D6
- Jewelry Appraisal (3): 9/D8+D6
- Tylon River Trade Routes (3): 9/D8+D6

General:

- Fast Grab (3): 9/D8+D6
- Fast Hand (3): 9/D8+D6
- Fishing (3): 9/D8+D6
- Read and Write Language (1): 7/D12
- Dwarf (Throalic)
- Speak Language (2): 8/2D6
- Dwarf (Throalic), T'skrang
- Streetwise (3): 9/D8+D6
- Trading (4): 12/2D10

Equipment

- Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
- Broadsword (Forged +2; Damage 12/2D10)
- 2 × Casting Nets (Entangle 10)
- Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range 6, 10–12)
- Spear (Forged +2; Damage 11/D10+D8; Range 18–30–36)
- 2 × Throwing Nets (Range 5–8–13; Entangle 9)
- Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
- Amulet of the Eye (2 Damage Points)
- Cloaksense Brooch
- Adventurer's Kit
- 2 × Booster Potions
- Bug Repellant
- Climbing Kit
- Firestarter
- Fishing Kit
- Hot Pot
- Quiet-Fingers Gloves
- Quiet Pouch
- Pestain Spice (in vial)
- Trikella Spice (in vial)
- Ustander Spice (in vial)
- Trail Rations (1 week)
- Wealthy Traveler's Garb

Loot

Gold rings, bracelets, and necklaces on tail (worth 750 silver pieces)

Legend Award

425 Legend Points

Notes

K'tryklen possesses the t'skrang Tail Attack (Damage 5/D8) racial ability.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Charisma-only Tests

GLANIS TRUL

Glanis Trul is in charge of the teams of thieves that are employed outside of Kratas, pulling heists and gathering information of use to the Force. Glanis spends much of his time traveling through the province to check on these teams and their support staff. In many major cities the Force maintains safe houses, and brokers who gather intelligence and provide other support for the teams of thieves. These managers remain under deep cover, and can safely remain in place while Glanis rotates teams of thieves between cities if they start to arouse suspicion. Glanis Trul travels under the cover of a roving Troubadour, using his talents to spread songs and tales of the exploits of Garlthik and the Force of the Eye around the province, especially their forays against the Therans.

Glanis has long, flowing blond hair and usually wears colorful silks, though they are usually concealed under a dark gray traveler's cloak when he is not performing.

Glanis Trul is a Sixth Circle elf Troubadour.

Attributes

- | | |
|------------------------------|-------------------------------|
| Dexterity (15): 6/D10 | Strength (11): 5/D8 |
| Toughness (9): 4/D6 | Perception (14): 6/D10 |
| Willpower (13): 6/D10 | Charisma (19): 8/2D6 |

Characteristics

- | | |
|---|--------------------------|
| Physical Defense: 8 | Initiative: 6/D10 |
| Spell Defense: 8 | Physical Armor: 6 |
| Social Defense: 12 | Mystic Armor: 4 |
| Death Rating: 28 (64)* | Recovery Tests: 2 |
| Wound Threshold: 7 | Knockdown: 5/D8 |
| Unconsciousness Rating: 19 (49)* | |

* These values have been modified for blood magic.

- | | |
|----------------------------|--------------------------|
| Combat Movement: 32 | Full Movement: 64 |
| Karma Points: 25 | Karma Step: 4/D6 |

Talents (Knacks)

- Disguise Self^D (7): 13/D12+D10
- Durability (6/5) (6): 6
- Emotion Song^D (7): 15/D20+D6 (Epic, Telling the Tale)
- Empathic Sense^D (6): 14/D20+D4
- Engaging Banter^D (6): 14/D20+D4
- First Impression (6): 14/D20+D4
- Haggle (6): 14/D20+D4
- Item History (6): 12/2D10
- Karma Ritual (6): 6
- Melee Weapons (6): 12/2D10
- Mimic Voice^D (6): 12/2D10 (Mimic Music)
- Read and Write Language^D (6): 12/2D10
- Human, Or'zet, Sperethiel, Theran, Troll, T'skrang
- Resist Taunt^D (6): 12/2D10
- Speak Language^D (6): 12/2D10
- Human, Or'zet, Theran, Troll, T'skrang, Windling

Taunt (6): 14/D20+D4
Thread Weaving (Story Weaving)^D (6): 12/2D10 (Thread Masking)
Throwing Weapons (6): 12/2D10

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Acting (3): 11/D10+D8
Music (Lute) (3): 11/D10+D8
Storytelling (4): 12/2D10

Knowledge:

Barsaive Geography (3): 9/D8+D6
Force of the Eye Lore (4): 10/D10+D6
Gangs of Kratas (3): 9/D8+D6
Legends and Heroes (4): 10/D10+D6
Theran History (3): 9/D8+D6

General:

Conversation (4): 12/2D10
Etiquette (3): 11/D10+D8
Navigation (3): 9/D8+D6
Read and Write Language (1): 7/D12
—Dwarf (Throalic)
Speak Language (2): 8/2D6
—Dwarf (Throalic), *Sperethiel*
Streetwise (3): 9/D8+D6
Wilderness Survival (3): 9/D8+D6

Equipment

Buckler (Phys 1; Shatter 17)
Thread Leather (Rank 4; Phys 5; Myst 3)
2 × Bolas (Damage 8/2D6; Range 12–20–24; Entangle 9)
Broadsword (Forged +2; Damage 12/2D10)
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
Amulet of the Eye (2 Damage Points)
Adventurer's Kit
Cloaksense Brooch
Embroidered Elfweave Robe
Lute
Navigation Charts (in map/scroll case)
Quiet Pouch
Trail Rations (1 week)
Gray Traveler's Garb
Wealthy Traveler's Garb

Loot

190 silver pieces (in quiet pouch)

Legend Award

505 Legend Points

Notes

Glanis possesses the elf Low-Light Vision racial ability.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Charisma-only Tests

Other Gang Members

Typical members of the Force of the Eye have Thief and Warrior skills. For every five to ten members, there is also an adept of Novice status. Higher-ranking lieutenants are Thieves

or Warriors of at least Journeyman status. Other members are Illusionists, Troubadours, Scouts, and Swordmasters. Disciplines other than these are less common. Sky Raiders and Air Sailors are especially rare, as Kratas sees little airship traffic and Garlthik prefers to leave aerial raids to the crystal raiders, in order to avoid conflict with the savage trollmoots.

TYPICAL FORCE OF THE EYE GANG MEMBER

"The Force of the Eye is the power in Kratas, and you best not forget it, if you know what's good for you."

"Garlthik could steal the shine off the sun if it pleased him to do so."

"Did I neglect to mention the breathing tax? How forgetful of me. Now pay up."

The mostly ork gang members of the Force of the Eye are non-adept thieves and warriors who serve as the eyes and ears of Garlthik throughout the city by wearing the Amulets of the Eye. These are street-hardened thugs personally selected by Garlthik or his lieutenants to join the Force of the Eye. They are more powerful individually than the typical members of other gangs, and the sheer numbers of Garlthik's Force make them a threat even to adepts.

Attributes

Dexterity (13): 6/D10
Toughness (14): 6/D10
Willpower (11): 5/D8

Strength (15): 6/D10
Perception (13): 6/D10
Charisma (11): 5/D8

Characteristics

Physical Defense: 7
Spell Defense: 7
Social Defense: 7

Initiative: 6/D10
Physical Armor: 3
Mystic Armor: 1

Death Rating: 34*
Wound Threshold: 10
Unconsciousness Rating: 26*

Recovery Tests: 3
Knockdown: 6/D10

* These values have been modified for blood magic.

Combat Movement: 28 **Full Movement:** 56

Skills

Artisan:

Acting (2): 7/D12

Knowledge:

Force of the Eye Lore (2): 8/2D6
Gangs of Kratas (2): 8/2D6

General:

Anticipate Blow (4): 10/D10+D6
Avoid Blow (4): 10/D10+D6
Climbing (4): 10/D10+D6
Detect Trap (4): 10/D10+D6
Disarm Trap (4): 10/D10+D6
Fence (4): 9/D8+D6
Lock Picking (5): 11/D10+D8
Melee Weapons (4): 10/D10+D6
Picking Pockets (4): 10/D10+D6
Read and Write Language (1): 7/D12
—Dwarf (Throalic)
Search (4): 10/D10+D6
Silent Walk (3): 9/D8+D6

Speak Language (2): 8/2D6
 —Dwarf (Throalic), *Or'zet*
 Streetwise (5): 11/D10+D8
 Surprise Strike (5): 11/D10+D8
 Trap Initiative (4): 10/D10+D6
 Unarmed Combat (4): 10/D10+D6

Equipment

Leather (Phys 3)
 Broadsword (Damage 11/D10+D8)
 Dagger (Damage 8/2D6; Range 9–15–18)
 Amulet of the Eye (2 Damage Points)
 Adventurer's Kit
 Belt Pouch
 Climbing Kit
 2× Flasks of Oil
 Leather Gloves
 Hooded Lantern
 Peasant's Garb
 Thieves' Picks and Tools
 Trail Rations (1 week)

Loot

D10 × 10 silver pieces (in belt pouch)

Legend Award

100 Legend Points

Notes

Force of the Eye gang members possess the ork Low-Light Vision and *Gahad* racial abilities.

VISTROSH

The head and founder of Brocher's Brood, the Brocher himself, is Vistrosh, a blood elf of the Elven Court in Blood Wood. Vistrosh was a Blood Warder, one of the court magicians and defenders of the Blood Wood. He was also a high-ranking member of the Carithasca ranelle, one of the noble houses of the Elven Court. About twenty years ago, Vistrosh was banished from the court and the Wood by Queen Alachia and subsequently disowned by his family. No one knows what rule of elven court etiquette Vistrosh broached, but he has continually sent missives to Alachia ever since, pledging his fidelity and pleading for clemency, to no avail. After his banishment, he journeyed to the city of outcasts, and quickly began to form his own gangs of thieves, and contest with Garlthik for control of the city with a display of ruthlessness that is surprising even in Kratas. He saw an advantage to be gained by dealing in the one area of criminal activity not dominated by Garlthik—slavery—and seized it, perhaps spurred on by a blood elf's sense of superiority over others.

This is the account of Vistrosh's banishment that is whispered in shame beneath the blood-soaked arbors of Blood Wood, and recounted with glee over the ale-soaked tables of Kratas. It is the version that Vistrosh himself hints at to his followers, but it is not strictly true, though only Alachia and Vistrosh know the truth. The truth, however, is that Vistrosh was sent on a mission by Alachia to form and run her spy network, the Songbirds. His selection for this post may be in part because his ranelle's involvement with the black market, of which Alachia must be aware, already gave him important ties to the underworld of Barsaive. Moreover, his family maintains trade contacts dating to before the Scourge through-

out much of the world beyond Barsaive, which he undoubtedly exploits for the purpose of espionage.

Much of his erratic behavior only makes sense in the light of his most important motivation, which is gathering intelligence for his Queen, to whom he remains devotedly loyal. His petitions to rejoin the court contain coded information. He moved to Kratas because it is the center of the market in clandestine information in the province. His gang is merely an elaborate cover for his presence in the city, and his intelligence-gathering operations, although members often unwittingly assist the Songbirds. His madness is mostly a ruse (Alachia provided him with the magical means to resist the wood longing) to explain any behavior not in keeping with the interests of a simple gang leader. Even his dealing in the slave trade is to provide access to the Therans, which has been quite successful. Through his contacts with the slave traders of Vivane, Vistrosh has insinuated agents deep within the Theran Empire, the most important target of his espionage.

This also explains his gang's inferior position within Kratas. It is not really a priority for him to defeat Garlthik and take over the city, so he has not devoted much of his energy to doing so. He considers his skirmishes with Garlthik an amusing diversion at most. He sends assassins after the old ork every now and again, as well as staging raids on Garlthik's properties, but these are just to convince both gangs that he is in the fight. If he should ever mount a serious attempt to oust Garlthik, he might not be guaranteed of success, but he would certainly be able to make a very credible attempt. In actuality, Vistrosh has calculated that it is in his best interest for Garlthik to remain in charge of Kratas. He knows of the Royal Family of Throal's debt of gratitude to Garlthik, and that they will never try to annex the city or clear it of its criminal element while Garlthik remains.

In fact, it would not have been beyond the far-seeing machinations of Vistrosh for him to have pretended to support the Death Rebellion to maintain his connections with the Therans, then let one of Garlthik's agents discover and thwart his plan to assassinate Varulus III. This would have both placed the Royal Family in Garlthik's debt, securing his position as Magistrate (and therefore Vistrosh's ability to use Kratas as a base of operations) and kept the pro-Theran faction out of power in Throal, which would, of course, be to Alachia's liking. Much as she has had disagreements with Varulus in the past, she certainly does not want the Therans gaining a foothold so close to the southern border of the Blood Wood.

▲ ▲ ▲

Indeed, Vistrosh may have engineered the entire Death Rebellion to ingratiate himself with Queen Alachia once more.

His strategy could well have been to undermine the Theran Empire's position in the entire province. He had contacts with the Therans through the slave market, and House Heovrat through the latter's dealing with the criminal underworld of Throal. This likely tipped him off to the pro-Theran faction in Throal, and the very real possibility that they could sway public opinion there into renewing the kingdom's old alliance with the empire. By tricking them into participating in a coup, he flushed them out into the open, aligning their politics with treason, and resulting in execution of their leaders and their abandonment by their Theran backers as incompetent. Furthermore, by allowing the assassination to be thwarted by Garlthik, Vistrosh appeared to both the Force of the Eye and the Therans as less of a threat than he really is, leading them to underestimate him in the future. If all this speculation is

true, Vistrosh is surely a master manipulator, and one that may yet earn his place back into the Queen's good graces, if only to use his talents to her own ends.

—Gravin Bakor, Historian of Throal

Vistrosh's leadership of the Songbirds also explains his indifference to some of the day-to-day concerns of Brocher's Brood and Kratas. His interests as Spymaster go far beyond the gang warfare of the City of Thieves. The subjects of his intelligence gathering in Barsaive include all of the major political players, especially that of the Therans in Vivane and elsewhere, Throal and Iopos, and the great dragons. Also of interest to him are the doings of the other major cities, as well as the t'skrang aropagoi. He also has an interest in Parlainth, keeping an eye on what is discovered in its ruins. Since the return of the Therans, Vistrosh has been concerned with the empire's doings at Triumph, as well as with the rise of the new nation of Cara Fahd (although he views the latter as a positive development, in that it places a potential buffer between the Therans and the nations of Barsaive). Vistrosh is also seeking the young girl Aardelea, recently spirited out of the province to places unknown by the Therans.

However, his interests, as well as those of the Rose Throne, extend far beyond the province of Barsaive. Alachia considers herself the rightful ruler of all elvenkind throughout the world, and so Vistrosh and the Songbirds keep a watch on other lands as well. Vistrosh has sent Songbirds to the Theran Empire's many provinces. He is also responsible for spying on the other elven communities, particularly Shosara and Sereatheia, especially as the former is attempting to supplant Blood Wood as the home of the Elven Court. With his experience in subtle elven political intrigues, it is not surprising that he is not that aggressive in his scuffles with the Force of the Eye.

Vistrosh trains and mentors a group of magicians within the Brood. Their talents and spells are clearly of use to the gang's criminal activities, but Vistrosh also has them employed in magical research within the city, particularly in the Undercity.

Vistrosh has the disturbing appearance of all blood elves, but unlike most of his kind, who comport themselves with a practiced, dignified reserve, Vistrosh allows his emotions to run wild. This makes him even more unsettling, as his mood switches capriciously from glee to anger at a moment's whim. This keeps his followers on edge, as he takes his wrath out on convenient targets, and contributes to his reputation for being insane.

As for Vistrosh's Disciplines the gamemaster can choose between the following options:

Option One

Vistrosh is what he seems, in this regard at least. As is generally thought to be the case, he is an accomplished magician, having nearly attained Warden status in both Wizardry and Illusionism in his time as a Blood Warder, as an Eighth Circle Illusionist and Wizard. Furthermore he has studied the ways of a Thief, having just attained Journeyman status as a Fifth Circle Thief. Vistrosh is a Dae'mistishsa, or Free Follower, of the Paths of the elven Wheel of Life, and he is currently following the Thief Discipline (see the Name-giver's Compendium, p. 27, more information on the Wheel of Life).

Attributes

Dexterity (18): 7/D12
Toughness (13): 6/D10
Willpower (20): 8/2D6

Strength (8): 4/D6
Perception (21): 8/2D6
Charisma (21): 8/2D6

Characteristics

Physical Defense: 12
Spell Defense: 17
Social Defense: 17

Initiative: 7/D12
Physical Armor: 2
Mystic Armor: 7

Death Rating: 31 (71)*

Wound Threshold: 9

Unconsciousness Rating: 23 (53)*

* These values have been modified for blood magic.

Combat Movement: 38

Full Movement: 76

Karma Points: 25

Karma Step: 4/D6

Illusionist Talents (Knacks)

Astral Sight^D (10): 18/D20+D12

Dead Fall^D (8): 16/D20+D8

Disguise Self^D (8): 16/D20+D8

Engaging Banter^D (8): 16/D20+D8

Enhanced Matrix (8): 8

Enhanced Matrix (8): 8

Durability (4/3) (10): 10

False Sight^D (8): 8

Leadership (8): 16/D20+D8

Karma Ritual (8): 8

Read and Write Language (8): 16/D20+D8

—Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling

Read and Write Magic^D (8): 16/D20+D8

Slough Blame^D (8): 16/D20+D8

Speak Language (7): 15/D20+D6

—Human, Obsidiman, *Or'zet*, Theran, Troll, T'skrang, Windling

Spellcasting^D (12): 20/D20+D8+D6 (Anchored Spell, Gaping Wound, Name Spell, Spell Design, Spell Stacking)

Spell Matrix (8): 8

Spell Matrix (8): 8

Spell Matrix (8): 8

Spell Matrix (8): 8

Thread Weaving (Illusionism)^D (12): 20/D20+D8+D6 (Thread Masking)

True Sight^D (8): 8

Willforce (10): 18/D20+D12

^D Indicates a Discipline talent.
Italicized talents require Karma.

Thief Talents (Knacks)

Avoid Blow^D (5): 12/2D10

Climbing (5): 12/2D10

Detect Trap (5): 13/D12+D10

Disarm Trap^D (5): 12/2D10

Fence^D (5): 13/D12+D10

Lock Picking^D (5): 12/2D10

Lock Sense^D (5): 13/D12+D10

Melee Weapons (5): 12/2D10

Picking Pockets^D (5): 12/2D10

Ritual of the Ghostmaster^D (5): 13/D12+D10

Silent Walk^D (5): 12/2D10 (Shadow Hide)

Surprise Strike^D (5): 9/D8+D6

Trap Initiative^D (5): 12/2D10

^D Indicates a Discipline talent.

Wizard Talents (Knacks)

Arcane Mutterings^D (8): 16/D20+D8 (Arcane Curses, Subliminal Mutterings)

Book Memory^D (8): 16/D20+D8 (Remember Conversation)

Book Recall^D (8): 16/D20+D8
 Evidence Analysis^D (8): 16/D20+D8
 Hold Thread^D (8): 16/D20+D8 (Hold Multiple Threads)
 Lifesight^D (8): 16/D20+D8
 Lip Reading (8): 16/D20+D8
 Resist Taunt (8): 16/D20+D8
 Thread Weaving (Wizardry)^D (12): 20/D20+D8+D6

^D Indicates a Discipline talent.
 Italicized talents require Karma.

Skills

Artisan:

Acting (4): 12/2D10
 Robe Embroidery (4): 12/2D10
 Tattooing (2): 10/D10+D6

Knowledge:

Barsaive Politics (4): 12/2D10
 Blood Wood Politics (4): 12/2D10
 Brocher's Brood Lore (4): 12/2D10
 Carithasca Ranelle Lore (4): 12/2D10
 Gangs of Kratas (4): 12/2D10
 History of the Elven Court (4): 12/2D10
 Kratas Undercity (4): 12/2D10
 Slave Trade Routes (4): 12/2D10
 Songbirds Lore (4): 12/2D10
 Theran History (4): 12/2D10
 Throal History (4): 12/2D10
 Vivane Province History (4): 12/2D10

General:

Conceal Weapon (2): 9/D8+D6
 Conversation (4): 12/2D10
 Mimic Voice (4): 12/2D10
 Read and Write Language (1): 9/D8+D6
 — Dwarf (Throalic)
 Research (4): 12/2D10
 Search (4): 12/2D10
 Speak Language (2): 10/D10+D6
 — Dwarf (Throalic), *Sperethiel*
 Streetwise (4): 12/2D10
 Unarmed Combat (4): 11/D10+D8

Equipment

Fernweave (Phys 2; Myst 3)
 Dagger (Forged +1; Damage 7/D12; Range 9–15–18)
 Short Sword (Forged +2; Damage 10/D10+D6)
 Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)
 Thread Ring (Rank 4; SocDef +2; SpellDef +2)
 Thread Blood Oak Spell Matrix Staff (Rank 12; Remembrance of the Wood spell cast into it by Alachia)
 Adventurer's Kit
 Climbing Kit
 Cloaksense Brooch
 Embroidered Robe
 Embroidery Tools
 2 × Grimoires
 Healing Potion
 Last Chance Salve
 Quiet-Fingers Gloves
 Tattooing Tools
 Trail Rations (1 week)
 Waterskin
 Wealthy Traveler's Garb



Illusionism Spells

Astral Shadow, Blazing Fists of Rage, Bouncing Blaster, Conceal Tracks, Disguise Metal, Displace Image, Encrypt, Ephemeral Bolt, False Floor, Flesh Eater^M, Form Exchange, Fun With Doors, Illusion, Illusory Spell^E, Light, Nobody Here, Phantom Fireball, Rope Guide, Send Message, Silent Stampede, Switch, Tailor, Time Flies, True Blazing Fists of Rage, True Ephemeral Bolt, Unseen Voices, Wall of Unfire

^M Denotes a spell currently in a Spell Matrix.
^E Denotes a spell currently in an Enhanced Matrix.

Wizardry Spells

Blood Boil, Blood Lost, Call, Counterspell^M, Dispel Magic^M, Displace Self^E, Flame Flash, Ignite, Mind Dagger^M, Multi-Mind Dagger, Notice Not, Safe Opening, Shatter Lock, Silent Converse, Relax, Thorny Retreat, Trust, Vines, Wizard's Cloak

^M Denotes a spell currently in a Spell Matrix.
^E Denotes a spell currently in an Enhanced Matrix.

Loot

Silver skull ring (worth 125 silver pieces), 780 silver pieces (in quiet pouch), Orichalcum Coin

Legend Award

8,945 Legend Points

Notes

Vistrosh possesses the blood elf Low-Light Vision, +1 Spell Defense, +1 Social Defense, Armor Restriction, Pain Resistance, and Reduced Recovery Tests racial abilities. Vistrosh has 2 permanent Damage Points from a powerful blood oath that prevents him from revealing the existence of the Songbirds or his part in that organization.

Fourth Circle: Illusionist: Glamour (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point); Wizard: Karma on Perception-only Tests

Fifth Circle: Illusionist/Thief: Karma on Perception-only Tests; Wizard: Karma on Willpower-only Tests

Sixth Circle: Illusionist: Karma on Willpower-only Tests; Wizard: +1 Spell Defense

Seventh Circle: Illusionist/Wizard: Karma on spell Effect Tests

Eighth Circle: Illusionist: +1 Spell Defense; Wizard: +1 Social Defense

Option Two

As in so many other things, Vistrosh is more than meets the eye. While it is true he is an accomplished magician, nearly reaching Warden status in Wizardry and Illusionism as an Eighth Circle Illusionist and Wizard, and it is also true he is currently following the Thief Discipline as a Fifth Circle Thief, his past holds a dark secret. In a secretive magical group sworn to loyally serve the Queen, he is a high-ranking Warden Nethermancer having attained Twelfth Circle as a Nethermancer. Those few who know of this group, even inside the elven court, only know it as the Order of the Black Thorn. Vistrosh is using his knowledge of Nethermancy to mentor and teach other Nethermancers within the Brood. This is useful for his espionage activities, but he has also assigned these Nethermancers to mysterious research within the depths of the Undercity. To what ends and what role Vistrosh himself plays in this group are shrouded in nearly as many shadows as his current position as Alachia's Spymaster.

Attributes

Dexterity (18): 7/D12
Toughness (13): 6/D10
Willpower (20): 8/2D6

Strength (8): 4/D6
Perception (21): 8/2D6
Charisma (21): 8/2D6

Characteristics

Physical Defense: 13
Spell Defense: 18
Social Defense: 19

Initiative: 7/D12
Physical Armor: 2
Mystic Armor: 7

Death Rating: 27 (83)^{*}
Wound Threshold: 9
Unconsciousness Rating: 19 (61)^{*}

^{*} These values have been modified for Blood Magic.

Combat Movement: 38
Karma Points: 25

Recovery Tests: 1
Knockdown: 4/D6
Full Movement: 76
Karma Step: 4/D6

Illusionist Talents (Knacks)

Dead Fall^D (8): 16/D20+D8
 Disguise Self^D (8): 16/D20+D8
 Engaging Banter^D (8): 16/D20+D8
 False Sight^D (8): 8
 Slough Blame^D (8): 16/D20+D8
 Speak Language (7): 15/D20+D6
 —Human, Obsidiman, Or'zet, Theran, Troll, T'skrang, Windling
 Thread Weaving (Illusionism)^D (12): 20/D20+D8+D6 (Thread Masking)
 True Sight^D (8): 8
^D Indicates a Discipline talent.

Nethermancer Talents (Knacks)

Animal Possession (12): 20/D20+D8+D6
 Arcane Mutterings (8): 16/D20+D8
 Armored Matrix (12): 12
 Armored Matrix (12): 12
 Astral Pocket^D (9): 17/D20+D10 (Astral Hideout)
 Astral Sight^D (14): 22/D20+D10+D8
 Bargain With Summoned Creature^D (12): 20/D20+D8+D6
 Durability (4/3) (14): 14
 Enhanced Matrix (12): 12
 Enhanced Matrix (12): 12
 Frighten (12): 20/D20+D8+D6
 Leadership (8): 16/D20+D8
 Lifesight^D (9): 17/D20+D10 (Deathstight)
 Karma Ritual (12): 12
 Matrix Strike^D (12): 20/D20+D8+D6
 Netherwalk^D (12): 20/D20+D8+D6
 Orbiting Spy^D (12): 20/D20+D8+D6 (Astral Spy, Orbiting Watcher)
 Read and Write Language (8): 16/D20+D8
 —Human, Obsidiman, Or'zet, Sperethiel, Theran, Troll, T'skrang, Windling
 Read and Write Magic^D (12): 20/D20+D8+D6
 Spellcasting^D (14): 22/D20+D10+D8 (Anchored Spell, Gaping Wounds, Name Spell, Spell Design, Spell Stacking)
 Spell Matrix (12): 12
 Spell Matrix (12): 12
 Spell Matrix (12): 12
 Spell Matrix (12): 12
 Spirit Dodge^D (12): 20/D20+D8+D6 (Spirit Shield)
 Spirit Hold^D (12): 20/D20+D8+D6
 Spirit Talk^D (12): 20/D20+D8+D6

Summon (Ally Spirits)^D (12): 20/D20+D8+D6 (Bind Spirit)
 Summoning Circle^D (12): 20/D20+D8+D6
 Thread Weaving (Nethermancy)^D (12): 20/D20+D8+D6
 (Talent Linking)
 Willforce (14): 22/D20+D10+D8

^D Indicates a Discipline talent.
Italicized talents require Karma.

Thief Talents (Knacks)

Avoid Blow^D (5): 12/2D10
 Climbing (5): 12/2D10
 Detect Trap (5): 13/D12+D10
 Disarm Trap^D (5): 12/2D10
 Fence^D (5): 13/D12+D10
 Lock Picking^D (5): 12/2D10
 Lock Sense^D (5): 13/D12+D10
 Melee Weapons (5): 12/2D10
 Picking Pockets^D (5): 12/2D10
 Ritual of the Ghostmaster^D (5): 13/D12+D10
 Silent Walk^D (5): 12/2D10 (Shadow Hide)
 Surprise Strike^D (5): 9/D8+D6
 Trap Initiative^D (5): 12/2D10

^D Indicates a Discipline talent.

Wizard Talents (Knacks)

Book Memory^D (8): 16/D20+D8 (Remember Conversation)
 Book Recall^D (8): 16/D20+D8
 Evidence Analysis^D (8): 16/D20+D8
 Hold Thread^D (8): 16/D20+D8 (Hold Multiple Threads)
Lip Reading (8): 16/D20+D8
 Resist Taunt (8): 16/D20+D8
 Thread Weaving (Wizardry)^D (12): 20/D20+D8+D6

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Acting (4): 12/2D10
 Robe Embroidery (4): 12/2D10
 Tattooing (2): 10/D10+D6

Knowledge:

Barsaive Politics (4): 12/2D10
 Blood Wood Politics (4): 12/2D10
 Brocher's Brood Lore (4): 12/2D10
 Carithasca Ranelle Lore (4): 12/2D10
 Gangs of Kratas (4): 12/2D10
 History of the Elven Court (4): 12/2D10
 Kratas Undercity (6): 14/D20+D4
 Order of the Black Thorn Lore (6): 14/D20+D4
 Slave Trade Routes (4): 12/2D10
 Songbirds Lore (4): 12/2D10
 Theran History (4): 12/2D10
 Throal History (4): 12/2D10
 Vivane Province History (4): 12/2D10

General:

Conceal Weapon (2): 9/D8+D6
 Conversation (4): 12/2D10
 Mimic Voice (4): 12/2D10
 Read and Write Language (1): 9/D8+D6
 — Dwarf (Throalic)
 Research (4): 12/2D10
 Search (4): 12/2D10
 Speak Language (2): 10/D10+D6
 — Dwarf (Throalic), *Sperethiel*

Streetwise (4): 12/2D10
 Unarmed Combat (4): 11/D10+D8

Equipment

Fernweave (Phys 2; Myst 3)
 Dagger (Forged +1; Damage 7/D12; Range 9–15–18)
 Short Sword (Forged +2; Damage 10/D10+D6)
 Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)
 Thread Ring (Rank 4; SocDef +2; SpellDef +2)
 Thread Blood Oak Spell Matrix Staff (Rank 12; with Remembrance of the Wood spell cast into it by Alachia)
 Adventurer's Kit
 Climbing Kit
 Cloaksense Brooch
 Embroidered Robe
 Embroidery Tools
 3 × Grimoires
 Healing Potion
 Quiet-Fingers Gloves
 Rope (6 yards)
 Tattooing Tools
 Trail Rations (1 week)
 Waterskin
 Wealthy Traveler's Garb
 Writing Kit

Illusionism Spells

Astral Shadow, Blazing Fists of Rage, Bouncing Blaster, Conceal Tracks, Disguise Metal, Displace Image, Encrypt, Ephemeral Bolt, False Floor, Flesh Eater^M, Form Exchange, Fun With Doors, Illusion, Illusory Spell^E, Light, Nobody Here, Phantom Fireball, Rope Guide, Send Message, Silent Stampede, Switch, Tailor, Time Flies, True Blazing Fists of Rage, True Ephemeral Bolt, Unseen Voices, Wall of Unfire

^M Denotes a spell currently in a Spell Matrix.
^E Denotes a spell currently in an Enhanced Matrix.

Nethermancy Spells

Astral Horror, Astral Spear, Astral Whisper, Blood Servitor, Bone Circle, Bone Dance, Bone Shatter^A, Command Nightflyer, Constrict Heart^M, Dark Messenger, Dark Spy, Death's Head^M, Detect Undead, Ethereal Darkness, Experience Death, Fatal Food, Fog of Fear, Foul Vapors^A, Friendly Darkness, Friend or Foe, Gateway, Globe of Silence, Grave Message, Last Chance, Life Circle of One, Pass Ward, Pocket Guardian, Preserve, Putrefy, Recovery, Restrained Entity, Restrained Horror, Sculpt Darkness, Sense Horror, Shadow Meld, Shadow's Whisper, Silent Darkness, Spirit Dart, Spirit Double, Spirit Grip, Spirit Portal, Step Through Shadow, Target Portal, Viewpoint, Wall of Darkness

^M Denotes a spell currently in a Spell Matrix.
^A Denotes a spell currently in an Armored Matrix.

Wizardry Spells

Blood Boil, Blood Lost, Call, Counterspell^M, Dispel Magic^E, Displace Self, Flame Flash, Ignite, Mind Dagger, Multi-Mind Dagger, Notice Not, Relax, Safe Opening, Shatter Lock, Silent Converse, Thorny Retreat, Trust, Vines, Wizard's Cloak

^M Denotes a spell currently in a Spell Matrix.
^E Denotes a spell currently in an Enhanced Matrix.

Loot

Silver skull ring (worth 125 silver pieces), 311 gold pieces (in quiet pouch), Orichalcum Coin

Legend Award

40,285 Legend Points

Notes

Vistrosh possesses the blood elf Low-Light Vision, +1 Spell Defense, +1 Social Defense, Armor Restriction, Pain Resistance, and Reduced Recovery Tests racial abilities. Vistrosh has 2 permanent Damage Points from a powerful blood oath preventing him from revealing the existence of the Songbirds or his part in that organization. Vistrosh also has 2 permanent Damage Points from a powerful blood oath preventing him from revealing the existence of the Order of the Black Thorn or his part in that organization.

Fourth Circle: Illusionist: Glamour (1 Damage Point); Thief: Thieves Tongue (1 Damage Point); Nethermancer/ Wizard: Karma on Perception-only Tests

Fifth Circle: Illusionist/Thief: Karma on Perception-only Tests; Nethermancer/Wizard: Karma on Willpower-only Tests

Sixth Circle: Illusionist: Karma on Willpower-only Tests; Nethermancer/Wizard: +1 Spell Defense

Seventh Circle: Illusionist/Wizard: Karma on spell Effect Tests; Nethermancer: +1 Social Defense

Eighth Circle: Illusionist: +1 Spell Defense; Nethermancer: Karma on controlled creatures or spirits Action Tests; Wizard: +1 Social Defense

Ninth Circle: Karma on Recovery Tests; Karma on spell Effect Tests

Tenth Circle: +1 Physical and Social Defense

Eleventh Circle: Otherworldly Control (2 Damage Points)

Twelfth Circle: +1 Social and Spell Defense

CALEB

Caleb is an old dwarf, who has been with Brocher's Brood since its formation. He began his career as a Thief, but has been tutored as an Illusionist by Vistrosh. Caleb is Vistrosh's most trusted adviser. Caleb runs many of the operations of the known members of the gang, and is in charge of security for the gang's hidden lairs in the Undercity and elsewhere. Caleb is a Fourth Circle dwarf Thief and Eighth Circle Illusionist.

Attributes

Dexterity (16): 7/D12

Toughness (16): 7/D12

Willpower (14): 6/D10

Strength (14): 6/D10

Perception (16): 7/D12

Charisma (11): 5/D8

Characteristics

Physical Defense: 12

Spell Defense: 12

Social Defense: 9

Initiative: 7/D12

Physical Armor: 5

Mystic Armor: 5

Death Rating: 37 (77)*

Wound Threshold: 11

Unconsciousness Rating: 29 (61)*

Recovery Tests: 3

Knockdown: 6/D10

Combat Movement: 28

Full Movement: 56

Karma Points: 25

Karma Step: 4/D6

Illusionist Talents (Knacks)

Astral Sight^D (8): 15/D20+D6

Dead Fall^D (8): 14/D20+D4

Disguise Self^D (8): 15/D20+D6

Enhanced Matrix (8): 8

Enhanced Matrix (8): 8

False Sight^D (8): 8

Fast Hand^D (8): 15/D20+D6

Leadership (8): 13/D12+D10

Read and Write Language (6): 13/D12+D10

—Human, Or'zet, Sperethiel, Theran, Troll, T'skrang

Read and Write Magic^D (8): 15/D20+D6

Slough Blame^D (8): 13/D12+D10

Speak Language (6): 13/D12+D10

—Human, Or'zet, Sperethiel, Theran, Troll, T'skrang

Spellcasting^D (8): 15/D20+D6 (Anchored Spell)

Spell Matrix (8): 8

Spell Matrix (8): 8

Spell Matrix (8): 8

Spell Matrix (8): 8

Thread Weaving (Illusionism)^D (8): 15/D20+D6 (Thread Masking)

True Sight^D (8): 8

Willforce (8): 14/D20+D4

^D Indicates a Discipline talent.
Italicized talents require Karma.

Thief Talents (Knacks)

Avoid Blow^D (4): 11/D10+D8

Climbing (5): 12/2D10*

Durability (5/4) (8): 8

Fence^D (4): 9/D8+D6

Karma Ritual (8): 8

Lock Picking^D (4): 11/D10+D8

Lock Sense^D (4): 11/D10+D8

Melee Weapons (4): 11/D10+D8

Picking Pockets^D (4): 11/D10+D8

Silent Walk^D (5): 12/2D10 (Shadow Hide)

Surprise Strike^D (4): 10/D10+D6

Trap Initiative^D (4): 11/D10+D8

^D Indicates a Discipline talent.
* Talent modified by Climbing rank +1 from thread boots.

Skills

Artisan:

Acting (4): 9/D8+D6

Robe Embroidery (4): 9/D8+D6

Knowledge:

Brocher's Brood Lore (4): 11/D10+D8

Gangs of Kratas (4): 11/D10+D8

Security (4): 11/D10+D8

General:

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (4): 11/D10+D8

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (4): 11/D10+D8

Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)

Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)

Dwarf Sword (Forged +2; Damage 11/D10+D8)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)

Thread Ring (Rank 4; SpellDef +2; SocDef +2)

Adventurer's Kit
3 × Booster Potions
Climbing Kit
Cloaksense Brooch
Embroidered Robe
Embroidery Tools
Grimoire
Quiet-Fingers Gloves
Quiet Pouch
Rope (6 yards)
Trail Rations (1 week)
Traveler's Garb
Writing Kit

Spells

Alarm, Astral Shadow, Bleeding Edge^M, Conceal Tracks, Disguise Metal, Displace Image, Enter and Exit, Ephemeral Bolt^M, False Enchantment, False Floor, Form Exchange, Fun With Doors, Great Weapon^M, Improved Alarm^E, Impossible Knot, Impossible Lock, Light, Nobody Here, Pauper's Purse, Rope Guide, See the Unseen^E, Send Message, Stop Right There^M, Switch, True Ephemeral Bolt, Unseen Voices

^M Denotes a spell currently in a Spell Matrix.

^E Denotes a spell currently in an Enhanced Matrix.

Loot

380 silver pieces (in quiet pouch)

Legend Award

5,215 Legend Points

Notes

Caleb possesses the dwarf Heat Sight racial ability.

Fourth Circle: Illusionist: Glamour (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Willpower-only Tests

Seventh Circle: Karma on spell Effect Tests

Eighth Circle: +1 Spell Defense

T'REBAK

T'rebak is a t'skrang of the Abanos niall of the K'tenshin aropagoi, or the House of Nine Diamonds. The Abanos niall specializes in slavery, and T'rebak uses his contacts within his foundation as the slavemaster of Brocher's Brood. T'rebak supervises the work of the teams of Brood slavers and brings slaves and potential buyers into the gang's hidden slave markets. He also arranges to ship large numbers of slaves to his niall's market in their tower at the Sixteen Towers, and to the Theran markets in Vivane and Vrontok. Not only do T'rebak's contacts facilitate Vistrosh's movements of slaves to the Therans, but they have also allowed him to insinuate his agents into Theran areas to gather intelligence. Further, Vistrosh is aware that T'rebak is a double agent, reporting to General Illfaralek, the akarenti, or Theran Spymaster, in Vivane. This allows Vistrosh to feed the Therans misinformation through T'rebak when he so wishes.

T'rebak is a Sixth Circle t'skrang Boatman and Fourth Circle Thief.

Attributes

Dexterity (13): 6/D10

Toughness (15): 6/D10

Willpower (11): 5/D8

Strength (16): 7/D12

Perception (13): 6/D10

Charisma (12): 5/D8

Characteristics

Physical Defense: 9

Spell Defense: 9

Social Defense: 8

Initiative: 6/D10

Physical Armor: 3

Mystic Armor: 2

Death Rating: 37 (73)*

Wound Threshold: 10

Unconsciousness Rating: 29 (59)*

* These values have been modified for blood magic.
** T'rebak knows the Wound Balance talent.

Combat Movement: 26

Full Movement: 52

Karma Points: 25

Karma Step: 4/D6

Boatman Talents (Knacks)

Acrobatic Strike (6): 12/2D10

Avoid Blow (7): 13/D12+D10

Cast Net^D (7): 13/D12+D10 (Unarmed Cast Net)

Climbing^D (7): 13/D12+D10 (Swinging in the Rigging)

Durability (6/5) (6): 6

Evaluate^D (6): 12/2D10

Haggle^D (6): 11/D10+D8

Karma Ritual (6): 6

Melee Weapons^D (7): 13/D12+D10

Pilot Boat^D (6): 11/D10+D8 (Safe Footing)

Speak Language^D (3): 9/D8+D6

—Human, *Sperethiel*, Theran

Swimming^D (6): 13/D12+D10

Thread Weaving (River Weaving)^D (6): 12/2D10

Throwing Weapons (6): 12/2D10

Unarmed Combat (6): 12/2D10

Wound Balance (6): 13/D12+D10

^D Indicates a Discipline talent.

Thief Talents (Knacks)

Fence^D (4): 9/D8+D6

Lock Picking^D (4): 10/D10+D6

Lock Sense^D (4): 10/D10+D6

Picking Pockets^D (4): 10/D10+D6

Silent Walk^D (4): 10/D10+D6 (Shadow Hide)

Surprise Strike^D (4): 11/D10+D8

Trap Initiative^D (4): 10/D10+D6

^D Indicates a Discipline talent.

Skills

Artisan:

Body Painting (3): 8/2D6

Knowledge:

Brocher's Brood Lore (3): 9/D8+D6

Espionage (3): 9/D8+D6

Gangs of Daiche (3): 9/D8+D6

Gangs of Kratas (3): 9/D8+D6

House K'tenshin Lore (3): 9/D8+D6

Slave Trade Routes (3): 9/D8+D6

Theran Politics (3): 9/D8+D6

General:

Fishing (3): 9/D8+D6

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Search (3): 9/D8+D6

Speak Language (2): 8/2D6

—Dwarf (Throalic), T'skrang

Streetwise (3): 9/D8+D6

Trading (3): 8/2D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Broadsword (Forged +2; Damage 14/D20+D4)
 2 × Casting Nets (Entangle 10)
 Knife (Forged +1; Damage 9/D8+D6; Range 6–10–12; Tail Damage 8/2D6)
 Net (Size 6; Range 6–10–12; Entangle 12)
 Short Sword (Damage 11/D10+D8; Tail Damage 9/D8+D6)
 Spear (Forged +2; Damage 13/D12+D10; Range 18–30–36)
 2 × Throwing Nets (Range 5–8–13; Entangle 9)
 Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)
 Cloaksense Brooch
 Adventurer's Kit
 2 × Booster Potions
 Bug Repellant
 Climbing Kit
 Fishing Kit
 Quiet-Fingers Gloves
 Quiet Pouch
 Painting Tools
 Trail Rations (1 week)
 Traveler's Garb

Loot

250 silver pieces (in quiet pouch)

Legend Award

715 Legend Points

Notes

T'rebak possesses the t'skrang Tail Attack (Damage 7/D12) racial ability.

Fourth Circle: Boatman: Karma on Dexterity-only Tests;

Thief: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Charisma-only Tests

Sixth Circle: +1 Social Defense

KROPTARK THE IMMENSE

Kroptark is, as his Name suggests, an incredibly obese troll. He works under T'rebak in the slave trade. Kroptark however, runs the Brood's trade in jaraleh, or pleasure slaves. These are sold to the markets to the South, but can also be "rented" by the hour at the Brood's covert brothel, the Flesh Pit. Kroptark is a cruel as he is large, but he takes good care of his charges, not out of concern for their feelings, but because he prizes their value. Anyone damaging the "goods" will be gleefully stomped to death by the troll. Kroptark is a non-adept troll slaver.

Attributes

Dexterity (11): 5/D8

Toughness (20): 8/2D6

Willpower (16): 7/D12

Strength (16): 7/D12

Perception (10): 5/D8

Charisma (7): 4/D6

Characteristics

Physical Defense: 7

Spell Defense: 6

Social Defense: 5

Initiative: 1/D4-2

Physical Armor: 11

Mystic Armor: 2

Death Rating: 42*

Wound Threshold: 13

Unconsciousness Rating: 34*

Recovery Tests: 4

Knockdown: 7/D12**

* These values have been modified for blood magic.
 ** Kroptark knows the Wound Balance skill.

Combat Movement: 22

Full Movement: 44

Skills

Artisan:

Body Painting (2): 6/D10

Scarification (2): 6/D10

Tattooing (2): 6/D10

Knowledge:

Brocher's Brood Lore (2): 7/D12

Gangs of Kratas (2): 7/D12

Jaraleh Trade Routes (2): 7/D12

General:

Detect Weapon (3): 8/2D6

Disarm (3): 8/2D6

Melee Weapons (3): 8/2D6

Read and Write Language (1): 6/D10

— Dwarf (Throalic)

Speak Language (2): 7/D12

— Dwarf (Throalic), Troll

Surprise Strike (3): 10/D10+D6

Streetwise (3): 8/2D6

Swift Kick (5): 10/D10+D6

Unarmed Combat (5): 10/D10+D6

Wound Balance (3): 10/D10+D6

Equipment

Body Shield (Phys 5; Init 2; Shatter 21)

Ring Mail (Phys 6; Init 2)

Troll Club (Damage 11/D10+D8)

Troll Dagger (Damage 10/D10+D6; Range 9–15–18)

Blood Knuckles (implanted in feet; 2 Damage Points)

Adventurer's Kit



Belt Pouch
Leather Gloves
Painting Tools
Tattooing Tools
Trail Rations (1 week)
Traveler's Garb

Loot

25 silver pieces (in belt pouch)

Legend Award

175 Legend Points

Notes

Kroptark possesses the troll Heat Sight racial ability.

BLAGSTERN

Blagstern is a surly, but begrudgingly respected, ork Thief, who is a fixture in the pubs of Kratas when he is not pulling off thefts outside of the city. He is not only a competent Thief, but, unbeknown to most Kratans, he also coordinates the actions of the unknown members of Brocher's Brood in Kratas and beyond, organizing their heists and exploits. He also keeps an eye out for possible new recruits to the gang, though he will not contact them directly, for fear of blowing his cover, but will instead pass on their identities to the known members who will then contact the recruits. Blagstern is well paid for his efforts, and his loyalty to the Brood is only because he believes it is in his best interest. He is greatly impressed by Vistrosh's power and cunning, and finds the structure of the Force of the Eye, with their amulets, to be stifling.

Blagstern is a Sixth Circle ork Thief.

Attributes

Dexterity (14): 6/D10
Toughness (15): 6/D10
Willpower (10): 5/D8

Strength (15): 6/D10
Perception (16): 7/D12
Charisma (10): 5/D8

Characteristics

Physical Defense: 11
Spell Defense: 9
Social Defense: 6

Initiative: 6/D10
Physical Armor: 5
Mystic Armor: 0

Death Rating: 37 (67)*
Wound Threshold: 10

Recovery Tests: 3
Knockdown: 6/D10

Unconsciousness Rating: 29 (53)*

These values have been modified for blood magic.

Combat Movement: 30

Full Movement: 60

Karma Points: 30

Karma Step: 5/D8

Talents (Knacks)

Avoid Blow^D (6): 12/2D10
Climbing (7): 13/D12+D10*
Detect Trap (6): 13/D12+D10
Disarm Trap^D (6): 12/2D10
Disguise Self (6): 13/D12+D10
Durability (5/4) (6): 6
Fast Hand^D (6): 12/2D10
Karma Ritual (6): 6
Fence^D (6): 11/D10+D8
Lock Picking^D (6): 12/2D10
Lock Sense^D (6): 13/D12+D10

Melee Weapons (7): 13/D12+D10

Picking Pockets^D (7): 13/D12+D10 (Offguard)

Silent Walk^D (6): 12/2D10 (Shadow Hide)

Surprise Strike^D (6): 12/2D10

Thread Weaving (Thief Weaving)^D (6): 13/D12+D10 (Thread Masking)

Trap Initiative^D (6): 12/2D10

^D Indicates a Discipline talent.

* Talent modified by Climbing rank +1 from thread boots.

Skills

Artisan:

Acting (3): 8/2D6

Knowledge:

Brocher's Brood Lore (3): 10/D10+D6

Caravan Trade Routes (3): 10/D10+D6

Gangs of Kratas (3): 10/D10+D6

General:

Fast Grab (3): 9/D8+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (3): 10/D10+D6

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Or'zet

Streetwise (3): 10/D10+D6

Equipment

Buckler (Phys 1; Shatter 17)

Padded Leather (Phys 4)

Broadsword (Forged +2; Damage 13/D12+D10)

Dagger (Damage 8/2D6; Range 9–15–18)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)

Adventurer's Kit

2 × Booster Potions

Climbing Kit

Cloaksense Brooch

Light Quartz Lantern

Quiet-Fingers Gloves

Quiet Pouch

Trail Rations (1 week)

Traveler's Garb

Loot

190 silver pieces (in quiet pouch)

Legend Award

475 Legend Points

Notes

Blagstern possesses the ork Low-Light Vision and *Gahad* racial abilities.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests

TYPICAL BROCHER'S BROOD GANG MEMBER

The mostly elf gang members of Brocher's Brood are skilled non-adept thieves and spies who fight the Force of the Eye and indirectly, without their knowledge or consent, help Vistrosh's Songbirds gather information through infiltration. Lacking the

raw power and numbers of the Force of the Eye, Brocher's Brood gang members use their speed and stealth to ambush other gangs. Vistrosh often chooses new gang members based on how well they know the ins and outs of Kratas. Many Brocher's Brood members are in fact ex-members of Ghagin's Grandchildren who survived to maturity.

Attributes

Dexterity (16): 7/D12 **Strength** (11): 5/D8
Toughness (10): 5/D8 **Perception** (14): 6/D10
Willpower (12): 5/D8 **Charisma** (14): 6/D10

Characteristics

Physical Defense: 9 **Initiative:** 7/D12
Spell Defense: 8 **Physical Armor:** 3
Social Defense: 8 **Mystic Armor:** 4
Death Rating: 31 **Recovery Tests:** 2
Wound Threshold: 8 **Knockdown:** 5/D8^{*}
Unconsciousness Rating: 22

^{*} Brocher's Brood members know the Wound Balance skill.

Combat Movement: 34 **Full Movement:** 68

Skills

Artisan:

Acting (2): 8/2D6

Knowledge:

Ambush (2): 8/2D6
 Brocher's Brood Lore (2): 8/2D6
 Gangs of Kratas (2): 8/2D6
 Interrogation (2): 8/2D6

General:

Avoid Blow (2): 9/D8+D6
 Bribery (2): 8/2D6
 Climbing (2): 9/D8+D6
 Conceal Weapon (3): 10/D10+D6
 Conversation (2): 8/2D6
 Detect Trap (2): 8/2D6
 Detect Weapon (2): 8/2D6
 Disarm Trap (2): 9/D8+D6
 Disguise (2): 8/2D6
 Engaging Banter (2): 8/2D6
 Fast Grab (2): 9/D8+D6
 Fast Hand (2): 9/D8+D6
 Fence (2): 8/2D6
 Lip Reading (2): 8/2D6
 Lock Picking (2): 9/D8+D6
 Melee Weapons (4): 11/D10+D8
 Picking Pockets (3): 10/D10+D6
 Read and Write Language (2): 8/2D6
 —Dwarf (Throalic), *Sperethiel*
 Search (2): 8/2D6
 Silent Walk (2): 9/D8+D6
 Slough Blame (1): 7/D12
 Speak Language (2): 8/2D6
 —Dwarf (Throalic), *Sperethiel*
 Streetwise (2): 8/2D6
 Surprise Strike (3): 8/2D6
 Tactics (2): 8/2D6
 Tracking (2): 8/2D6
 Trap Initiative (2): 9/D8+D6
 Wound Balance (1): 6/D10

Equipment

Buckler (Phys 1; Shatter 17)
 Fernweave (Phys 2; Myst 3)
 Broadsword (Damage 10/D10+D6)
 Knife (Damage 6/D10; Range 6–10–12)
 Adventurer's Kit
 Belt Pouch
 Climbing Kit
 Disguise Kit
 2 × Flasks of Oil
 Leather Gloves
 Hooded Lantern
 Thieves' Picks and Tools
 Trail Rations (1 week)
 Traveler's Garb
 Waterskin

Loot

D8 silver pieces (in belt pouch)

Legend Award

60 Legend Points

Notes

Brocher's Brood Members possess the elf Low-Light Vision racial ability.

SCAFALI THE DESPERATE

Scafali is one of the most ruthless and thoroughly amoral gang leaders in all of Kratas. While not sadistic or needlessly cruel, he has no scruples about engaging in any activity that will benefit him. Surprisingly, rumors suggest that prior to his engaging in a life of crime, Scafali was a respectable craftsman in Urupa. He is known to have summarily killed one of his gang members who asked about his past, and specifically what happened that caused him to change his way of life.

Scafali still wears the black cloak and leathers of a Thief, even though he has now surpassed himself as a Thief in his Warrior Discipline. Scafali is a Third Circle human Thief and Fourth Circle Warrior.

Attributes

Dexterity (16): 7/D12 **Strength** (14): 6/D10
Toughness (15): 6/D10 **Perception** (14): 6/D10
Willpower (14): 6/D10 **Charisma** (11): 5/D8

Characteristics

Physical Defense: 9 **Initiative:** 7/D12
Spell Defense: 10 **Physical Armor:** 4
Social Defense: 9 **Mystic Armor:** 2
Death Rating: 38 (58) **Recovery Tests:** 3
Wound Threshold: 10 **Knockdown:** 6/D10
Unconsciousness Rating: 30 (46)

Combat Movement: 32 **Full Movement:** 64

Karma Points: 25 **Karma Step:** 5/D8

Thief Talents (Knacks)

Avoid Blow^D (4): 11/D10+D8
 Climbing (3): 10/D10+D6
 Durability (5/4) (4): 4
 Fence^D (3): 8/2D6

Karma Ritual (4): 4
 Lock Picking^D (3): 10/D10+D6
 Lock Sense^D (3): 9/D8+D6
 Melee Weapons (5): 12/2D10
 Picking Pockets^D (3): 10/D10+D6
 Silent Walk^D (4): 11/D10+D8 (Shadow Hide)
 Surprise Strike^D (3): 9/D8+D6

^D Indicates a Discipline talent.

Warrior Talents (Knacks)

Acrobatic Strike (4): 11/D10+D8
 Air Dance (4): 11/D10+D8
 Anticipate Blow^D (4): 10/D10+D6
 Thread Weaving (War Weaving)^D (4): 10/D10+D6
 Throwing Weapons (4): 11/D10+D8
 Tiger Spring (4): 4
 Unarmed Combat^D (4): 11/D10+D8 (Pin Down)
 Wood Skin^D (4): 10/D10+D6

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (2): 7/D12
 Calligraphy (2): 7/D12
 Craftsman: Leatherworking (2): 9/D8+D6
 Craftsman: Tailor (2): 9/D8+D6

Knowledge:

Desperate Ones Lore (2): 8/2D6
 Gangs of Kratas (2): 8/2D6
 Kidnapping and Ransom (2): 8/2D6
 Urupa Trade Guilds (2): 8/2D6

General:

Bribery (2): 7/D12
 Conversation (2): 7/D12
 Evaluate (2): 8/2D6
 Forgery (2): 9/D8+D6
 Haggle (2): 7/D12
 Read and Write Language (1): 7/D12
 —Dwarf (Throalic)
 Speak Language (2): 8/2D6
 —Dwarf (Throalic), Human
 Streetwise (2): 8/2D6
 Trading (2): 7/D12

Equipment

Buckler (Phys 1; Shatter 17)
 Leather (Phys 3)
 2 × Bolas (Damage 9/D8+D6; Range 12–20–24; Entangle 9)
 Dagger (Damage 8/2D6; Range 9–15–18)
 Mace (Forged +1; Damage 11/D10+D8)
 Net (Size 6; Entangle 10)
 Sap (Damage 7/D12)
 Thread Ring (Rank 4; SocDef +2; SpellDef +2)
 Cloaksense Brooch
 Adventurer's Kit
 Belt Pouch
 Calligraphy Tools
 Climbing Kit
 2 × Craftsman Tools
 Embroidery Tools
 Forge Tools
 Quiet-Fingers Gloves
 Trail Rations (1 week)



Traveler's Garb (with black traveler's cloak)
 Writing Kit

Loot

80 silver pieces (in belt pouch)

Legend Award

385 Legend Points

Notes

Scafali possesses the human Versatility racial ability.

Fourth Circle: Karma on Willpower-only Tests

UNCTUOUS NURM

Nurm is the Desperate Ones' negotiator and broker. He handles not only deals with those who would like to hire the group for dirty work, but also the trading of ransom for victims. Nurm fancies himself a charmer, and wears fancy, if worn and dirty, Throalic fashions. He uses his Illusionist powers to escape from the wrathful, who would like to follow him to the Desperate Ones and their captives. Nurm is a Third Circle dwarf Illusionist.

Attributes

Dexterity (11): 5/D8
Toughness (14): 6/D10
Willpower (16): 7/D12

Strength (13): 6/D10
Perception (16): 7/D12
Charisma (14): 6/D10

Characteristics

Physical Defense: 7

Spell Defense: 9

Social Defense: 8

Death Rating: 36 (48)

Wound Threshold: 10

Unconsciousness Rating: 28 (37)

Combat Movement: 18

Karma Points: 11

Initiative: 5/D8

Physical Armor: 3

Mystic Armor: 2

Recovery Tests: 3

Knockdown: 6/D10

Full Movement: 36

Karma Step: 4/D6

Talents

Dead Fall^D (3): 10/D10+D6

Disguise Self^D (3): 10/D10+D6

Durability (4/3) (3): 3

Karma Ritual (3): 3

Read and Write Language (3): 10/D10+D6

—Human, *Or'zet*, *Sperethiel*

Read and Write Magic^D (3): 10/D10+D6

Speak Language (3): 10/D10+D6

—Human, *Or'zet*, *Sperethiel*

Spellcasting^D (3): 10/D10+D6

Spell Matrix (3): 3

Spell Matrix (3): 3

Spell Matrix (3): 3

Thread Weaving (Illusionism)^D (4): 11/D10+D8

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (2): 8/2D6

Robe Embroidery (2): 8/2D6

Knowledge:

Desperate Ones Lore (2): 9/D8+D6

Gangs of Kratas (2): 9/D8+D6

Kidnapping and Ransom (2): 9/D8+D6

General:

Conversation (3): 9/D8+D6

Evaluate (2): 9/D8+D6

Fence (2): 8/2D6

First Impression (2): 8/2D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (2): 9/D8+D6

Trading (3): 9/D8+D6

Equipment

Leather (Phys 3)

Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)

Adventurer's Kit

Belt Pouch

Dwarf Winternight Cloak

Cloaksense Brooch

Embroidered Robe

Embroidery Tools

Grimoire

Rope (6 yards)

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

Spells

Bellow of the Thundras, Best Face, Crafty Thought^M, Disaster, Displace Image, Ephemeral Bolt, False Floor, Fun With Doors, Innocent Activity, Nobody Here^M, Pauper's Purse, Rope Guide, True Ephemeral Bolt, Unseen Voices, You Got Me^M

^M Denotes a spell currently in a Spell Matrix.

Loot

30 silver pieces (in belt pouch)

Legend Award

220 Legend Points

Notes

Nurm possesses the dwarf Heat Sight racial ability.

TYPICAL DESPERATE ONES GANG MEMBER

Attributes

Dexterity (16): 7/D12

Toughness (14): 6/D10

Willpower (9): 4/D6

Strength (14): 6/D10

Perception (11): 5/D8

Charisma (10): 5/D8

Characteristics

Physical Defense: 9

Spell Defense: 7

Social Defense: 6

Initiative: 7/D12

Physical Armor: 4

Mystic Armor: 0

Death Rating: 36

Wound Threshold: 10

Unconsciousness Rating: 28

Recovery Tests: 3

Knockdown: 6/D10

Combat Movement: 34

Full Movement: 68

Skills

Artisan:

Acting (2): 7/D12

Knowledge:

Desperate Ones Lore (2): 7/D12

Gangs of Kratas (2): 7/D12

General:

Acrobatic Strike (2): 9/D8+D6

Avoid Blow (3): 10/D10+D6

Climbing (2): 9/D8+D6

Melee Weapons (3): 10/D10+D6

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Silent Walk (2): 9/D8+D6

Speak Language (2): 7/D12

—Dwarf (Throalic), *Or'zet*

Streetwise (2): 7/D12

Surprise Strike (2): 8/2D6

Throwing Weapons (3): 10/D10+D6

Unarmed Combat (2): 9/D8+D6

Equipment

Buckler (Phys 1; Shatter 17)

Leather (Phys 3)

Bola (Damage 9/D8+D6; Range 12–20–24; Entangle 9)

Dagger (Damage 8/2D6; Range 9–15–18)

Mace (Damage 10/D10+D6)

Net (Size 6; Entangle 10)

Sap (Damage 7/D12)
 Adventurer's Kit
 Belt Pouch
 Climbing Kit
 Trail Rations (1 week)
 Black Traveler's Garb (with hooded mask)

Loot

D6 silver pieces (in belt pouch)

Legend Award

60 Legend Points

Notes

Desperate Ones Gang Members possess the ork Low-Light Vision and *Gahad* racial abilities.

RANGOR

Rangor keeps his fiery red hair long and in braids. He wears simple clothing and a disarming smile. He has the air of a well-meaning older brother or uncle about him. Rangor is a non-adept ork gang leader.

Attributes

Dexterity (14): 6/D10
Toughness (16): 7/D12
Willpower (12): 5/D8

Strength (15): 6/D10
Perception (10): 5/D8
Charisma (16): 7/D12

Characteristics

Physical Defense: 8
Spell Defense: 6
Social Defense: 9

Initiative: 6/D10
Physical Armor: 4
Mystic Armor: 1

Death Rating: 39
Wound Threshold: 11
Unconsciousness Rating: 31

Recovery Tests: 3
Knockdown: 6/D10

Combat Movement: 30 **Full Movement:** 60

Skills

Artisan:

Acting (5): 12/2D10
 Painting (1): 8/2D6

Knowledge:

Extortion (2): 7/D12
 Gangs of Kratas (2): 7/D12
 Rangor's Reavers Lore (2): 7/D12
 The Scrabbles (2): 7/D12

General:

Bardic Voice (3): 10/D10+D6
 Bribery (2): 9/D8+D6
 Conceal Weapon (3): 9/D8+D6
 Conversation (3): 10/D10+D6
 Disarm (5): 11/D10+D8
 Engaging Banter (3): 10/D10+D6
 First Impression (5): 12/2D10
 Heartening Laugh (2): 9/D8+D6
 Hypnotize (3): 8/2D6
 Melee Weapons (5): 11/D10+D8
 Read and Write Language (1): 6/D10
 — Dwarf (Throalic)
 Riposte (5): 11/D10+D8
 Speak Language (2): 7/D12

— Dwarf (Throalic), *Or'zet*
 Streetwise (2): 7/D12
 Unarmed Combat (5): 11/D10+D8

Equipment

Buckler (Phys 1; Shatter 17)
 Leather (Phys 3)
 Club (Damage 9/D8+D6)
 Flail (Damage 11/D10+D8)
 Knife (Damage 7/D12; Range 6–10–12)
 Adventurer's Kit
 Belt Pouch
 Bronze Medallion
 2 × Flasks of *Hurlg*
 2 × Flasks of Oil
 Hooded Lantern
 Painting Tools
 Peasant's Garb
 Trail Rations (1 week)

Loot

25 silver pieces (in belt pouch)

Legend Award

225 Legend Points

Notes

Rangor possesses the ork Low-Light Vision and *Gahad* racial abilities.

TYPICAL RANGOR'S REAVERS GANG MEMBER

The mostly human gang members of Rangor's Reavers are non-adepts who have been conned by Rangor into owing him for as long as his life continues. Many are masochists who have been humiliated, beaten, and tortured, and yet still return to Rangor to serve him even when freedom by fleeing was a possibility. Their debt to Rangor has made them poor, resulting in them having inferior equipment to many of the other gangs.

Attributes

Dexterity (14): 6/D10
Toughness (13): 6/D10
Willpower (7): 4/D6

Strength (12): 5/D8
Perception (12): 5/D8
Charisma (9): 4/D6

Characteristics

Physical Defense: 8
Spell Defense: 7
Social Defense: 6

Initiative: 6/D10
Physical Armor: 3
Mystic Armor: 0

Death Rating: 35
Wound Threshold: 9
Unconsciousness Rating: 27

Recovery Tests: 2
Knockdown: 5/D8

Combat Movement: 28 **Full Movement:** 56

Skills

Artisan:

Painting (2): 6/D10

Knowledge:

Extortion (2): 7/D12
 Gangs of Kratas (2): 7/D12

Rangor's Reavers Lore (2): 7/D12

The Scrabbles (2): 7/D12

General:

Avoid Blow (2): 8/2D6

Fast Grab (2): 8/2D6

Fast Hand (2): 8/2D6

Fence (2): 6/D10

Melee Weapons (3): 9/D8+D6

Picking Pockets (2): 8/2D6

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Silent Walk (2): 8/2D6

Speak Language (2): 7/D12

—Dwarf (Throalic), Human

Streetwise (2): 7/D12

Surprise Strike (2): 7/D12

Unarmed Combat (2): 8/2D6

Equipment

Buckler (Phys 1; Shatter 17)

Padded Cloth (Phys 2)

Dwarf Sword (Damage 8/2D6)

Knife (Damage 6/D10; Range 6–10–12)

Sap (Damage 6/D10)

Adventurer's Kit

Belt Pouch

2 × Flasks of Oil

Leather Gloves

Hooded Lantern

Painting Tools

Peasant's Garb

Trail Rations (1 week)

Writing Kit

Loot

D6 copper pieces (in belt pouch)

Legend Award

50 Legend Points

WALIUT

Waliut is nearly as broad as he is tall. He wears his jet-black hair and beard trimmed short, so no one will grab them in the Hole. He wears the giant fist of a troll, nearly as big as his own head, on a cord around his neck, though he removes this prior to entering the pit. His nose has been flattened numerous times, and he is missing several teeth.

Waliut is a Fifth Circle dwarf Warrior.

Attributes

Dexterity (16): 7/D12
D8+D6

Toughness (16): 7/D12

Willpower (12): 5/D8

Strength (22): 9/

Perception (11): 5/D8

Charisma (8): 4/D6

Characteristics

Physical Defense: 9

Spell Defense: 7

Social Defense: 5

Initiative: 7/D12

Physical Armor: 0

Mystic Armor: 1

Death Rating: 39 (84)

Wound Threshold: 11

Unconsciousness Rating: 31 (66)

Recovery Tests: 3

Knockdown: 9/D8+D6

Combat Movement: 28

Full Movement: 56

Karma Points: 20

Karma Step: 4/D6

Talents (Knacks)

Acrobatic Strike (5): 12/2D10

Air Dance (5): 12/2D10

Anticipate Blow^D (5): 10/D10+D6

Avoid Blow^D (5): 12/2D10

Down Strike^D (5): 14/D20+D4

Durability (9/7) (5): 5

Gliding Stride (5): 12/2D10

Karma Ritual (5): 5

Swift Kick^D (6): 13/D12+D10

Thread Weaving (War Weaving)^D (5): 10/D10+D6

Tiger Spring (5): 5

Unarmed Combat^D (7): 14/D20+D4 (Pin Down, Head Butt,

Mighty Throw)

Wood Skin^D (5): 12/2D10

^D Indicates a Discipline talent.

Skills

Artisan:

Body Painting (2): 6/D10

Music (Drum) (2): 6/D10

Knowledge:

Bloody Fist Lore (2): 7/D12



Extortion (2): 7/D12
 Games of Chance (2): 7/D12
 Gangs of Kratas (2): 7/D12
 The Scrabbles (2): 7/D12

General:

Bribery (2): 6/D10
 Detect Weapon (3): 8/2D6
 Fast Grab (3): 10/D10+D6
 Fast Hand (3): 10/D10+D6
 Picking Pockets (3): 10/D10+D6
 Read and Write Language (1): 6/D10
 —Dwarf (Throalic)
 Speak Language (1): 6/D10
 —Dwarf (Throalic)
 Streetwise (3): 8/2D6
 Weapon Breaker (3): 12/2D10

Equipment

Thread Ring of Accuracy (Rank 4; close/ranged combat Attack Tests +3 bonus when using hand with ring worn on it; close/ranged combat Damage Tests +2 bonus when using hand with ring worn on it)
 Adventurer's Kit
 Belt Pouch
 Drum
 Painting Tools
 Peasant's Garb
 Trail Rations (1 week)
 Troll Fist (on cord)

Loot

40 silver pieces (in belt pouch)

Legend Award

590 Legend Points

Notes

Waliut possesses the dwarf Heat Sight racial ability.

Fourth Circle: Karma on Willpower-only Tests

Fifth Circle: Karma on Dexterity-only Tests

URMUNN

Urmunn is an enormous obsidiman, nearly nine feet tall, whose skin has a deep reddish, sandstone appearance, unknown among the obsidimen of Barsaive. This suggests his Liferock is from far beyond the province. His skin is also deeply gouged with several giant scars that appear to be from claws of some sort. He will not answer any questions as to the origins of these scars. Urmunn is a Fourth Circle obsidiman Purifier.

Attributes

Dexterity (14): 6/D10
 D10+D6

Toughness (17): 7/D12
 Willpower (10): 5/D8

Strength (25): 10/

Perception (9): 4/D6
 Charisma (9): 4/D6

Characteristics

Physical Defense: 8
 Spell Defense: 6
 Social Defense: 6

Initiative: 6/D10
 Physical Armor: 3
 Mystic Armor: 0

Death Rating: 40 (68)

Wound Threshold: 14

Unconsciousness Rating: 32 (56)

* Urmunn knows the Unshakable Earth talent.

Combat Movement: 22

Karma Points: 14

Recovery Tests: 3

Knockdown: 10/D10+D6*

Full Movement: 44

Karma Step: 3/D4

Talents (Knacks)

Avoid Blow (4): 10/D10+D6
 Battle Shout (4): 8/2D6
 Body Control^D (5): 15/D20+D6
 Clay Skin^D (4): 11/D10+D8
 Creature Analysis^D (4): 8/2D6
 Durability (7/6) (4): 4
 Earth Bond (4): 11/D10+D8
 Elemental Tongues^D (4): 8/2D6
 Karma Ritual (4): 4
 Lifesight^D (4): 8/2D6
 Unarmed Combat^D (6): 12/2D10 (Pin Down, Head Butt)
 Unshakable Earth^D (4): 14/D20+D4

^D Indicates a Discipline talent.

Skills

Artisan:

Stone Carving (2): 6/D10

Knowledge:

Creature Lore (4): 8/2D6

Horror Lore (3): 7/D12

Scourge History (3): 7/D12

General:

Climbing (2): 8/2D6



Read and Write Language (1): 5/D8
—Dwarf (Throalic)
Speak Language (2): 6/D10
—Dwarf (Throalic), Obsidiman
Tracking (2): 6/D10
Wilderness Survival (2): 6/D10

Equipment

Adventurer's Kit
Belt Pouch
Stone Carving Tools
Peasant's Garb
Trail Rations (1 week)

Loot

25 silver pieces (in belt pouch)

Legend Award

200 Legend Points

Notes

Urmunn possesses the obsidiman Increased Wound Threshold and Natural Armor racial abilities.

Fourth Circle: Karma on Strength-only Tests

TYPICAL BLOODY FIST GANG MEMBER

The gang members of the Bloody Fist are non-adept warriors skilled in using their fists, kicks, and tail attacks to fight opponents in the Hole and rival gang members, and beat people of the Scrabbles senseless and then rob them when they fall unconscious. They disdain those who use weapons, and always attack those who wield weapons first in combat.

Attributes

Dexterity (15): 6/D10	Strength (16): 7/D12
Toughness (16): 7/D12	Perception (10): 5/D8
Willpower (13): 6/D10	Charisma (11): 5/D8

Characteristics

Physical Defense: 8	Initiative: 6/D10
Spell Defense: 6	Physical Armor: 0
Social Defense: 7	Mystic Armor: 1

Death Rating: 39	Recovery Tests: 3
Wound Threshold: 11	Knockdown: 7/D12*
Unconsciousness Rating: 31	

* Bloody Fist gang members know the Wound Balance skill.

Combat Movement: 30	Full Movement: 60
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Skills

Artisan:

Body Painting (2): 7/D12

Knowledge:

Bloody Fist Lore (2): 7/D12
Extortion (2): 7/D12
Games of Chance (2): 7/D12
Gangs of Kratas (2): 7/D12
The Scrabbles (2): 7/D12

General:

Avoid Blow (3): 9/D8+D6
Detect Weapon (3): 8/2D6
Fast Grab (3): 9/D8+D6

Fast Hand (3): 9/D8+D6
Maneuver (3): 9/D8+D6
Picking Pockets (3): 9/D8+D6
Read and Write Language (1): 6/D10
—Dwarf (Throalic)
Speak Language (2): 7/D12
—Dwarf (Throalic), T'skrang
Streetwise (2): 7/D12
Swift Kick (3): 9/D8+D6
Unarmed Combat (4): 10/D10+D6
Tail Dance (4): 10/D10+D6
Weapon Breaker (2): 9/D8+D6
Wound Balance (2): 9/D8+D6

Equipment

Adventurer's Kit
Belt Pouch
Painting Tools
Peasant's Garb
Trail Rations (1 week)

Loot

D4 silver pieces (in belt pouch)

Legend Award

110 Legend Points

Notes

Bloody Fist gang members possess the t'skrang Tail Attack (Damage 7/D12) racial ability.

HERINTA

Herinta is a tall, striking elf with pale white skin with a hint of green to it. Her hair is icy blue, as are her eyes. She wears long, flowing, gauzy gowns that she thinks are the height of elven fashion, even when wearing her armor. Herinta is a Fourth Circle elf Thief.

Attributes

Dexterity (20): 8/2D6	Strength (12): 5/D8
Toughness (10): 5/D8	Perception (14): 6/D10
Willpower (12): 5/D8	Charisma (12): 5/D8

Characteristics

Physical Defense: 10	Initiative: 7/D12
Spell Defense: 8	Physical Armor: 8
Social Defense: 7	Mystic Armor: 5

Death Rating: 30 (50)*	Recovery Tests: 2
Wound Threshold: 8	Knockdown: 5/D8
Unconsciousness Rating: 21 (37)*	

* These values have been modified for blood magic.

Combat Movement: 43	Full Movement: 86
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Karma Points: 15

Karma Step: 4/D6

Talents (Knacks)

Avoid Blow^D (4): 12/2D10
Climbing (4): 12/2D10
Durability (5/4) (4): 4
Fence^D (4): 9/D8+D6
Lock Picking^D (4): 12/2D10
Lock Sense^D (4): 10/D10+D6

Karma Ritual (4): 4
 Melee Weapons (5): 13/D12+D10
 Picking Pockets^D (4): 12/2D10
 Silent Walk^D (5): 13/D12+D10 (Shadow Hide)
 Surprise Strike^D (4): 9/D8+D6
 Thread Weaving (Thief Weaving)^D (4): 10/D10+D6
 Trap Initiative^D (4): 12/2D10

^D Indicates a Discipline talent.

Skills

Artisan:

Craftsman: Tailor (2): 10/D10+D6
 Embroidery (2): 7/D12

Knowledge:

Alchemy and Potions (2): 8/2D6
 All-Breakers Lore (2): 8/2D6
 Botany (2): 8/2D6
 Court Dancing (2): 8/2D6
 Gangs of Kratas (2): 8/2D6
 The Scrabbles (2): 8/2D6

General:

Alchemy (2): 8/2D6
 Read and Write Language (1): 7/D12
 — Dwarf (Throalic)
 Speak Language (2): 8/2D6
 — Dwarf (Throalic), *Sperethiel*
 Streetwise (2): 8/2D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 Broadsword (Forged +1; Damage 11/D10+D8)
 Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
 Cloaksense Brooch
 Adventurer's Kit
 2 × Booster Potion
 Climbing Kit
 Craftsman Tools
 Elfweave Robe
 Embroidery Tools
 Quiet-Fingers Gloves
 Quiet Pouch
 Trail Rations (1 week)
 Wealthy Traveler's Garb (with flowing embroidered robe and gown)
 Alchemy Kit (at Herinta's "palace")

Loot

Better quality, elven-made jewelry including silver necklaces, rings, and earrings (worth 125 silver pieces)

Legend Award

315 Legend Points

Notes

Herinta possesses the elf Low-Light Vision racial ability.

Fourth Circle: Thieves' Tongue (1 Damage Point)

TYPICAL ALL-BREAKERS GANG MEMBER

The mostly ork gang members of the All-Breakers are non-adept thieves and warriors who use their fists and blades to get protection money from merchants. If this fails, they



sometimes resort to arson and destroy warehouses and merchant inventories.

Attributes

Dexterity (14): 6/D10
Toughness (13): 6/D10
Willpower (8): 4/D6

Strength (18): 7/D12
Perception (13): 6/D10
Charisma (9): 4/D6

Characteristics

Physical Defense: 8
Spell Defense: 7
Social Defense: 6

Initiative: 6/D10
Physical Armor: 3
Mystic Armor: 0

Death Rating: 35
Wound Threshold: 9
Unconsciousness Rating: 27

Recovery Tests: 2
Knockdown: 7/D12

Combat Movement: 30 **Full Movement:** 60

Skills

Artisan:

Bone Carving (1): 5/D8

Knowledge:

All-Breakers Lore (2): 8/2D6
 Arson (2): 8/2D6
 Extortion (2): 8/2D6
 Gangs of Kratas (2): 8/2D6
 The Scrabbles (2): 8/2D6

General:

Avoid Blow (2): 8/2D6

Climbing (2): 8/2D6
 Lock Picking (2): 8/2D6
 Melee Weapons (3): 9/D8+D6
 Picking Pockets (2): 8/2D6
 Read and Write Language (1): 7/D12
 —Dwarf (Throalic)
 Silent Walk (2): 8/2D6
 Speak Language (2): 8/2D6
 —Dwarf (Throalic), Or'zet
 Streetwise (2): 8/2D6
 Surprise Strike (2): 9/D8+D6
 Throwing Weapons (2): 8/2D6
 Unarmed Combat (2): 8/2D6

Equipment

Leather (Phys 3)
 Broadsword (Damage 12/2D10)
 Dagger (Damage 9/D8+D6; Range 9–15–18)
 Adventurer's Kit
 Belt Pouch
 Carving Tools
 Climbing Kit
 4 × Flasks of Oil
 Leather Gloves
 Hooded Lantern
 Peasant's Garb
 Thieves' Picks and Tools
 2 × Torches
 Trail Rations (1 week)

Loot

D6 silver pieces (in belt pouch)

Legend Award

60 Legend Points

Notes

All-Breakers gang members possess the ork Low-Light Vision and *Gahad* racial abilities.

PHILANK THE FORSAKEN

Philank wears his black hair short, with a neatly trimmed beard and mustache. He has a very shifty and nervous feel about him, and is often looking over his shoulder. Despite this, he has a confident energy about himself. He flatters himself by saying he is "Garlthik's greatest living enemy," though that title truly belongs to Vistrosh. Philank is a minor nuisance to Garlthik at best. Philank is a Fourth Circle human Thief.

Attributes

Dexterity (18): 7/D12
Toughness (13): 6/D10
Willpower (14): 6/D10

Strength (13): 6/D10
Perception (16): 7/D12
Charisma (13): 6/D10

Characteristics

Physical Defense: 10
Spell Defense: 9
Social Defense: 7

Initiative: 7/D12
Physical Armor: 5
Mystic Armor: 5

Death Rating: 29 (49)*
Wound Threshold: 9
Unconsciousness Rating: 21 (37)*

Recovery Tests: 2
Knockdown: 6/D10

* These values have been modified for blood magic.

Combat Movement: 36

Full Movement: 72

Karma Points: 19

Karma Step: 5/D8

Talents (Knacks)

Avoid Blow^D (4): 11/D10+D8
 Climbing (4): 11/D10+D8
 Durability (5/4) (4): 4
 Fence^D (4): 10/D10+D6
 Lock Picking^D (4): 11/D10+D8
 Lock Sense^D (4): 11/D10+D8
 Karma Ritual (4): 4
 Melee Weapons (5): 12/2D10
 Picking Pockets^D (4): 11/D10+D8
 Silent Walk^D (5): 12/2D10 (Shadow Hide)
 Surprise Strike^D (4): 10/D10+D6
 Thread Weaving (Thief Weaving)^D (4): 11/D10+D8
 Trap Initiative^D (4): 11/D10+D8

^D Indicates a Discipline talent.

Skills

Artisan:

Armor Runic Carving (2): 8/2D6
 Craftsman: Armorer (2): 9/D8+D6
 Craftsman: Trapmaking (2): 9/D8+D6

Knowledge:

Force of the Eye Lore (2): 9/D8+D6
 Gangs of Kratas (2): 9/D8+D6
 The Forsaken Lore (2): 9/D8+D6
 The Scrabbles (2): 9/D8+D6
 Tunneling (2): 9/D8+D6

General:

Detect Trap (2): 9/D8+D6
 Detect Weapon (2): 9/D8+D6
 Disarm Trap (2): 9/D8+D6
 Hunting (2): 9/D8+D6
 Missile Weapons (2): 9/D8+D6
 Read and Write Language (1): 8/2D6
 —Dwarf (Throalic)
 Search (2): 9/D8+D6
 Speak Language (2): 9/D8+D6
 —Dwarf (Throalic), Human
 Streetwise (2): 8/2D6
 Throwing Weapons (2): 9/D8+D6
 Tracking (2): 9/D8+D6

Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)
 Broadsword (Forged +1; Damage 12/2D10)
 Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)
 4 × Throwing Daggers (Damage 8/2D6; Range 15–25–30)
 Sling (Damage 8/2D6; Range 20–40–80)
 Belt Pouch (with 15 sling stones)
 Death Cheat Blood Charm (3 Damage Points)
 Cloaksense Brooch
 Adventurer's Kit
 2 × Booster Potions
 Carving Tools
 Climbing Kit
 Clingor Rope (6 yards)
 2 × Craftsman Tools
 Light Quartz Lantern
 Quiet-Fingers Gloves
 Quiet Pouch

Traveler's Garb
Trail Rations (1 week)
Tunneling Tools

Loot

50 silver pieces (in quiet pouch); 100 silver pieces stashed in various safe houses

Legend Award

315 Legend Points

Notes

Philank possesses the human Versatility racial ability. He has 2 permanent Damage Points and a runic scar on his chest from his breaking of his oath to the Force of the Eye.

Fourth Circle: Thieves' Tongue (1 Damage Point)

TYPICAL FORSAKEN GANG MEMBER

Attributes

Dexterity (14): 6/D10
Toughness (13): 6/D10
Willpower (12): 5/D8

Strength (16): 7/D12
Perception (14): 6/D10
Charisma (10): 5/D8

Characteristics

Physical Defense: 8
Spell Defense: 8
Social Defense: 6

Initiative: 6/D10
Physical Armor: 3
Mystic Armor: 1

Death Rating: 35
Wound Threshold: 9
Unconsciousness Rating: 27

Recovery Tests: 2
Knockdown: 7/D12

Combat Movement: 30 **Full Movement:** 60

Skills

Artisan:

Painting (1): 6/D10

Knowledge:

Ambush (2): 8/2D6
Gangs of Kratas (2): 8/2D6
Snafes and Traps (2): 8/2D6
The Scrabbles (2): 8/2D6
The Forsaken Lore (2): 8/2D6
Tunneling (2): 8/2D6

General:

Avoid Blow (2): 8/2D6
Climbing (2): 8/2D6
Hunting (2): 8/2D6
Melee Weapons (2): 8/2D6
Missile Weapons (2): 8/2D6
Read and Write Language (1): 7/D12
—Dwarf (Throalic)
Silent Walk (2): 8/2D6
Speak Language (2): 8/2D6
—Dwarf (Throalic), *Or'zet*
Streetwise (2): 8/2D6
Surprise Strike (2): 9/D8+D6
Tactics (2): 8/2D6
Tracking (2): 8/2D6
Throwing Weapons (3): 9/D8+D6

Equipment

Leather (Phys 3)
Club (Damage 10/D10+D6)
Dagger (Damage 9/D8+D6; Range 9–15–18)
2 × Darts (Damage 8/2D6; Range 18–30–36)
Sling (Damage 9/D8+D6; Range 20–40–80)
Belt Pouch (with 15 sling stones)
Adventurer's Kit
Belt Pouch
Climbing Kit
2 × Flasks of Oil
Leather Gloves
Hooded Lantern
Painting Tools
Traveler's Garb
Trail Rations (1 week)
Tunneling Tools

Loot

D6 silver pieces (in belt pouch)

Legend Award

60 Legend Points

Notes

Forsaken gang members possess the ork Low-Light Vision and *Gahad* racial abilities.

Commentary

The mostly ork gang members of the Forsaken are non-adept thieves who use ambush and tactics to assault and rob trespassers.

GHAGIN

Ghagin is incredibly scrawny for a dwarf, and is getting on in years. He has long white hair and beard, and his skin has grown tan, wrinkly, and leathery. His shabby, old clothes conceal both his armor and the considerable wealth he has acquired. Ghagin is a Fourth Circle dwarf Thief.

Attributes

Dexterity (18): 7/D12
Toughness (13): 6/D10
Willpower (14): 6/D10

Strength (12): 5/D8
Perception (11): 5/D8
Charisma (15): 6/D10

Characteristics

Physical Defense: 10
Spell Defense: 7
Social Defense: 10

Initiative: 7/D12
Physical Armor: 3
Mystic Armor: 2

Death Rating: 34 (54)*
Wound Threshold: 9

Recovery Tests: 2
Knockdown: 5/D8**

Unconsciousness Rating: 26 (42)*

* These values have been modified for blood magic.
** Ghagin knows the Wound Balance skill.

Combat Movement: 32

Full Movement: 64

Karma Points: 15

Karma Step: 4/D6

Talents (Knacks)

Avoid Blow^D (4): 11/D10+D8
Climbing (4): 11/D10+D8
Durability (5/4) (4): 4
Fence^D (4): 10/D10+D6

Lock Picking^D (4): 11/D10+D8
 Lock Sense^D (4): 9/D8+D6
 Karma Ritual (4): 4
 Melee Weapons (4): 11/D10+D8
 Picking Pockets^D (5): 12/2D10
 Silent Walk^D (5): 12/2D10 (Shadow Hide)
 Surprise Strike^D (4): 9/D8+D6
 Thread Weaving (Thief Weaving)^D (4): 9/D8+D6
 Trap Initiative^D (4): 11/D10+D8

^D Indicates a Discipline talent.

Skills

Artisan:

Mapmaking (3): 8/2D6

Knowledge:

Begging (2): 7/D12

Gangs of Kratas (2): 7/D12

Kratas Undercity (3): 8/2D6

The Scrabbles (2): 7/D12

Tunneling (3): 8/2D6

General:

Conceal Weapon (2): 9/D8+D6

Conversation (2): 8/2D6

Engaging Banter (2): 8/2D6

Fast Grab (2): 9/D8+D6

Fast Hand (2): 9/D8+D6

First Impression (2): 8/2D6

Navigation (3): 8/2D6

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Search (3): 8/2D6

Speak Language (2): 7/D12

—Dwarf (Throalic), *Sperethiel*

Streetwise (3): 8/2D6

Wound Balance (1): 6/D10

Equipment

Leather (Phys 3)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Dwarf Sword (Forged +1; Damage 9/D8+D6)

Quarterstaff (Damage 7/D12)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Adventurer's Kit

2 × Booster Potions

Climbing Kit

Dwarf Winternight Cloak

Cloaksense Brooch

Light Quartz Lantern

Various Maps of Kratas (worth 500 silver pieces)

Mapmaking Tools

Map/Scroll Case

Navigation Charts (in map/scroll case)

Quiet-Fingers Gloves

Quiet Pouch

Baggy, Old Peasant's Garb

Trail Rations (1 week)

Tunneling Tools

Writing Kit

Loot

100 silver pieces (in quiet pouch); 1,000 silver pieces stashed in various safe houses and "the Orphanage"

Legend Award

260 Legend Points

Notes

Ghagin possesses the dwarf Heat Sight racial ability.

Fourth Circle: Thieves' Tongue (1 Damage Point)

TYPICAL GHAGIN'S GRANDCHILDREN GANG MEMBER

The mostly elf children gang members of Ghagin's Grandchildren are non-adept thieves who have been taught their trade by Ghagin for his own benefit and self-interest. In exchange, the children have gained a mentor and a way to survive on the tough streets of Kratas, often orphaned after having lost their parents to the brutal gang wars.

Attributes

Dexterity (14): 6/D10

Toughness (9): 4/D6

Willpower (7): 4/D6

Strength (6): 3/D4

Perception (14): 6/D10

Charisma (7): 4/D6

Characteristics

Physical Defense: 8

Spell Defense: 8

Social Defense: 5

Initiative: 6/D10

Physical Armor: 0

Mystic Armor: 0



Death Rating: 30 **Recovery Tests:** 2
Wound Threshold: 7 **Knockdown:** 3/D4*
Unconsciousness Rating: 21
Ghagin's Grandchildren know the Wound Balance skill.
Combat Movement: 30 **Full Movement:** 60

Skills

Artisan:

Acting (1): 5/D8

Knowledge:

Begging (1): 7/D12

Gangs of Kratas (1): 7/D12

Kratas Undercity (1): 7/D12

The Scrabbles (1): 7/D12

Tunneling (1): 7/D12

General:

Climbing (1): 7/D12

Conceal Weapon (1): 7/D12

Engaging Banter (2): 6/D10

Fast Grab (2): 8/2D6

Fast Hand (2): 8/2D6

Lock Picking (2): 8/2D6

Melee Weapons (1): 7/D12

Picking Pockets (3): 9/D8+D6

Read and Write Language (1): 7/D12

— Dwarf (Throalic)

Silent Walk (1): 7/D12

Slough Blame (1): 5/D8

Speak Language (2): 8/2D6

— Dwarf (Throalic), *Sperethiel*

Streetwise (1): 7/D12

Surprise Strike (2): 5/D8

Wound Balance (1): 4/D6

Equipment

Knife (Damage 4/D6; Range 6–10–12)

Adventurer's Kit

Belt Pouch

Climbing Kit

Peasant's Garb

Trail Rations (1 week)

Thieves' Pick and Tools

Tunneling Tools

Loot

D4 copper pieces (in belt pouch).

Legend Award

40 Legend Points

Notes

Ghagin's Grandchildren possess the elf Low-Light Vision racial ability.

FINELLIANIS

Finellianis is a Twelfth Circle elf Thief.

Attributes

Dexterity (25): 10/D10+D6

Toughness (12): 5/D8

Willpower (11): 5/D8

Strength (13): 6/D10

Perception (19): 8/2D6

Charisma (16): 7/D12

Characteristics

Physical Defense: 15

Spell Defense: 12

Social Defense: 12

Initiative: 10/D10+D6

Physical Armor: 8

Mystic Armor: 5

Death Rating: 26 (91)*

Wound Threshold: 9

Unconsciousness Rating: 18 (70)*

Recovery Tests: 3

Knockdown: 6/D10**

* These values have been modified for blood magic.
 ** Finellianis knows the Wound Balance talent.

Combat Movement: 58

Full Movement: 116

Karma Points: 25

Karma Step: 4/D6

Talents (Knacks)

Astral Pocket^D (12): 20/D20+D8+D6

Avoid Blow^D (15): 25/D20+D10+D8+D4*

Climbing (13): 23/D20+2D10

Conceal Weapon^D (12): 22/D20+D10+D8

Detect Trap (12): 20/D20+D8+D6

Detect Weapon (12): 20/D20+D8+D6

Disarm Trap^D (12): 22/D20+D10+D8

Disguise Self (12): 20/D20+D8+D6

Durability (5/4) (13): 13

Fast Hand^D (12): 22/D20+D10+D8

Gold Sense (12): 20/D20+D8+D6

Karma Ritual (12): 12

Fence^D (12): 19/D20+2D6 (Covet Item)

Leadership (8): 15/D20+D6

Lip Reading^D (12): 19/D20+2D6

Lock Picking^D (12): 22/D20+D10+D8

Lock Sense^D (12): 20/D20+D8+D6

Melee Weapons (12): 22/D20+D10+D8

Missile Weapons (12): 22/D20+D10+D8

Quickblade (12): 22/D20+D10+D8

Picking Pockets^D (13): 23/D20+2D10 (Offguard)

Ritual of the Ghostmaster^D (12): 20/D20+D8+D6

Sense Poison^D (12): 20/D20+D8+D6

Silent Walk^D (15): 25/D20+D10+D8+D4 (Shadow Hide)*

Slough Blame (12): 19/D20+2D6

Speak Language (7): 15/D20+D6

— Obsidiman, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang,

Windling

Sprint (13): 23/D20+2D10

Surprise Strike^D (12): 18/D20+D12

Throwing Weapons^D (12): 22/D20+D10+D8 (Improvised

Missiles, Lightning Throw, Pin Up, Placed Throw)

Thread Weaving (Thief Weaving)^D (12): 20/D20+D8+D6

(Thread Masking)

Trap Initiative^D (12): 22/D20+D10+D8 (Act On Instinct)

Wound Balance (12): 18/D20+D12

^D Indicates a Discipline talent.

^{*} *Italicized* talents require Karma.

Talents modified by Avoid Blow and Silent Walk rank +3 from thread espagra boots.

Skills

Artisan:

Acting (6): 13/D12+D10

Knowledge:

Gangs of Kratas (6): 14/D20+D4

Quiet Feet, Quick Fingers Lore (7): 15/D20+D6

Safehearths Lore (6): 14/D20+D4

General:

Conversation (6): 13/D12+D10

Evaluate (6): 14/D20+D4

Fast Grab (6): 16/D20+D8

Read and Write Language (1): 9/D8+D6
 —Dwarf (Throalic)
 Rushing Attack (6): 16/D20+D8
 Search (6): 14/D20+D4
 Speak Language (2): 10/D10+D6
 —Dwarf (Throalic), Human
 Streetwise (6): 14/D20+D4
 Swimming (6): 12/2D10

Equipment

Thread Buckler (Rank 3; Phys 3; Myst 1)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 Broadsword (Forged +3; Damage 14/D20+D4)
 12 × Daggers (Damage 8/2D6; Range 9–15–18)
 2 × Flight Daggers (Damage 8/2D6; Range 21–35–42)
 2 × Hawk Hatchets (Damage 10/D10+D6; Range 24–40–48)
 Thread Longbow (Rank 3; Damage 13/D12+D10; Range 80–160–320)
 Thread Quiver (Rank 4; 5 × capacity; 1/10th weight of items inside; with 40 longbow arrows)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)
 Orichalcum Pledge Coin (3 Damage Points)
 Adventurer's Kit
 Climbing Kit
 Cloaksense Brooch
 3 × Healing Potions
 Last Chance Salve
 Light Quartz Lantern
 Quiet-Fingers Gloves
 Quiet Pouch
 Trail Rations (1 week)
 Traveler's Garb

Loot

Over 4,000 silver pieces worth of trophy treasures from thefts.

Legend Award

42,940 Legend Points

Notes

Finellianis possesses the elf Low-Light Vision racial ability.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests

Seventh Circle: +1 Physical Defense

Eighth Circle: Evaluate Item (2 Damage Points)

Ninth Circle: Karma on Recovery Tests; +1 Spell Defense

Tenth Circle: +1 Recovery Test per day; +1 Social Defense

Eleventh Circle: +1 Physical Defense, +1 Spell Defense

Twelfth Circle: Shadowcloak (2 Damage Points)



UTSIDE RELATIONS

The following characters appear in the **Outside Relations** chapter of the **Kratas: The City of Thieves** sourcebook.

SYT LIANAD

The Force's most senior operative in Vivane is Syt Lianad, a Seventh Circle human Illusionist. She has successfully infiltrated the Barsaivian resistance, as well as some of the slaver rings, and even Vivane high society. She has accomplished this through several false identities and disguises. Lianad uses these contacts to gather intelligence, funnel support to the rebels and thwart the efforts of the Therans in the province. Of course, she also scopes out targets for theft by the dozen or so members of the gang that live in Vivane. Lianad does not directly take part in any of these activities herself, as it has taken her too long to develop her covers to risk being discovered.

Attributes

Dexterity (14): 6/D10
Toughness (12): 5/D8
Willpower (14): 6/D10

Strength (10): 5/D8
Perception (16): 7/D12
Charisma (16): 7/D12

Characteristics

Physical Defense: 8
Spell Defense: 9
Social Defense: 11

Initiative: 6/D10
Physical Armor: 5
Mystic Armor: 5

Death Rating: 31 (63)*

Wound Threshold: 9

Unconsciousness Rating: 23 (47)*

* These values have been modified for blood magic.

Combat Movement: 28

Full Movement: 56

Karma Points: 37

Karma Step: 5/D8

Talents (Knacks)

Astral Sight^D (7): 14/D20+D4
 Dead Fall^D (7): 13/D12+D10 (Deathbed)
 Disguise Self^D (7): 14/D20+D4 (Angelic Appearance)
 Durability (4/3) (8): 8
 Enhanced Matrix (7): 7
 False Sight^D (7): 7
 Fast Hand^D (7): 13/D12+D10
 Fence (4): 11/D10+D8^V
 Karma Ritual (7): 7
 Lip Reading (4): 11/D10+D8^V
 Picking Pockets (4): 10/D10+D6^V
 Read and Write Language (7): 14/D20+D4
 —Human, Or'zet, Sperethiel, Theran, Troll, T'skrang, Windling
 Read and Write Magic^D (7): 14/D20+D4
 Silent Walk (4): 10/D10+D6^V
 Slough Blame^D (7): 14/D20+D4
 Speak Language (6): 13/D12+D10
 —Or'zet, Sperethiel, Theran, Troll, T'skrang, Windling
 Spellcasting^D (7): 14/D20+D4 (Anchored Spell, Gaping Wounds)
 Spell Matrix (7): 7
 Spell Matrix (7): 7
 Spell Matrix (7): 7
 Spell Matrix (7): 7
 Thread Weaving (Illusionism)^D (8): 15/D20+D6 (Thread

Masking)

Versatility (4): 4

Willforce (7): 13/D12+D10

^D Indicates a Discipline talent.

Italicized talents require Karma.

^V Indicates a talent learned through Versatility.

Skills

Artisan:

Acting (4): 11/D10+D8

Dancing (4): 11/D10+D8

Robe Embroidery (4): 11/D10+D8

Knowledge:

Barsaivian Resistance Lore (4): 11/D10+D8

Force of the Eye Lore (4): 11/D10+D8

Gangs of Kratas (4): 11/D10+D8

Infiltration (4): 11/D10+D8

Negotiation (4): 11/D10+D8

Slave Trade Routes (4): 11/D10+D8

Sky Point and Vrontok History (4): 11/D10+D8

Theran Court Dancing (4): 11/D10+D8

Vivane History (4): 11/D10+D8

General:

Arcane Mutterings (4): 11/D10+D8

Avoid Blow (2): 8/2D6

Climbing (2): 8/2D6

Conversation (4): 11/D10+D8

Etiquette (4): 11/D10+D8

Evaluate (4): 11/D10+D8

Fast Grab (2): 8/2D6

First Impression (4): 11/D10+D8

Graceful Exit (4): 11/D10+D8

Haggle (4): 11/D10+D8

Melee Weapons (2): 8/2D6

Read and Write Language (1): 8/2D6

— Dwarf (Throalic)

Search (4): 11/D10+D8

Speak Language (2): 9/D8+D6

— Dwarf (Throalic), Human

Surprise Strike (3): 8/2D6

Streetwise (4): 11/D10+D8

Trading (4): 11/D10+D8

Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Whip (Damage 8/2D6; Entangle 9)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)

Amulet of the Eye (2 Damage Points)

Adventurer's Kit

Climbing Kit

Cloaksense Brooch

Disguise Kit

Embroidered Robe

Embroidery Tools

Grimoire

Quiet-Fingers Gloves

Healing Potion

6 yards of rope

Trail Rations (1 week)

Hooded Mask and Traveler's Garb (Resistance disguise)

Theran Cloak

Wealthy Traveler's Garb (Theran disguise)

Writing Kit

Spells

Astral Shadow, Best Face, Bond of Silence, Catseyes, Conceal Tracks, Disguise Metal, Displace Image^M, Encrypt, Enter and Exit, Ephemeral Bolt^M, Innocent Activity, Light, Noble Manner^M, Nobody Here, Pauper's Purse, Phantom Warrior, Rope Guide, Send Message^M, Silent Stampede, Switch, Tailor, True Ephemeral Bolt, Twisted Tongues, Walk Through^E, You Got Me

^M Denotes a spell currently in a Spell Matrix.

^E Denotes a spell currently in an Enhanced Matrix.

Loot

250 silver pieces (in quiet pouch)

Legend Award

2,425 Legend Points

Notes

Syt possesses the human Versatility racial ability.

Fourth Circle: Glamour (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Willpower-only Tests

Seventh Circle: Karma on spell Effect Tests

TYPICAL THERAN SPY

The Theran spy is a master of infiltration and subterfuge in urban environments. He is able to move about undetected while using his heightened senses as a Scout to tail and observe others. He finds it easy to blend into Kratas since multi-Disciplining as a Thief.

If being a Thief becomes inconvenient to his mission, he can easily change disguises acting as a roving mercenary or shady merchant. As a merchant, he often buys information through bribery or from information brokers and often hires other agents to get information for him that he cannot buy.

The Theran spy is a Fourth Circle human Scout infiltrator specialist and Fourth Circle Thief.

Attributes

Dexterity (16): 7/D12

Toughness (14): 6/D10

Willpower (11): 5/D8

Strength (13): 6/D10

Perception (16): 7/D12

Charisma (12): 5/D8

Characteristics

Physical Defense: 12

Spell Defense: 9

Social Defense: 7

Initiative: 5/D8

Physical Armor: 9

Mystic Armor: 2

Death Rating: 34 (58)*

Wound Threshold: 10

Unconsciousness Rating: 26 (46)*

Recovery Tests: 3

Knockdown: 6/D10

* These values have been modified for blood magic.

Combat Movement: 32

Full Movement: 64

Karma Points: 29

Karma Step: 5/D8

Infiltrator Scout Talents (Knacks)

Air Dance (4): 9/D8+D6^V

Astral Sight^D (4): 11/D10+D8

Avoid Blow^D (5): 12/2D10

Climbing^D (6): 13/D12+D10 (By the Fingernails)**

Durability (6/5) (4): 4
 Haggle (4): 9/D8+D6^V
 Karma Ritual (4): 4
 Lock Sense (5): 12/2D10
 Maneuver (4): 11/D10+D8
 Melee Weapons (5): 12/2D10
 Read and Write Language (4): 11/D10+D8
 —Human, *Or'zet*, *Sperethiel*, Theran
 Riposte (4): 11/D10+D8
 Silent Walk^D (5): 12/2D10 (Shadow Hide)
 Thread Weaving (Scout Weaving)^D (4): 11/D10+D8
 Tiger Spring (2): 2^V
 Tracking^D (4): 11/D10+D8
 Versatility (4): 4
Wood Skin (2): 8/2D6^V

^D Indicates a Discipline talent.

^V Indicates a talent learned through Versatility.

* Talent modified by -2 Initiative penalty.

** Talent modified by Climbing rank +1 from thread boots.

Thief Talents

Fence^D (4): 9/D8+D6
 Lock Picking^D (4): 11/D10+D8
 Picking Pockets^D (4): 11/D10+D8
 Surprise Strike^D (4): 10/D10+D6
 Trap Initiative^D (4): 11/D10+D8

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (3): 8/2D6

Knowledge:

Barsaivian Politics (3): 10/D10+D6
 Espionage (3): 10/D10+D6
 Gangs of Kratas (2): 9/D8+D6
 Kratas Black Market (2): 9/D8+D6
 Merchants' Row (2): 9/D8+D6

General:

Acrobatic Strike (2): 9/D8+D6
 Bribery (2): 7/D12
 Conceal Weapon (3): 10/D10+D6
 Conversation (2): 7/D12
 Disguise (3): 10/D10+D6
 Evaluate (2): 9/D8+D6
 Read and Write Language (1): 8/2D6
 —Dwarf (Throalic)
 Rhetoric (2): 9/D8+D6
 Speak Language (3): 10/D10+D6
 —Dwarf (Throalic), Human, Theran
 Streetwise (2): 9/D8+D6
 Trading (2): 7/D12
 Unarmed Combat (2): 9/D8+D6

Equipment

Buckler (Phys 1; Shatter 17)
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Hardened Leather (Phys 5; Init 1)
 Broadsword (Forged +1; Damage 12/2D10)
 Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)
 Short Sword (Forged +1; Damage 11/D10+D8)
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)
 Cloaksense Brooch
 Adventurer's Kit
 Climbing Kit

Disguise Kit
 Mapmaking Tools
 Navigation Charts (in map/scroll case)
 Quiet-Fingers Gloves
 Quiet Pouch
 Trail Rations (1 week)
 Traveler's Garb
 Wealthy Traveler's Garb (worn as part of the disguise when acting as a merchant)
 Writing Kit

Loot

100 silver pieces (in quiet pouch)

Legend Award

450 Legend Points

Notes

The Theran spy possesses the human Versatility racial ability.

Fourth Circle: Infiltrator Scout: Enhanced Senses (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point)

TYPICAL MESSENGER SPY

The Messenger spy delivers messages and packages for Thera. This is the perfect cover for him to spy on people, places, and events that happen en-route or at the location of the drop for the package or message. In Kratas, this spy is a liaison for Vistrosh and delivers messages between him and Theran operatives while keeping tabs on the blood warden. He can easily act as a deliverer of fenced goods to and from Kratan fixers to cover up these other operations. He has a lifetime Messenger contract with Thera to report everything he sees while delivering messages or goods even if it seems trivial or insignificant at the time.

If anyone dares to try and stop him from delivering his cargo or messages or he is discovered in espionage, this Messenger has significantly improved his combat abilities by multi-Disciplining as a Warrior to fight his way out of these situations to avoid capture.

The Messenger spy is a Fourth Circle t'skrang Messenger and Fourth Circle Warrior.

Attributes

Dexterity (14): 6/D10
Toughness (14): 6/D10
Willpower (17): 7/D12

Strength (13): 6/D10
Perception (16): 7/D12
Charisma (12): 5/D8

Characteristics

Physical Defense: 11
Spell Defense: 9
Social Defense: 7

Initiative: 6/D10
Physical Armor: 4
Mystic Armor: 4

Death Rating: 35 (59)^{*}
Wound Threshold: 10

Recovery Tests: 3
Knockdown: 6/D10^{**}

Unconsciousness Rating: 27 (47)^{*}

^{*} These values have been modified for blood magic.
^{**} The Messenger Spy knows the Wound Balance talent.

Combat Movement: 28

Full Movement: 56

Karma Points: 25

Karma Step: 4/D6

Messenger Talents

Avoid Blow (5): 11/D10+D8
 Book Memory^D (4): 11/D10+D8

Book Recall^D (4): 11/D10+D8
 Climbing^D (6): 12/2D10*
 Direction Sense^D (5): 12/2D10
 Durability (6/5) (4): 4
 Karma Ritual (4): 4
 Melee Weapons (5): 11/D10+D8
 Read and Write Language^D (4): 11/D10+D8
 — Human, Or'zet, Sperethiel, Theran
 Speak Language^D (4): 11/D10+D8
 — Human, Or'zet, Sperethiel, Theran
 Sprint^D (4): 10/D10+D6
 Thread Weaving (Message Weaving)^D (4): 11/D10+D8
 Wound Balance (4): 10/D10+D6

^D Indicates a Discipline talent.
 Talent modified by Climbing rank +1 from thread boots.

Warrior Talents

Acrobatic Strike (4): 10/D10+D6
 Air Dance (4): 10/D10+D6
 Anticipate Blow^D (4): 11/D10+D8
 Down Strike^D (4): 10/D10+D6
 Throwing Weapons (4): 10/D10+D6
 Tiger Spring (4): 4^D
 Unarmed Combat (4): 10/D10+D6
 Wood Skin^D (4): 10/D10+D6

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (2): 7/D12
 Wood Carving (3): 8/2D6

Knowledge:

Brocher's Brood Lore (2): 9/D8+D6
 Espionage (3): 10/D10+D6
 Gangs of Daiche (2): 9/D8+D6
 Gangs of Kratas (2): 9/D8+D6
 House K'tenshin Lore (2): 9/D8+D6
 Slave Trade Routes (2): 9/D8+D6
 Theran Politics (2): 9/D8+D6

General:

Conceal Weapon (3): 9/D8+D6
 Fishing (2): 9/D8+D6
 Read and Write Language (1): 8/2D6
 — Dwarf (Throalic)
 Search (2): 9/D8+D6
 Speak Language (2): 9/D8+D6
 — Dwarf (Throalic), T'skrang
 Streetwise (2): 9/D8+D6
 Swimming (2): 8/2D6

Equipment

Buckler (Phys 1; Shatter 17)
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Broadsword (Forged +1; Damage 12/2D10)
 2 × Flight Daggers (Damage 8/2D6; Range 21–35–42)
 Knife (Forged +1; Damage 8/2D6; Tail Damage 7/D12; Range 6–10–12)
 Short Sword (Damage 10/D10+D6; Tail Damage: 8/2D6)
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)
 Cloaksense Brooch
 Adventurer's Kit
 2 × Booster Potions
 Bug Repellant
 Carving Tools

Climbing Kit
 Fishing Kit
 Forge Tools
 Mapmaking Tools
 Navigation Charts (in map/scroll case)
 Quiet Pouch
 Trail Rations (1 week)
 Wealthy Traveler's Garb
 Writing Kit

Loot

100 silver pieces (in quiet pouch)

Legend Award

355 Legend Points

Notes

The Messenger spy possesses the t'skrang Tail Attack (Damage 6/D10) racial ability.

Fourth Circle: Messenger: Encryption (1 Damage Point);
 Warrior: Karma on Willpower-only Tests

DIONA THE SWIFT

Kratas' ambassador to Throal is Diona the Swift. Her official title is Senior Slasher to Garlthik of Kratas; a more painful but accurate title might be "Troublesome Former Lover Who Has Been Sent Far, Far Away." Diona is a feisty ork woman with a penchant for brawling. When not attending official court functions, she spends her time breaking furniture in taverns throughout Throal. An adept of the Thief and Warrior Disciplines, Diona has befriended King Neden and promised to take him on an incognito tour of Kratas' most colorful sights. Tramon, the Ambassador General of Throal's Diplomatic Corps, considers Diona a bad influence on the king, and is hoping she will commit a crime serious enough to justify her expulsion from Throal.

Despite her loud behavior, Diona is actually quite savvy and has been successful in carrying out her two secret assignments for Garlthik. The first was to befriend Neden, building further good will between the Force and the Royal Family in hopes of staving off an invasion in future. The second is to keep an ear to the ground and report on agitation against Kratas in the court and on the streets of Throal.

Diona is a Fifth Circle ork Thief and Warrior.

Attributes

Dexterity (18): 7/D12	Strength (19): 8/2D6
Toughness (16): 7/D12	Perception (13): 6/D10
Willpower (11): 5/D8	Charisma (12): 5/D8

Characteristics

Physical Defense: 13	Initiative: 7/D12
Spell Defense: 7	Physical Armor: 3
Social Defense: 7	Mystic Armor: 2
Death Rating: 38 (83)*	Recovery Tests: 3
Wound Threshold: 11	Knockdown: 8/2D6
Unconsciousness Rating: 30 (65)*	

* These values have been modified for blood magic.

Combat Movement: 38	Full Movement: 76
Karma Points: 39	Karma Step: 5/D8

Thief Talents (Knacks)

Climbing (6): 13/D12+D10*
 Detect Trap (5): 11/D10+D8
 Disarm Trap^D (5): 12/2D10
 Fence^D (5): 10/D10+D6
 Lock Picking^D (5): 12/2D10
 Lock Sense (5): 11/D10+D8
 Picking Pockets^D (5): 12/2D10
 Silent Walk^D (5): 12/2D10 (Shadow Hide)
 Surprise Strike^D (5): 13/D12+D10
 Thread Weaving (Thief Weaving)^D (4): 10/D10+D6
 Trap Initiative (5): 12/2D10

^D Indicates a Discipline talent.

* Talent modified by Climbing rank +1 from thread boots.

Warrior Talents (Knacks)

Acrobatic Strike (5): 12/2D10
 Air Dance (5): 12/2D10
 Anticipate Blow^D (5): 11/D10+D8
 Avoid Blow^D (6): 13/D12+D10
 Down Strike^D (5): 13/D12+D10
 Durability (9/7) (5): 5
 Gliding Stride (5): 12/2D10
 Karma Ritual (5): 5
 Melee Weapons (6): 13/D12+D10 (Improvised Weapons)
 Swift Kick^D (6): 13/D12+D10
 Throwing Weapons (5): 12/2D10
 Tiger Spring (5): 5



Unarmed Combat^D (7): 14/D20+D4 (Head Butt, Mighty Throw, Pin Down)
 Wood Skin^D (5): 12/2D10

^D Indicates a Discipline talent.

Skills

Artisan:

Dancing (3): 8/2D6

Knowledge:

Court Dancing (3): 9/D8+D6
 Force of the Eye Lore (3): 9/D8+D6
 Gangs of Kratas (3): 9/D8+D6
 Throalic Bars and Taverns (3): 9/D8+D6
 Throalic Politics (3): 9/D8+D6

General:

Conceal Weapon (3): 10/D10+D6
 Conversation (3): 8/2D6
 First Impression (3): 8/2D6
 Flirting (3): 8/2D6
 Read and Write Language (1): 7/D12
 — Dwarf (Throalic)
 Seduction (3): 8/2D6
 Speak Language (2): 8/2D6
 — Dwarf (Throalic), *Or'zet*
 Streetwise (3): 9/D8+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Broadsword (Forged +2; Damage 15/D20+D6)
 Dagger (Forged +1; Damage 11/D10+D8; Range 9–15–18)
 2 × Flight Daggers (Damage 10/D10+D6; Range 21–35–42)
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)
 Cloaksense Brooch
 Adventurer's Kit
 Climbing Kit
 Forge Tools
 Quiet-Fingers Gloves
 Quiet Pouch
 Trail Rations (1 week)
 Wealthy Traveler's Garb

Loot

260 silver pieces (in quiet pouch)

Legend Award

620 Legend Points

Notes

Diona possesses the ork Low-Light Vision and *Gahad* racial abilities.

Fourth Circle: Thief: Thieves' Tongue (1 Damage Point); Warrior: Karma on Willpower-only Tests

Fifth Circle: Thief: Karma on Perception-only Tests; Warrior: Karma on Dexterity-only Tests

LILTOM

The Throalic ambassador to Kratas is a young dwarf woman Named Liltom. She received this less-than-coveted post after vocally criticizing Tramon, who happened to be eavesdropping in the next room. Her primary job is to petition Garlthik for the return of stolen Throalic goods, and the punishment of those who stole them. Her petitions are rarely successful, and

Garlthik's henchmen sometimes rough her up for her trouble. Like most ambassadors to Kratas, Liltom is considering quitting His Majesty's Diplomatic Corps for a safer line of work.

Liltom is a non-adept dwarf ambassador.

Attributes

Dexterity (11): 5/D8
Toughness (19): 8/2D6
Willpower (14): 6/D10

Strength (13): 6/D10
Perception (11): 5/D8
Charisma (9): 4/D6

Characteristics

Physical Defense: 7
Spell Defense: 7
Social Defense: 6

Initiative: 5/D8
Physical Armor: 3
Mystic Armor: 3

Death Rating: 43
Wound Threshold: 12

Recovery Tests: 3
Knockdown: 6/D10*

Unconsciousness Rating: 35

Liltom knows the Wound Balance skill.

Combat Movement: 18

Full Movement: 36

Skills

Artisan:

Calligraphy (2): 6/D10
Dancing (5): 9/D8+D6

Knowledge:

Caravan Trade Routes (3): 8/2D6
Court Dancing (5): 10/D10+D6
Force of the Eye Lore (2): 7/D12
Gangs of Kratas (1): 6/D10
Throalic Law (3): 8/2D6
Throalic Politics (5): 10/D10+D6

General:

Conversation (2): 6/D10
Engaging Banter (2): 6/D10
Etiquette (5): 9/D8+D6
Melee Weapons (1): 6/D10
Read and Write Language (2): 7/D12
—Dwarf (Throalic), *Or'zet*
Speak Language (2): 7/D12
—Dwarf (Throalic), *Or'zet*
Wound Balance (3): 9/D8+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
Dagger (Damage 8/2D6; Range 9–15–18)
Dwarf Sword (Damage 9/D8+D6)
Cloaksense Brooch
Adventurer's Kit
Calligraphy Tools
Quiet Pouch
Trail Rations (1 week)
Wealthy Traveler's Garb
Writing Kit

Loot

25 silver pieces (in quiet pouch)

Legend Award

85 Legend Points

Notes

Liltom possesses the dwarf Heat Sight racial ability.

RIVEALANI NEUMANI

The Junior Gatherer currently in charge of the Eye of Throal's efforts in Kratas is Rivealani Neumani, a precocious young member of House Neumani who is a humble clerk in that house's compound in Merchants' Row. She coordinates and gives support to the activities of other members of the Eye who move through the city, buys information on the black market of Kratas, and also hires freelance spies. Rivealani smuggles coded reports back to Throal in the caravans of her own and the other dwarf trading houses.

Rivealani is a Sixth Circle dwarf Thief.

Attributes

Dexterity (14): 6/D10
Toughness (15): 6/D10
Willpower (11): 5/D8

Strength (14): 6/D10
Perception (14): 6/D10
Charisma (16): 7/D12

Characteristics

Physical Defense: 8
Spell Defense: 8
Social Defense: 11

Initiative: 6/D10
Physical Armor: 3
Mystic Armor: 2

Death Rating: 37 (67)*
Wound Threshold: 10

Recovery Tests: 3
Knockdown: 6/D10

Unconsciousness Rating: 29 (53)*

* These values have been modified for blood magic.

Combat Movement: 24

Full Movement: 48

Karma Points: 25

Karma Step: 4/D6

Talents (Knacks)

Avoid Blow^D (6): 12/2D10
Climbing (6): 12/D10
Detect Trap (6): 12/2D10
Disarm Trap^D (6): 12/2D10
Disguise Self (6): 12/2D10
Durability (5/4) (6): 6
Fast Hand^D (6): 12/2D10
Fence^D (6): 13/D12+D10 (Covet Item)
Karma Ritual (6): 6
Lock Picking^D (6): 12/2D10
Lock Sense^D (6): 12/D10
Melee Weapons (7): 13/D12+D10
Picking Pockets^D (6): 12/D10
Silent Walk^D (7): 13/D12+D10 (Shadow Hide)
Surprise Strike^D (6): 12/2D10
Thread Weaving (Thief Weaving)^D (6): 12/2D10 (Thread Masking)
Trap Initiative^D (6): 12/2D10

D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Calligraphy (3): 10/D10+D6

Knowledge:

Caravan Trade Routes (3): 9/D8+D6
Espionage (3): 9/D8+D6
Eye of Throal Lore (3): 9/D8+D6
Gangs of Kratas (3): 9/D8+D6
Kratas Black Market (3): 9/D8+D6
House Neumani Lore (3): 9/D8+D6
Merchants' Row (3): 9/D8+D6
Smuggling (3): 9/D8+D6

General:

Bribery (3): 10/D10+D6
 Conceal Weapon (2): 8/2D6
 Forgery (3): 9/D8+D6
 Read and Write Language (1): 7/D12
 —Dwarf (Throalic)
 Search (3): 9/D8+D6
 Speak Language (2): 8/2D6
 —Dwarf (Throalic), *Or'zet*
 Streetwise (3): 9/D8+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)
 Dwarf Sword (Forged +2; Damage 11/D10+D8)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Cloaksense Brooch
 Adventurer's Kit
 Calligraphy Tools
 Climbing Kit
 Quiet-Fingers Gloves
 Quiet Pouch
 Trail Rations (1 week)
 Traveler's Garb
 Writing Kit

Loot

190 silver pieces (in quiet pouch)

Legend Award

435 Legend Points

Notes

Rivealani possesses the dwarf Heat Sight racial ability.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests

TUSKEATER

The current head of the Force of the Eye in Bartertown is a gargantuan troll Named Tuskeater. Tuskeater is obviously an Outcast Warrior, as her horns have been cut off. She is also covered with countless scars and is one of the most intimidating Name-givers in Bartertown. Her name stems from a fight with a rival during which, when the two had grappled each other to a stalemate, she ripped off his lower jaw with her teeth. Clearly, Garlthik's choice of her to represent the Force in Bartertown is intended to intimidate the other gangs of the town.

Because of the lawlessness of Bartertown, Tuskeater is open about her affiliation. This makes it easy for those seeking to fence goods, hire muscle, or have other dealings with the Force of the Eye. She also has a few dozen members of the Force at her beck and call in Bartertown. Their exact number fluctuates as they are often on their way to or from Kratas, or other towns in the province. These include thieves, enforcers, fences, and spies, most of whom are not open about their membership in the Force. Thus, nearly any member of the criminal underworld of Bartertown could be one of the Force of the Eye.

Tuskeater is a Seventh Circle troll Outcast Warrior.

Attributes

Dexterity (11): 5/D8
Toughness (20): 8/2D6
Willpower (19): 8/2D6

Strength (25): 10/D10+D6
Perception (9): 4/D6
Charisma (9): 4/D6

Characteristics

Physical Defense: 10
Spell Defense: 6
Social Defense: 6

Initiative: 5/D8
Physical Armor: 14
Mystic Armor: 9

Death Rating: 41 (104)*

Wound Threshold: 13

Unconsciousness Rating: 33 (82)*

* These values have been modified for blood magic.

Combat Movement: 22

Full Movement: 44

Karma Points: 20

Karma Step: 3/D4

Talents (Knacks)

Anticipate Blow^D (7): 11/D10+D8
 Air Dance (7): 12/2D10
 Avoid Blow^D (7): 12/2D10 (Bounce)
 Battle Shout (7): 11/D10+D8
 Down Strike^D (7): 17/D20+D10
 Durability (9/7) (7): 7
Earth Skin (7): 15/D20+D6
 Fireblood^D (7): 15/D20+D6 (Flaming Wounds)
 Great Leap (7): 12/2D10
 Karma Ritual (7): 7
 Life Check^D (7): 15/D20+D6
 Melee Weapons^D (8): 13/D12+D10 (Armor Beater, Improvised Weapons)
 Shield Charge^D (7): 17/D20+D10
 Steely Stare^D (7): 12/2D10
 Taunt (7): 11/D10+D8
 Thread Weaving (Kava Weaving)^D (7): 11/D10+D8 (Thread Masking)
 Throwing Weapons (7): 12/2D10
 Tiger Spring (7): 7
 Unarmed Combat^D (8): 13/D12+D10 (Head Butt, Pin Down)
 Wood Skin^D (7): 15/D20+D6

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Scarification (4): 8/2D6

Knowledge:

Bartertown History (4): 8/2D6

Extortion (4): 8/2D6

Force of the Eye Lore (4): 8/2D6

Gangs of Bartertown (4): 8/2D6

Gangs of Kratas (4): 8/2D6

General:

Fence (4): 8/2D6

Read and Write Language (1): 5/D8

—Dwarf (Throalic)

Speak Language (2): 6/D10

—Dwarf (Throalic), Troll

Streetwise (4): 8/2D6

Tactics (4): 8/2D6

Trading (4): 8/2D6

Equipment

Thread Crystal Buckler (Rank 4; Phys 4; Myst 4; Shatter 17)
 Thread Chain Mail (Rank 4; Phys 10; Myst 2)
 Troll Dagger (Forged +1; Damage 14/D20+D4; Range 9–15–18)
 Troll Sword (Forged +4; Damage 20/D20+D8+D6)
 2× Troll Spears (Forged +4; Damage 19/D20+2D6; Range 18–30–36)
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1; Climbing^T (1): 6/D10)
 Amulet of the Eye (2 Damage Points)
 Adventurer's Kit
 Belt Pouch
 Climbing Kit
 Cloaksense Brooch
 Forge Tools
 Trail Rations (1 week)
 Traveler's Garb

Loot

210 silver pieces (in belt pouch).

Legend Award

1,300 Legend Points

Notes

Tuskeater possesses the troll Heat Sight racial ability.

Fourth Circle: Dauntless Voice (1 Damage Point)

Fifth Circle: Karma on Willpower-only Tests

Sixth Circle: Karma on Strength-only Tests

Seventh Circle: Karma on melee weapons Damage Tests

OLIARIS TENIST

Oliaris Tenist is an elf non-adept.

Attributes

Dexterity (13): 6/D10

Toughness (10): 5/D8

Willpower (12): 5/D8

Strength (11): 5/D8

Perception (12): 5/D8

Charisma (14): 6/D10

Characteristics

Physical Defense: 7

Spell Defense: 7

Social Defense: 8

Initiative: 6/D10

Physical Armor: 3

Mystic Armor: 2

Death Rating: 31

Wound Threshold: 8

Unconsciousness Rating: 22

Recovery Tests: 2

Knockdown: 5/D8

Combat Movement: 28

Full Movement: 56

Skills

Artisan:

Acting (5): 11/D10+D8

Calligraphy (2): 8/2D6

Knowledge:

Blood Wood History (1): 6/D10

Bolthole Locations (1): 6/D10

Cutthroat's Rest (1): 6/D10

Gangs of Kratas (3): 8/2D6

Merchants' Row Taverns (3): 8/2D6

General:

Melee Weapons (1): 6/D10

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Slough Blame (3): 9/D8+D6

Speak Language (2): 7/D12

—Dwarf (Throalic), *Sperethiel*

Streetwise (3): 8/2D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Broadsword (Damage 10/D10+D6)

Knife (Damage 6/D10; Range 6–10–12)

Cloaksense Brooch

Adventurer's Kit

Calligraphy Tools

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

Loot

100 silver pieces (in quiet pouch)

Legend Award

50 Legend Points

Notes

Oliaris Tenist possesses the elf Low-Light Vision racial ability.

GERTAN'KL THE EEL

Gertan'kl the Eel is a Seventh Circle t'skrang Boatman and member of the Force of the Eye. His skin is a mottled black and gray, from which he gets his name, though others say he is called "the Eel" because he is so slippery. Garlthik has tasked him with getting a piece of the black market pie entering the Blood Wood through the Carithasca ranelle. He is a charmer, and has extensive contacts up and down the Serpent River, with all the major arapagoi, the Carithasca, the Barsaivian black market in Vivane, the Scavians, and the Dinganni. He is able to maintain these contacts in part because of an array of fake identities he assumes. Among his possessions are a dagger, ring, bracelet and earring that mimic the g'doinya of the Ishkarat, Syrtis, V'strimon and K'tenshin arapagoi, respectively.

Gertan'kl rents space in riverboats and barges to smuggle goods up and down the Serpent and its tributaries, often disguising his contraband within legitimate shipments. He trades with the Syrtisians and the Carithasca, and he can call upon other members of the Force throughout the province to support his efforts. The Eel uses these trade contacts to gather intelligence on the Blood Wood as well. With his connections at Kaer Eidolon, Gertan'kl is the closest Garlthik has to a foothold in the Blood Wood.

The Eel also uses his knowledge of the black market to direct members of the Force to intercept his rivals' shipments. Not only does the Force get to steal the contraband, but by decreasing the competition, he can drive up his prices.

Attributes

Dexterity (17): 7/D12

Toughness (13): 6/D10

Willpower (10): 5/D8

Strength (12): 5/D8

Perception (14): 6/D10

Charisma (22): 9/D8+D6

Characteristics

Physical Defense: 12

Spell Defense: 8

Social Defense: 14

Initiative: 6/D10

Physical Armor: 8

Mystic Armor: 4

Death Rating: 33 (81)*

Wound Threshold: 9

Recovery Tests: 2

Knockdown: 5/D8**

Unconsciousness Rating: 25 (65)*

* These values have been modified for blood magic.
** Gertan'kl knows the Wound Balance talent.

Combat Movement: 34

Full Movement: 68

Karma Points: 25

Karma Step: 4/D6

Boatman Talents (Knacks)

Acrobatic Strike (7): 14/D20+D4

Avoid Blow (7): 14/D20+D4

Cast Net^D (7): 14/D20+D4 (Dragging Parry, Unarmed Cast Net)

Climbing^D (8): 15/D20+D6 (Swinging in the Rigging)*

Durability (6/5) (8): 8

Engaging Banter^D (7): 16/D20+D8

Evaluate^D (7): 13/D12+D10

Haggle^D (7): 16/D20+D8 (Faulty Goods)

Heartening Laugh (7): 16/D20+D8

Karma Ritual (7): 7

Melee Weapons^D (8): 15/D20+D6

Pilot Boat^D (7): 12/2D10 (Safe Footing)

Second Weapon^D (7): 14/D20+D4

Speak Language (7): 13/D12+D10

—Human, Human (Dinganni), Human (Scavian), Or'zet,

Sperethiel, Theran, Windling

Swimming^D (7): 12/2D10 (Dive)

Thread Weaving (River Weaving)^D (7): 13/D12+D10 (Thread Masking)

Throwing Weapons (7): 14/D20+D4

Unarmed Combat (7): 14/D20+D4

Wound Balance (7): 12/2D10

^D Indicates a Discipline talent.

^{*} *Italicized talents require Karma.*

^{*} Talent modified by Climbing rank +1 from thread boots.

Skills

Artisan:

Acting (4): 13/D12+D10

Craftsman: Goldsmith (4): 11/D10+D8

Craftsman: Silversmith (4): 11/D10+D8

Craft Weapon (4): 11/D10+D8

Reed Weaving (4): 13/D12+D10

Knowledge:

Carithasca Ranelle Lore (4): 10/D10+D6

Dinganni Lore (4): 10/D10+D6

Force of the Eye Lore (4): 10/D10+D6

Gangs of Daiche (4): 10/D10+D6

Gangs of Kratas (4): 10/D10+D6

Gem Appraisal (4): 10/D10+D6

House Ishkarat Lore (4): 10/D10+D6

House K'tenshin Lore (4): 10/D10+D6

House Syrtis Lore (4): 10/D10+D6

House V'strimon Lore (4): 10/D10+D6

Jewelry Appraisal (4): 10/D10+D6

Kaer Eidolon History (4): 10/D10+D6

Mothingale River Trade Routes (4): 10/D10+D6

Scavian Lore (4): 10/D10+D6

Serpent River Trade Routes (4): 10/D10+D6

Smuggling (4): 10/D10+D6

Tylon River Trade Routes (4): 10/D10+D6

Vivane Black Market Lore (4): 10/D10+D6

General:

Bribery (4): 13/D12+D10

Conversation (4): 13/D12+D10

Disguise (4): 10/D10+D6

Fence (4): 13/D12+D10

First Impression (4): 13/D12+D10

Forgery (4): 11/D10+D8

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Speak Language (2): 8/2D6

—Dwarf (Throalic), T'skrang

Streetwise (4): 10/D10+D6

Surprise Strike (4): 9/D8+D6

Trading (4): 13/D12+D10

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Barbed Net (Damage 7/D12; Entangle 14)

2 × Barbed Throwing Nets (Range 7–11–14; Entangle 11; 2

Damage Points to entangled victim on failed escape attempt)

Broadsword (Forged +3; Damage 13/D12+D10)

2 × Casting Nets (Entangle 10)

Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range 6–10–12)

Short Sword (Forged +2; Damage 11/D10+D8; Tail Damage 7/D12)

2 × Spears (Forged +3; Damage 12/2D10; Range 18–30–36)

2 × Throwing Nets (Range 5–8–13; Entangle 9)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Amulet of the Eye (2 Damage Points)

Cloaksense Brooch

Adventurer's Kit

2 × Booster Potions

Climbing Kit

Disguise Kit

Fishing Kit

Forge Tools

Goldsmithing Tools

Quiet Pouch

Reed Weaving Tools

Silversmithing Tools

Trail Rations (1 week)

Wealthy Traveler's Garb

Forged Gold Earring with rubies, *g'doinya* of House K'tenshin

Forged Obsidian Dagger, *g'doinya* of House Ishkarat

Forged Reed Bracelet, *g'doinya* of House V'strimon

Forged Silver Ring, *g'doinya* of House Syrtis

Loot

560 silver pieces (in quiet pouch)

Legend Award

1, 465 Legend Points

Notes

Gertan'kl possesses the t'skrang Tail Attack (Damage 5/D8) racial ability.

Fourth Circle: Karma on Dexterity-only Tests
Fifth Circle: Karma on Charisma-only Tests
Sixth Circle: +1 Social Defense
Seventh Circle: Karma on melee weapons Damage Tests

BREKUL DENAIRASTAS

Brekul of Jerris is a successful human cat burglar who has lived in Serian's Sanctuary and other inns of Kratas for the past several years. She disappears for weeks at a time, and then returns, flush from another big score. She is small for an adult human and quite lithe and limber, excellent for sneaking into places she is not wanted.

No one is aware that she is actually Brekul Denairastas, a niece of Uhl Denairastas, and a member of the Gold Branch of the Holders of Trust. She also keeps secret that she is an Illusionist of Warden status. Whenever she does business for the Holders of Trust, she does so in disguise. She has spent years developing alternative identities in Kratas, and has at least half a dozen of these, of different races and Disciplines; some of her identities are even of the male gender. Any long-term resident could actually be one of Brekul's alter egos. When she officially leaves town for weeks at a time, she is usually just assuming one of her other identities. She has also used her human Versatility talent to learn some of the abilities of other Disciplines, to make her impersonations more convincing.

Her mission in Kratas is two-fold. First, she gathers intelligence on all the major powers for Iopos, through buying secrets and hiring spies. Second, she actively advances the interests of Iopos, by actions to weaken and subvert the powers in the province. These range from whispering campaigns to sow distrust between allies, to raids and assassinations. In all of these actions, she uses intermediaries and third parties, to prevent these actions from being traced back to her. Further, when arranging these actions, she uses groups such as ork scorchers; Brocher's Brood; or other gangs, cults, and secret societies. She sometimes pretends to be a member of one of these groups so her true motives will not be discovered. At other times she implies that she is an agent of Throal, Thera, or even the Blood Wood.

Her contacts with Iopos are limited, but she does use aropanya of the Ishkarat as go-betweens to receive instructions from Iopos, and send intelligence back to the city. As with all of her contacts, she meets with these t'skrang in disguise. When not wearing her thief's leathers, she wears dark-colored silks, and lets her long black bangs fall in front of her gold-colored eyes.

Brekul Denairastas is an Eleventh Circle human dragon-kin Illusionist and Sixth Circle Thief.

Attributes

Dexterity (21): 8/2D6
Toughness (13): 6/D10
Willpower (17): 7/D12

Strength (11): 5/D8
Perception (19): 8/2D6
Charisma (16): 7/D12

Characteristics

Physical Defense: 14
Spell Defense: 16
Social Defense: 13

Initiative: 6/D10
Physical Armor: 11
Mystic Armor: 6

Death Rating: 33 (81)*
Wound Threshold: 9

Recovery Tests: 2
Knockdown: 5/D8**

Unconsciousness Rating: 25 (61)*

* These values have been modified for blood magic.
 ** Brekul knows the Wound Balance skill.

Combat Movement: 43 **Full Movement:** 86

Karma Points: 40 **Karma Step:** 5/D8

Illusionist Talents (Knacks)

Acrobatic Strike (5): 13/D12+D10^V
 Armored Matrix (11): 11
 Armored Matrix (11): 11
 Astral Sight^D (10): 18/D20+D12
 Dead Fall^D (11): 18/D20+D12
 Detect Falsehood^D (11): 19/D20+2D6 (Liar)
 Disguise Self^D (12): 20/D20+D8+D6 (Angelic Appearance)
 Durability (4/3) (12): 12
 Engaging Banter (11): 18/D20+D12
 Enhanced Matrix (11): 11
 Enhanced Matrix (11): 11
 False Sight^D (11): 11 (Lasting Memory)
 Fast Hand^D (12): 20/D20+D8+D6
 Graceful Exit (5): 12/2D10^V
 Lizard Leap^D (4): 9/D8+D6^V
 Hypnotize (5): 12/2D10
 Karma Ritual (11): 11
 Memorize Image (11): 19/D20+2D6
 Mimic Voice^D (7): 15/D20+D6^V
 Mind Wave^D (11): 18/D20+D12 (Mind Trick)
 Orbiting Spy (3): 11/D10+D8^V
 Poison Resistance (3): 9/D8+D6^V
 Read and Write Language (9): 17/D20+D10
 — Human (Iopan), Obsidimen, Or'zat*, Or'zet, Sperethiel, Thera, Troll, T'skrang, Windling
 Read and Write Magic (11): 19/D20+2D6
 Resist Taunt^D (11): 18/D20+D12
 Search (6): 14/D20+D4^V
 Slough Blame^D (11): 18/D20+D12
 Speak Language (7): 15/D20+D6
 — Obsidimen, Or'zet, Sperethiel, Thera, Troll, T'skrang, Windling
 Spellcasting^D (11): 19/D20+2D6 (Anchored Spell, Maintain Spell Threads)**
 Spell Matrix (11): 11
 Spell Matrix (11): 11
 Spell Matrix (11): 11
 Spell Matrix (11): 11
 Thread Weaving (Illusionism)^D (12): 20/D20+D8+D6 (Thread Masking)^V
 Tiger Spring (5): 5^V
 True Sight^D (11): 11
 Versatility (8): 8
 Willforce (11): 18/D20+D12

^D Indicates a Discipline talent.

Italicized talents require Karma.

^V Indicates a talent learned through Versatility.

Or'zat is the ancient language of the orks, shorter and more guttural than modern Or'zet (see p. 297 of the *Name-giver's Compendium*.)

** Talent Modified by Spellcasting bonus +2 from Thread Wand.

Thief Talents (Knacks)

Avoid Blow^D (9): 17/D20+D10*
 Climbing (7): 15/D20+D6
 Detect Trap (6): 14/D20+D4
 Disarm Trap^D (6): 14/D20+D4
 Fence^D (6): 13/D12+D10 (Covet Item)
 Lock Picking^D (6): 14/D20+D4
 Lock Sense (6): 14/D20+D4
 Melee Weapons (7): 15/D20+D6
 Picking Pockets^D (7): 15/D20+D6 (Offguard)

Silent Walk^D (9): 17/D20+D10 (Shadow Hide)*
Surprise Strike^D (6): 11/D10+D8
Trap Initiative^D (6): 14/D20+D4

^D Indicates a Discipline talent.

* Talents modified by Avoid Blow and Silent Walk rank +3 from Thread Espagra Boots.

Skills

Artisan:

Acting (6): 13/D12+D10

Robe Embroidery (6): 13/D12+D10

Knowledge:

Alchemy and Potions (5): 13/D12+D10

Botany (5): 13/D12+D10

Gangs of Kratas (5): 13/D12+D10

Holders of Trust Lore (6): 14/D20+D4

House Ishkarat Lore (5): 13/D12+D10

Iopos History (5): 13/D12+D10

Kratas Inns (5): 13/D12+D10

Secret Societies of Barsaive (3): 11/D10+D8

General:

Alchemy (5): 13/D12+D10

Bribery (5): 12/2D10

Conceal Weapon (3): 11/D10+D8

Conversation (5): 12/2D10

Disguise (5): 12/2D10

Read and Write Language (1): 9/D8+D6

—Dwarf (Throalic)

Speak Language (2): 10/D10+D6

—Dwarf (Throalic), Human (Iopan)

Streetwise (5): 13/D12+D10

Wound Balance (4): 9/D8+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Hardened Leather (Rank 4; Phys 8; Myst 2; Init 1)

Broadsword (Forged +3; Damage 13/D12+D10)

2 × Dagger (Forged +1; Damage 8/2D6; Range 9–15–18; poisoned with black brine SD 6; Step Number 9)

2 × Hawk Hatchets (Damage 9/D8+D6; Range 24–40–48)

Short Sword (Forged +2; Damage 11/D10+D8)

Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)

Thread Wand (Rank 4; SpellDef +2; Spellcasting Tests +2 bonus; Effect Tests +1 bonus)

Cloaksense Brooch

Adventurer's Kit

Black Brine Poison (2 doses)

Climbing Kit

Clingor Rope (9 yards length)

Disguise Kit

Elfbane Poison (2 doses)

Embroidered Midnight Blue Silk Robe

Embroidery Tools

Grimoire

2 × Healing Potions

Kelia's Antidote; Black Brine (2 doses)

Kelix's Poultice

Quiet-Fingers Gloves

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

Alchemy Kit at room in Serian's Sanctuary

Spells

Astral Shadow^E, Best Face, Bleeding Edge, Blinding Glare, Blindness, Clarion Call, Conceal Tracks, Crafty Thought, Disguise Metal, Displace Image, Drunken Stagger^E, Encrypt, Enter and Exit, Ephemeral Bolt, Eyes Have It^M, Form Exchange^M, Grim Reaper^A, Illusory Missiles^M, Impossible Knot, Impossible Lock, Innocent Activity^M, Light, Memory Blank, Memory Scribe, Mind Fog, Monstrous Mantle, Nightmare of Foreboding, Noble Manner, Nobody Here, One of the Crowd^A, Pauper's Purse, Phantom Fireball, Phantom Warrior, Pleasant Visions, Rope Guide, See the Unseen, Suffocation, Switch, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

^M Denotes a spell currently in a Spell Matrix.

^E Denotes a spell currently in an Enhanced Matrix.

^A Denotes a spell currently in an Armored Matrix.

Loot

Gems, Jewels, and Necklaces (worth 1,500 silver pieces), 130 silver pieces (in quiet pouch)

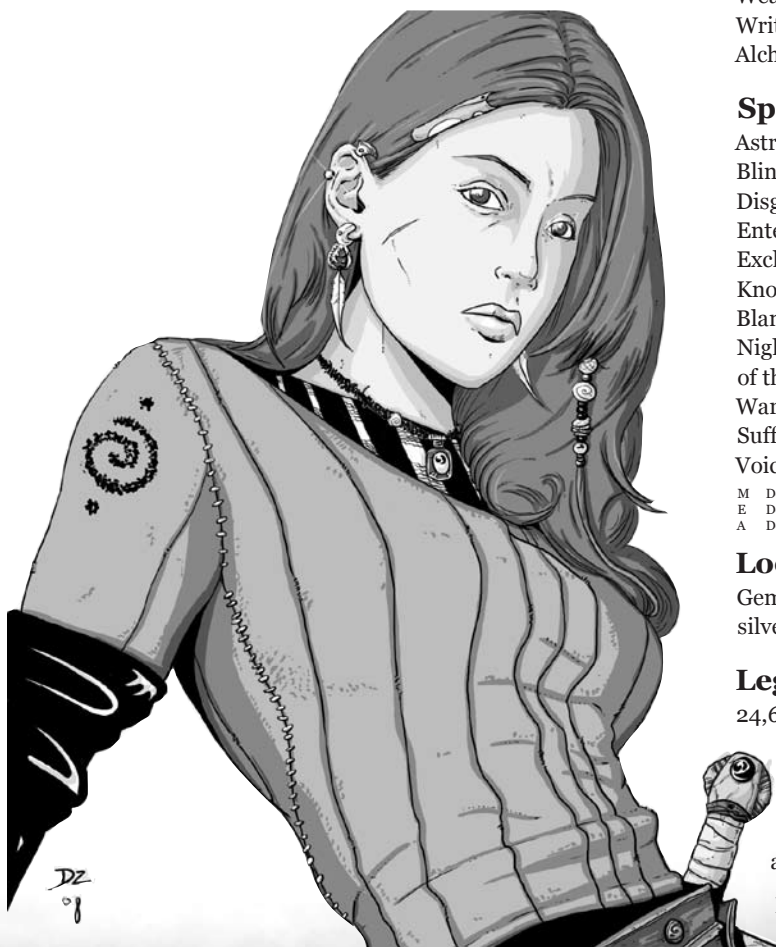
Legend Award

24,645 Legend Points

Notes

Brekul possesses the dragon-kin Astral-Sensitive Sight and Low-Light Vision, and the human Versatility, racial abilities.

Fourth Circle: Illusionist: Glamour (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point)



Fifth Circle: Illusionist/Thief: Karma on Perception-only Tests
Sixth Circle: Illusionist: Karma on Willpower-only Tests; Thief: Karma on Dexterity-only Tests
Seventh Circle: Karma on spell Effect Tests
Eighth Circle: +1 Spell Defense
Ninth Circle: Karma on Recovery Tests
Tenth Circle: +1 Physical and Social Defense
Eleventh Circle: +1 Social and Spell Defense

FUML PIERCO

For the past several years, this group of the Force of the Eye has been lead by an aging human Eighth Circle burglar Thief specialist known as Fuml Pierco. He is a talented shipwright, and has worked his way up in one of the shipyards. He has the downtrodden demeanor of most Jerrisians. Like many in this city, he spends his days building airships, and his evenings in taverns and gaming halls, just to be home early so as to not run into any troubles— the streets of Jerris are no place to be alone at night. No one but the Force of the Eye knows that his casual drinking and gambling acquaintances are in fact thieves, spies, and cutthroats. At these meetings he approves plans for burglaries of the wealthy shipyard owners, gathers and distributes intelligence about shipping routes, and handles all the other business of the Force in Jerris. Pierco occasionally leads the thieves in a caper himself, just to keep in practice.

Attributes

Dexterity (16): 7/D12
Toughness (14): 6/D10
Willpower (11): 5/D8

Strength (15): 6/D10
Perception (16): 7/D12
Charisma (9): 4/D6

Characteristics

Physical Defense: 13
Spell Defense: 9
Social Defense: 6

Initiative: 7/D12
Physical Armor: 6
Mystic Armor: 4

Death Rating: 33 (73)*
Wound Threshold: 10
Unconsciousness Rating: 25 (57)*

* These values have been modified for blood magic.

Combat Movement: 32

Full Movement: 64

Karma Points: 40

Karma Step: 5/D8

Talents (Knacks)

Air Sailing (4): 9/D8+D6^V
Avoid Blow^D (8): 15/D20+D6
Climbing^D (9): 16/D20+D8*
Detect Trap^D (8): 15/D20+D6
Detect Weapon (8): 15/D20+D6
Disarm Trap^D (8): 15/D20+D6
Disguise Self (8): 15/D20+D6
Durability (5/4) (8): 8
Evaluate^D (8): 15/D20+D6
Fence^D (8): 12/2D10
Great Leap (9): 16/D20+D8
Haggle (4): 8/2D6^V
Lock Picking^D (8): 15/D20+D6
Lock Sense^D (8): 15/D20+D6
Karma Ritual (8): 8
Melee Weapons (9): 16/D20+D8
Missile Weapons (8): 15/D20+D6

Read and Write Magic (4): 11/D10+D8^V
Silent Walk^D (8): 15/D20+D6 (Shadow Hide)
Slough Blame (8): 12/2D10
Surprise Strike (8): 14/D20+D4
Thread Weaving (Thief Weaving)^D (8): 15/D20+D6 (Thread Masking)
Throwing Weapons^D (8): 15/D20+D6 (Improvised Missiles, Lightning Throw, Placed Shot)
Trap Initiative^D (8): 15/D20+D6 (Act on Instinct)
Versatility (4): 4
Windcatcher (4): 9/D8+D6^V

D Indicates a Discipline talent.

Italicized talents require Karma.

* Talent modified by Climbing rank +1 from thread boots.

V Indicates a talent learned through Versatility.

Skills

Artisan:

Calligraphy (4): 8/2D6
Craftsman: Shipwright (4): 11/D10+D8
Mapmaking (4): 11/D10+D8

Knowledge:

Airships (5): 12/2D10
Airship Trade Routes (4): 11/D10+D8
Architecture and Engineering (4): 11/D10+D8
Force of the Eye Lore (4): 11/D10+D8
Games of Chance (4): 11/D10+D8
Gangs of Kratas (4): 11/D10+D8
Negotiation (4): 11/D10+D8
Jerris History (4): 11/D10+D8

General:

Fast Grab (4): 11/D10+D8
Fast Hand (4): 11/D10+D8
Navigation (4): 11/D10+D8
Read and Write Language (1): 8/2D6
—Dwarf (Throalic)
Research (4): 11/D10+D8
Search (4): 11/D10+D8
Speak Language (2): 9/D8+D6
—Dwarf (Throalic), Human
Streetwise (4): 11/D10+D8
Trading (4): 8/2D6

Equipment

Buckler (Phys 1; Shatter 17)
Thread Leather (Rank 4; Phys 5; Myst 3)
Broadsword (Forged +3; Damage 14/D20+D4)
Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)
8 × Throwing Daggers (Damage 8/2D6; Range 15–25–30s)
Thread Longbow (Damage 13/D12+D10; Range 80–160–320)
Quiver (with 20 longbow arrows)
Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)
Amulet of the Eye (2 Damage Points)
Cloaksense Brooch
Adventurer's Kit
3 × Booster Potions
Calligraphy Tools
Climbing Kit
Clingor Rope (6 yards)
Light Quartz Lantern
Mapmaking Tools
Navigation Charts (in map/scroll case)
Quiet Pouch
Shipwright Tools

Traveler's Garb
Trail Rations (1 week)

Loot

680 silver pieces (in quiet pouch)

Legend Award

5,165 Legend Points

Notes

Fuml possesses the human Versatility racial ability. Fuml is a burglar Thief specialist.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests

Seventh Circle: +1 Physical Defense

Eighth Circle: Enhanced Senses (1 Damage Point)

RANOSE CUTAN

Ranose Cutan is a young, energetic, and outgoing Sixth Circle dwarf Thief who leads the two-dozen or so members of the Force of the Eye in Travar. She is eager to expand the gang's heists, and sometimes has to reign in her efforts, to avoid attracting too much attention. Ranose affects the persona of a merchant, and wears bright and colorful silks. She has cultivated contacts with the wealthy and powerful to keep an eye on political developments.

Despite her charming outer appearance, she should not be underestimated. She is a "graduate" of Ghagin's Grandchildren, and survived many gang fights in the streets of Kratas before being recruited by Garlthik.

Attributes

Dexterity (14): 6/D10

Toughness (14): 6/D10

Willpower (10): 5/D8

Strength (13): 6/D10

Perception (16): 7/D12

Charisma (16): 7/D12

Characteristics

Physical Defense: 8

Spell Defense: 9

Social Defense: 11

Initiative: 6/D10

Physical Armor: 3

Mystic Armor: 1

Death Rating: 33 (63)*

Wound Threshold: 10

Unconsciousness Rating: 25 (49)*

* These values have been modified for blood magic.

Recovery Tests: 3

Knockdown: 6/D10

Combat Movement: 24

Full Movement: 48

Karma Points: 25

Karma Step: 4/D6

Talents (Knacks)

Avoid Blow^D (6): 12/2D10

Climbing (6): 12/D10

Detect Trap (6): 13/D12+D10

Disarm Trap^D (6): 12/2D10

Disguise Self (6): 13/D12+D10

Durability^D (5/4) (6): 6

Fast Hand^D (6): 12/2D10

Fence^D (6): 13/D12+D10 (Covet Item)

Karma Ritual (6): 6

Lock Picking^D (6): 12/2D10

Lock Sense^D (6): 13/D12+D10

Melee Weapons (7): 13/D12+D10

Picking Pockets^D (6): 12/D10

Silent Walk^D (7): 13/D12+D10 (Shadow Hide)

Surprise Strike^D (6): 12/2D10

Thread Weaving (Thief Weaving)^D (6): 13/D12+D10 (Thread Masking)

Trap Initiative^D (6): 12/2D10 (Act on Instinct)

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Acting (3): 10/D10+D6

Craftsman: Tailor (3): 9/D8+D6

Embroidery (3): 10/D10+D6

Wardrobe and Style (3): 10/D10+D6

Knowledge:

Airship Trade Routes (3): 10/D10+D6

Badlands Geography (1): 8/2D6

Byrose River Trade Routes (3): 10/D10+D6

Force of the Eye Lore (4): 11/D10+D8

Gangs of Kratas (3): 10/D10+D6

Ghagin's Grandchildren Lore (3): 10/D10+D6

The Scrabbles Lore (3): 10/D10+D6

Travar History (3): 10/D10+D6

Travar Politics (3): 10/D10+D6

General:

Bribery (2): 9/D8+D6

Conversation (3): 10/D10+D6

Etiquette (3): 10/D10+D6

Evaluate (3): 10/D10+D6

First Impression (4): 11/D10+D8

Flirting (3): 10/D10+D6

Haggle (3): 10/D10+D6

Fast Grab (3): 9/D8+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Seduction (2): 9/D8+D6

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Human

Streetwise (3): 10/D10+D6

Trading (3): 10/D10+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)

Dwarf Sword (Forged +2; Damage 11/D10+D8)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Amulet of the Eye (2 Damage Points)

Cloaksense Brooch

Adventurer's Kit

3 × Booster Potions

Climbing Kit

Craftsman Tools

Embroidery Tools

Quiet Fingers Gloves

Quiet Pouch

4 × Silk Blouses (Orange, Red, White, Yellow)

Red Silk Jacket

4 × Silk Hosiery (Beige, Black, Brown, White)

Thieves' Pick and Tools

Trail Rations (1 week)

Wealthy Traveler's Garb (with silk-lined red cloak)

Writing Kit

Loot

190 silver pieces (in quiet pouch)

Legend Award

445 Legend Points

Notes

Ranose possesses the dwarf Heat Sight racial ability.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests



HILLTOP

The following characters appear in the **Hilltop** chapter of the **Kratas: The City of Thieves** sourcebook.

TELEWERIAN

Telewerian is a Seventh Circle dwarf Troubadour.

Attributes

Dexterity (13): 6/D10

Toughness (15): 6/D10

Willpower (17): 7/D12

Strength (14): 6/D10

Perception (16): 7/D12

Charisma (14): 6/D10

Characteristics

Physical Defense: 9

Spell Defense: 11

Social Defense: 10

Initiative: 5/D8

Physical Armor: 9

Mystic Armor: 7

Death Rating: 32 (80)*

Wound Threshold: 10

Unconsciousness Rating: 24 (64)*

Recovery Tests: 3

Knockdown: 6/D10

* These values have been modified for blood magic.

Combat Movement: 22

Full Movement: 44

Karma Points: 25

Karma Step: 4/D6

Talents (Knacks)

Disguise Self^D (8): 15/D20+D6

Durability (6/5) (8): 8

Emotion Song^D (8): 14/D20+D4 (Epic, Telling the Tale)

Empathic Sense^D (3): 9/D8+D6

Engaging Banter^D (7): 13/D12+D10

First Impression (7): 13/D12+D10

Haggle (7): 13/D12+D10

Incite Mob^D (8): 15/D20+D6

Item History (7): 14/D20+D4

Karma Ritual (7): 7

Melee Weapons (7): 13/D12+D10

Missile Weapons (7): 13/D12+D10

Mimic Voice^D (8): 15/D20+D6 (Mimic Music)

Read and Write Language^D (7): 14/D20+D4

—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang,

Winding

Resist Taunt^D (7): 14/D20+D4

Ritual of the Ghostmaster^D (5): 12/2D10

Speak Language^D (7): 14/D20+D4

—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang,

Winding

Taunt (7): 13/D12+D10

Thread Weaving (Story Weaving)^D (7): 14/D20+D4 (Thread Masking)

Throwing Weapons (7): 13/D12+D10

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Acting (4): 10/D10+D6

Calligraphy (2): 8/2D6

Dancing (2): 8/2D6

Storytelling (4): 10/D10+D6

Knowledge:

Court Dancing (2): 9/D8+D6

Force of the Eye Lore (3): 10/D10+D6

Gangs of Kratas (2): 9/D8+D6

Hilltop Lore (3): 10/D10+D6

Kratas Arena Lore (5): 12/2D10

Kratas History (4): 11/D10+D8

Legends and Heroes (4): 11/D10+D8

Throal History (4): 11/D10+D8

Throal Politics (2): 9/D8+D6

General:

Bribery (2): 8/2D6

Conversation (4): 10/D10+D6

Etiquette (2): 8/2D6

Flirting (2): 8/2D6

Forgery (2): 8/2D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Research (4): 11/D10+D8

Seduction (2): 8/2D6

Search (4): 11/D10+D8

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (4): 11/D10+D8

Equipment

Buckler (Phys 1; Shatter 17)

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Broadsword (Forged +3; Damage 14/D20+D4)

Dagger (Damage 8/2D6; Range 9–15–18)

2 × Throwing Axes (Damage 9/D8+D6; Range 12–20–24)

Medium Crossbow (Damage 11/D10+D8; Range 70–140–280)

Quiver (with 15 medium crossbow bolts)

Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Death Cheat Blood Charm (3 Damage Points)

Orichalcum Pledge Coin (3 Damage Points)

Cloaksense Brooch

Adventurer's Kit

Calligraphy Tools

3 × Healing Potions

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

Loot

140 silver pieces (in quiet pouch)

Legend Award

800 Legend Points

Notes

Telewerian possesses the dwarf Heat Sight racial ability.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Charisma-only Tests

Seventh Circle: Karma on supporting another character's social Action Test

GREASY IMGAN

Greasy Imgan is a Fifth Circle dwarf Thief.

Attributes

Dexterity (15): 6/D10

Toughness (14): 6/D10

Willpower (11): 5/D8

Strength (10): 5/D8

Perception (16): 7/D12

Charisma (13): 6/D10

Characteristics

Physical Defense: 8

Spell Defense: 9

Social Defense: 7

Initiative: 6/D10

Physical Armor: 6

Mystic Armor: 4

Death Rating: 33 (63)*

Wound Threshold: 10

Unconsciousness Rating: 25 (49)*

* These values have been modified for blood magic.

Recovery Tests: 3

Knockdown: 5/D8

Combat Movement: 26

Full Movement: 52

Karma Points: 20

Karma Step: 4/D6

Talents (Knacks)

Avoid Blow^D (5): 11/D10+D8

Climbing (5): 11/D10+D8

Detect Trap (5): 12/2D10

Disarm Trap^D (5): 11/D10+D8

Durability (5/4) (6): 6

Karma Ritual (5): 5

Fence^D (6): 12/2D10

Lock Picking^D (5): 11/D10+D8

Lock Sense^D (5): 12/2D10

Melee Weapons (6): 12/2D10

Picking Pockets^D (6): 12/2D10 (Offguard)

Silent Walk^D (6): 12/2D10 (Shadow Hide)

Surprise Strike^D (5): 10/D10+D6

Thread Weaving (Thief Weaving)^D (5): 12/2D10 (Thread Masking)

Trap Initiative^D (5): 11/D10+D8

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (3): 9/D8+D6

Cooking (3): 9/D8+D6

Knowledge:

Force of the Eye Lore (5): 12/2D10

Gangs of Kratas (3): 10/D10+D6

Halls of Throat Lore (3): 10/D10+D6

Hilltop Lore (3): 10/D10+D6

Kratas History (3): 10/D10+D6

Magistrate's Palace Lore (5): 12/2D10

Manor and Palace Administration (5): 12/2D10

One-Eye Manor Lore (3): 10/D10+D6

Security (3): 10/D10+D6

Subterranean Throat (3): 10/D10+D6

Throat History (3): 10/D10+D6

General:

Fast Grab (3): 9/D8+D6

Evaluate (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (3): 10/D10+D6

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), *Or'zet*

Streetwise (5): 12/2D10

Trading (3): 9/D8+D6

Equipment

Buckler (Phys 1; Shatter 17)

Thread Leather (Rank 4; Phys 5; Myst 3)

Broadsword (Forged +2; Damage 12/2D10)

Dagger (Damage 7/D12; Range 9–15–18)

Amulet of the Eye (2 Damage Points)

Adventurer's Kit

3 × Booster Potions

Climbing Kit

Cloaksense Brooch

Firestarter

Hot Pot

Quiet-Fingers Gloves

Quiet Pouch

Trail Rations (1 week)

Traveler's Garb

Loot

130 silver pieces (in quiet pouch), 1,300 silver pieces in thirteen stashes hidden throughout the Hilltop

Legend Award

320 Legend Points

Notes

Imgan possesses the dwarf Heat Sight racial ability.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests



LIFTOP

The following characters appear in the **Clifftop** chapter of the **Kratas: The City of Thieves** sourcebook.

SURLNAD THE SILENT

Surlnad actually works for Vistrosh, though no other member of Brocher's Brood is aware of this. Vistrosh uses Surlnad's chakta birds to send coded messages to his agents across Barsaive. Surlnad is unaware of the meanings of these messages, thinking they are merely instructions regarding the criminal activities of Brocher's Brood. In fact, these messages are being sent to members of the Songbirds, concerning Vistrosh's espionage efforts.

Surlnad is fiercely loyal to Vistrosh (who took him under his wing after the troll was cast out from his moot) and would never betray Vistrosh's trust. The troll is unaware that Vistrosh used his considerable talents as an Illusionist to frame the promising Beastmaster so that he would be cast out, even going so far as to encourage the moot elders to have Surlnad's tongue cut out—the better to keep Vistrosh's secrets. Vistrosh is very careful to never use the chakta birds to communicate with known members of the Brood, or to have any visible contact with Surlnad.

There is a secret passage connecting the Undercity with the basement of Surlnad's tower, and Vistrosh has also added numerous magical traps and protections to Surlnad's home. Vistrosh provides Surlnad with the most elegant and sybaritic comforts in his tower (fine silk bedding, gourmet wines, and so on), which would be quite a surprise to those used to seeing Surlnad shuffling about the city in his old Leather, spattered with chakta droppings.

Finally, as an ultimate ace up his sleeve, Vistrosh has fully refurbished the siege weapons of Surlnad's tower, though they still appear dilapidated. He has even stocked a supply of ammunition for the fire cannons. From Surlnad's tower, a rain of destruction could be sent down on Garlthik's strongholds in Hilltop, although Vistrosh would never resort to such barbaric measures unless his survival was at stake.

Surlnad is an Eleventh Circle troll Beastmaster.

Attributes

Dexterity (11): 5/D8 **Strength** (17): 7/D12
Toughness (20): 8/2D6 **Perception** (9): 4/D6
Willpower (16): 7/D12 **Charisma** (19): 8/2D6

Characteristics

Physical Defense: 12 **Initiative:** 5/D8
Spell Defense: 7 **Physical Armor:** 3
Social Defense: 13 **Mystic Armor:** 2

Death Rating: 44 (121) **Recovery Tests:** 4
Wound Threshold: 13 **Knockdown:** 7/D12
Unconsciousness Rating: 36 (102)

Combat Movement: 22 **Full Movement:** 44
Karma Points: 20 **Karma Step:** 3/D4

Talents (Knacks)

Animal Bond^D (12): 20/D20+D8+D6
 Animal Leadership^D (12): 20/D20+D8+D6
 Animal Possession (11): 18/D20+D12
 Animal Training^D (11): 19/D20+2D6
 Bestial Toughness (11): 19/D20+2D6
 Borrow Sense^D (12): 19/D20+2D6 (Share Sense)
 Cat's Paw^D (11): 16/D20+D8 (Cat's Skill)
 Claw Frenzy^D (11): 16/D20+D8
 Claw Shape^D (11): 18/D20+D12 (Claw Tool)
 Creature Analysis^D (5): 9/D8+D6 (Creature Remains)
 Develop Animal Sense^D (12): 16/D20+D8
 Dominate Beast^D (11): 18/D20+D12
 Durability (7/6) (11): 11
 Endure Cold (7): 15/D20+D6
 Heal Animal Servant^D (11): 19/D20+2D6
 Karma Ritual (10): 10
 Lion Heart^D (11): 18/D20+D12
 Lion Spirit (11): 11
 Lizard Leap^D (11): 18/D20+D12
 Poison Resistance (11): 19/D20+2D6

Sense Poison (11): 15/D20+D6
 Thread Weaving (Beast Weaving)^D (7): 11/D10+D8 (Thread Masking)
 Tracking (11): 15/D20+D6
 Unarmed Combat (11): 16/D20+D8

^D Indicates a Discipline talent.
 Italicized talents require Karma.

Skills

Artisan:

Craftsman: Mason (5): 10/D10+D6

Knowledge:

Architecture (3): 7/D12
 Trollmoot Lore (3): 7/D12

General:

Hunting (3): 8/2D6
 Missile Weapons (5): 10/D10+D6
 Read and Write Language (1): 5/D8
 —Dwarf (Throalic)
 Speak Language (2): 6/D10*
 —Dwarf (Throalic), Troll
 Streetwise (3): 7/D12

* Surlnad can hear and understand these languages, but can no longer speak them proficiently since his tongue was cut out.

Equipment

Leather (Phys 3)
 Troll Sling (Damage 11/D10+D8; Range 30–60–120)
 Belt Pouch (with 15 sling stones)
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1;
 Climbing^T (1): 6/D10)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Adventurer's Kit
 Belt Pouch
 4 × Healing Potions
 Last Chance Salve
 Masonry Tools
 Peasant's Garb
 Trail Rations (4 weeks)
 3 × Waterskins

Loot

770 silver pieces (in belt pouch)

Legend Award

29,130 Legend Points

Notes

Surlnad possesses the troll Heat Sight racial ability.

Fourth Circle: Karma on Charisma-only Tests

Fifth Circle: Karma on Willpower-only Tests

Sixth Circle: Karma on Toughness-only Tests

Seventh Circle: +1 Physical Defense

Eighth Circle: +1 Spell Defense

Ninth Circle: Karma on Recovery Tests

Tenth Circle: +1 Social Defense

Eleventh Circle: +1 Physical Defense



REENMARKET

The following characters appear in the **Greenmarket** chapter of the **Kratas: The City of Thieves** sourcebook.

DUCHALIA

Duchalia is a highly skilled elf herbalist.

Attributes

Dexterity (13): 6/D10
Toughness (12): 5/D8
Willpower (14): 6/D10

Strength (11): 5/D8
Perception (16): 7/D12
Charisma (16): 7/D12

Characteristics

Physical Defense: 7
Spell Defense: 9
Social Defense: 9

Initiative: 6/D10
Physical Armor: 2
Mystic Armor: 5

Death Rating: 34
Wound Threshold: 9
Unconsciousness Rating: 26

Recovery Tests: 2
Knockdown: 5/D8

Combat Movement: 28 **Full Movement:** 56

Talents

Questor of Jaspre (5): 5
—Animate Plant, Plant Growth (5): 11/D10+D8
—Command Animal (5): 12/2D10

Skills

Artisan:

Gardening (5): 12/2D10

Knowledge:

Alchemy and Potions (6): 13/D12+D10
Botany (5): 12/2D10
Creature Lore (3): 10/D10+D6
Greenmarket Lore (2): 9/D8+D6

General:

Alchemy (6): 13/D12+D10
Conceal Weapon (2): 8/2D6
Haggle (4): 11/D10+D8
Melee Weapons (5): 11/D10+D8
Physician (5): 12/2D10
Read and Write Language (1): 8/2D6
—Dwarf (Throalic)
Search (2): 9/D8+D6
Speak Language (2): 9/D8+D6
—Dwarf (Throalic), *Sperethiel*
Streetwise (2): 9/D8+D6
Surprise Strike (3): 8/2D6
Wilderness Survival (5): 12/2D10

Equipment

Fernweave (Phys 2; Myst 3)
Knife (Damage 6/D10; Range 6–10–12)
Short Sword (Damage 9/D8+D6)
Adventurer's Kit
Belt Pouch
Gardening Tools
Healing Kit (3 uses)
Kelia's Antidote; Fireleaf Poison (2 doses)
Kelix's Poultice
Physician Kit (3 uses)

Star Root (1 dose)
Trail Rations (1 week)
Traveler's Garb
Waterskin
Alchemy Lab (at her house)

Loot

130 silver pieces (in belt pouch)

Legend Award

195 Legend Points

Notes

Duchalia possesses the elf Low-Light Vision racial ability.

DUCHALIA'S BODYGUARDS (6)

Attributes

Dexterity (18): 7/D12
Toughness (12): 5/D8
Willpower (14): 6/D10

Strength (14): 6/D10
Perception (13): 6/D10
Charisma (12): 5/D8

Characteristics

Physical Defense: 10
Spell Defense: 7
Social Defense: 7

Initiative: 5/D8
Physical Armor: 7
Mystic Armor: 5

Death Rating: 34
Wound Threshold: 9
Unconsciousness Rating: 26

Recovery Tests: 2
Knockdown: 6/D10*

* Duchalia's Bodyguards know the Wound Balance skill.

Combat Movement: 38 **Full Movement:** 76

Skills

Artisan:

Wood Carving (2): 7/D12

Knowledge:

Botany (3): 9/D8+D6
Greenmarket Lore (3): 9/D8+D6

General:

Avoid Blow (3): 10/D10+D6
Conceal Weapon (3): 10/D10+D6
Detect Weapon (2): 8/2D6
Melee Weapons (4): 11/D10+D8
Quickblade (5): 10/D10+D6*
Read and Write Language (1): 7/D12
—Dwarf (Throalic)
Riposte (3): 10/D10+D6
Search (2): 8/2D6
Speak Language (2): 8/2D6
—Dwarf (Throalic), *Sperethiel*
Streetwise (2): 8/2D6
Surprise Strike (3): 9/D8+D6
Tactics (2): 8/2D6
Throwing Weapons (4): 11/D10+D8
Wound Balance (2): 8/2D6

* Skill modified by –2 Initiative penalty.

Equipment

Body Shield (Phys 5; Init 2; Shatter 21)
Fernweave (Phys 2; Myst 3)
Broadsword (Damage 11/D10+D8)
Dagger (Damage 8/2D6; Range 9–15–18)

2 × Flasks of Fireleaf Oil (Range 6–10–12; Spell Defense 6; Damage Step Number 8)
 2 × Flight Daggers (Damage 8/2D6; Range 21–35–42)
 Adventurer's Kit
 Belt Pouch
 2 × Booster Potions
 Wood Carving Tools
 Kelia's Antidote; Fireleaf Poison (2 doses)
 Kelix's Poultice
 Trail Rations (1 week)
 Traveler's Garb
 Waterskin

Loot

25 silver pieces (in belt pouch)

Legend Award

165 Legend Points

Notes

Duchalia's bodyguards possess the elf Low-Light Vision racial ability.



EMPLE PLAZA

The following characters appear in the **Temple Plaza** chapter of the **Kratas: The City of Thieves** sourcebook.

N'GELIANA

Sadly, a truly selfless person does not seem to exist in Kratas. N'geliana is not quite the weary old woman she pretends to be. She is in fact a quite spry member of the Brocher's Brood, though none of the other questors of Garlen know this. She is occasionally spirited out of the Temple by Vistrosh to attend to the wounds of one of his gang, but far more importantly, she gathers information from the wounded under her care. She is very good at prying loose the tongues of the injured, both with her charming bedside manner, and with a variety of potions. This is one reason why she is particularly interested in treating the members of the Force of the Eye.

N'geliana is a Fifth Circle elf Thief and Rank 5 Questor of Garlen.

Attributes

Dexterity (16): 7/D12
Toughness (9): 4/D6
Willpower (12): 5/D8

Strength (10): 5/D8
Perception (17): 7/D12
Charisma (14): 6/D10

Characteristics

Physical Defense: 9
Spell Defense: 9
Social Defense: 8

Initiative: 7/D12
Physical Armor: 0
Mystic Armor: 1

Death Rating: 29 (54)*
Wound Threshold: 7
Unconsciousness Rating: 20 (40)*

Recovery Tests: 2
Knockdown: 5/D8

Combat Movement: 34

Full Movement: 68

Karma Points: 20

Karma Step: 4/D6

Talents (Knacks)

Avoid Blow^D (5): 12/2D10
 Climbing (5): 12/ D10
 Detect Trap (5): 12/2D10
 Disarm Trap^D (5): 12/2D10
 Durability (5/4) (5): 5
 Fence^D (5): 11/D10+D8
 Karma Ritual (5): 5
 Lock Picking^D (5): 12/2D10
 Lock Sense^D (5): 12/2D10
 Melee Weapons (6): 13/D12+D10
 Picking Pockets^D (5): 12/2D10
 Questor of Garlen (5): 5
 —Comfort, Heal (5): 11/D10+D8
 —Seal Home (5): 10/D10+D6
 Silent Walk^D (6): 13/D12+D10 (Shadow Hide)
 Surprise Strike^D (5): 10/D10+D6
 Thread Weaving (Thief Weaving)^D (5): 12/2D10 (Thread Masking)
 Trap Initiative^D (5): 12/2D10

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (3): 9/D8+D6
 Storytelling (3): 9/D8+D6

Knowledge:

Alchemy and Potions (3): 10/D10+D6
 Botany (3): 10/D10+D6
 Brocher's Brood Lore (3): 10/D10+D6
 Force of the Eye Lore (3): 10/D10+D6
 Gangs of Kratas (3): 10/D10+D6
 Passion Lore (3): 10/D10+D6

General:

Alchemy (3): 10/D10+D6
 Conversation (3): 9/D8+D6
 Etiquette (3): 9/D8+D6
 Fast Grab (3): 10/D10+D6
 First Impression (3): 9/D8+D6
 Flirting (3): 9/D8+D6
 Physician (3): 10/D10+D6
 Read and Write Language (1): 8/2D6
 —Dwarf (Throalic)
 Search (3): 10/D10+D6
 Speak Language (2): 9/D8+D6
 —Dwarf (Throalic), Or'zet
 Streetwise (3): 10/D10+D6

Equipment

Dagger (Damage 7/D12; Range 9–15–18)
 Quarterstaff (Damage 7/D12)
 Thread Vial (Rank 4; 1/day; Imbiber gets +7 bonus to a Recovery Test, Step 7 Recovery Test if imbiber has no Recovery Tests, or heals 1 Wound)
 Adventurer's Kit
 Climbing Kit
 Cloaksense Brooch
 Healing Kit (3 uses)
 Quiet-Fingers Gloves
 Quiet Pouch
 Physician Kit (3 uses)
 Trail Rations (1 week)

* These values have been modified for blood magic.

Traveler's Garb
Alchemy Kit (at Temple of Garlen)

Loot

160 silver pieces (in quiet pouch)

Legend Award

395 Legend Points

Notes

N'geliana possesses the elf Low-Light Vision racial ability.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests



THE STABLES

The following characters appear in the **The Stables** chapter of the **Kratas: The City of Thieves** sourcebook.

WORANGA

During Woranga's early, formative years, she learned a great deal in her hometown, a small farming village south of Throal. She learned about agriculture and farming, flora and fauna, and barn raising and house building, and reveled in the tales of legends and heroes and comparing them to real histories. These skills came in handy after her induction into the Elf Eaters. She took her knowledge of the outdoors and applied it to survival in the wilderness. She took her knowledge of the history of Throal and the organization of Throal's armies to design tactics to counter their formations and strategies. She learned firsthand that knowledge properly applied is power, and quickly rose in the ranks of the Elf Eaters, building her legend with every day and every battle. She created Woranga's Place by using her knowledge of architecture and building from her youth and creating a solution to the problem of catering to clientele that do not like to eat and drink indoors and prefer the carpet of earth outside instead.

Ever since the loss of her leg, Woranga has not bonded with a new mount. Her injury has made it difficult to ride living animals. She refuses to get a crystal limb leg to replace her lost leg even though it could be easily obtained through the black market. She considers it a form of corrupt Theran magic. However, this has not stopped her from getting a death cheat blood charm, as her last battle brought her too perilously close to death for her comfort. It would be foolish to underestimate her despite her apparent disability. She still rides the waves, soars the skies, and glides over the land with her spirit mount when summoned. For those that have set off her *gahad*, one of her favorite tactics is to summon her air mount, fly up, and then rain a volley of arrows down upon the surprised offender. Woranga is a Tenth Circle ork Cavalryman.

Attributes

Dexterity (8): 4/D6
Toughness (16): 7/D12
Willpower (14): 6/D10

Strength (10): 5/D8
Perception (16): 7/D12
Charisma (12): 5/D8

Characteristics

Physical Defense: 6
Spell Defense: 10
Social Defense: 11

Initiative: 4/D6
Physical Armor: 0
Mystic Armor: 2

Death Rating: 36 (106)*

Recovery Tests: 3

Wound Threshold: 11

Knockdown: 5/D8**

Unconsciousness Rating: 28 (88)*

* These values have been modified for blood magic.
** Woranga knows the Sure Mount talent.

Combat Movement: 18

Full Movement: 36

Karma Points: 40

Karma Step: 5/D8

Talents (Knacks)

Animal Bond (9): 14/D20+D4
Armor Mount (10): 16/D20+D8
Avoid Blow (11): 15/D20+D6
Blood Share^D (10): 17/D20+D10 (Wound Share)
Call Mount^D (10): 16/D20+D8
Champion Challenge (10): 15/D20+D6
Charge^D (10): 15/D20+D6 (Feinting Lunge)
Dominate Beast (10): 16/D20+D8
Down Strike (10): 15/D20+D6
Durability (7/6) (10): 10
Empathic Command^D (10): 16/D20+D8
Fearsome Charge^D (10): 16/D20+D8
Karma Ritual (10): 10
Lasting Impression (10): 15/D20+D6
Melee Weapons (11): 15/D20+D6
Missile Weapons (10): 14/D20+D4
Mount Durability (6/5) (10): 10
Resist Taunt^D (10): 16/D20+D8
Rally^D (10): 15/D20+D6
Spirit Mount^D (11): 18/D20+D12 (Air Mount, Water Mount)
Sure Mount^D (10): 15/D20+D6
Thread Weaving (Rider Weaving)^D (10): 17/D20+D10 (Thread Masking)
Trample^D (10): 10
Trick Riding^D (10): 14/D20+D4 (Feinting Retreat)
Wheeling Attack (10): 14/D20+D4
Wheeling Defense^D (10): 14/D20+D4

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Storytelling (5): 10/D10+D6
Wood Carving (5): 10/D10+D6

Knowledge:

Architecture (5): 12/2D10
Botany (3): 10/D10+D6
Cara Fahd History (3): 10/D10+D6
Creature Lore (5): 12/2D10
Elf Eaters Lore (5): 12/2D10
Farming (3): 10/D10+D6
Gangs of Kratas (5): 12/2D10
Legends and Heroes (5): 12/2D10
Kratas History (3): 10/D10+D6
Negotiation (5): 12/2D10
The Stables (6): 13/D12+D10
Throal History (3): 10/D10+D6
Throal Military Organization (4): 11/D10+D8

General:

Animal Handling (5): 11/D10+D8

Animal Training (5): 10/D10+D6
 Conversation (5): 10/D10+D6
 Creature Analysis (5): 12/2D10
 Etiquette (5): 10/D10+D6
 Fence (5): 10/D10+D6
 Hunting (5): 9/D8+D6
 Read and Write Language (3): 10/D10+D6
 — Dwarf (Throalic), *Or'zet*, *Sperethiel*
 Research (3): 10/D10+D6
 Rhetoric (3): 10/D10+D6
 Speak Language (5): 12/2D10
 — Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, T'skrang
 Streetwise (5): 12/2D10
 Tactics (5): 12/2D10
 Tracking (5): 12/2D10
 Unarmed Combat (4): 8/2D6
 Wilderness Survival (5): 12/2D10

Equipment

Club (Damage 8/2D6)
 Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
 Spear (Forged +3; Damage 12/2D10; Range 18–30–36)
 Light Crossbow (Damage 9/D8+D6; Range 50–100–200)
 Quiver (with 15 light crossbow bolts)
 Thread Lightning-Bolt Earrings (Rank 5; Dexterity-only Tests +5; 1 to 3 Strain Points to gain a +1 to +3 bonus on any Dexterity-based Test including Initiative Tests; 3 Strain Points to gain +3 Spell Defense versus visible spell Effects for 1 round)
 Thread Oratory Necklace (Rank 8; Charisma-only Tests +4; +3 Social Defense; May spend 2 Karma Points on any Charisma-only Test; Crowds react as if they were one degree more favorable toward the wearer; 1 or 2 Strain Points to gain a +1 or +2 bonus on any Charisma-based Test)
 Thread Ring of Accuracy (Rank 4; close/ranged combat Attack Tests +3 bonus when using hand with ring worn on it; close/ranged combat Damage Tests +2 bonus when using hand with ring worn on it)
 Death Cheat Blood Charm (3 Damage Points)
 Adventurer's Kit
 Carving Tools
 Cloaksense Brooch
 Crutches
 3 × Healing Potions
 Quiet Pouch
 Trail Rations (1 week)
 Traveler's Garb
 Writing Kit

Loot

100 silver pieces (in quiet pouch), 2,000 silver pieces stashed in various locations at Woranga's Place

Legend Award

3,905 Legend Points

Notes

Woranga possesses the ork Low-Light Vision and *Gahad* racial abilities.

Fourth Circle: Karma on Strength-only Tests

Fifth Circle: Karma on Toughness-only Tests

Sixth Circle: Karma on Charisma-only Tests

Seventh Circle: Karma on mount Damage Tests

Eighth Circle: +1 Physical Defense

Ninth Circle: Karma on Recovery Tests

Tenth Circle: +1 Social and Spell Defense

THUMAD BROKENTHUMB

Thumad has a strong impulse to steal, bordering on kleptomania. This impulse often makes him steal even from allies who consider this behavior treacherous. This is what caused his thumbs to be broken and forced him out of the main company of Herok's Lancers. Acting as the representative of Herok's Lancers in Kratas has allowed him to sate his urge to steal whenever he wishes in a city of lawlessness.

His kleptomania is only equaled by his cowardice. He feels he can steal with impunity since no one will see through his disguise as a cripple with broken thumbs. Even if they did see through his act, he feels invulnerable since only a fool would cross a representative of Herok's Lancers. Denigrating his Discipline and way of life is one of the few ways to set off his *gahad*.

Thumad Brokenthumb is a Fifth Circle ork Thief.

Attributes

Dexterity (15): 6/D10

Toughness (14): 6/D10

Willpower (11): 5/D8

Strength (13): 6/D10

Perception (12): 5/D8

Charisma (16): 7/D12

Characteristics

Physical Defense: 8

Spell Defense: 7

Social Defense: 9

Initiative: 6/D10

Physical Armor: 3

Mystic Armor: 1

Death Rating: 35 (60)*

Wound Threshold: 10

Unconsciousness Rating: 27 (47)*

* These values have been modified for blood magic.

Combat Movement: 32

Full Movement: 64

Karma Points: 24

Karma Step: 5/D8

Talents (Knacks)

Avoid Blow^D (5): 11/D10+D8

Climbing (5): 11/D10+D8

Detect Trap (5): 10/D10+D6

Disarm Trap^D (5): 11/D10+D8

Durability (5/4) (5): 5

Karma Ritual (6): 6

Fence^D (6): 13/D12+D10 (Covet Item)

Lock Picking^D (5): 11/D10+D8

Lock Sense^D (5): 10/D10+D6

Melee Weapons (6): 12/2D10

Picking Pockets^D (6): 12/2D10 (Offguard)

Silent Walk^D (6): 12/2D10 (Shadow Hide)

Surprise Strike^D (5): 11/D10+D8

Thread Weaving (Thief Weaving)^D (5): 10/D10+D6 (Thread Masking)

Trap Initiative^D (5): 11/D10+D8

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (4): 11/D10+D8

Knowledge:

Caravan Trade Routes (3): 8/2D6

Gangs of Kratas (3): 8/2D6

Herok's Lancers Lore (3): 8/2D6
 Negotiation (4): 9/D8+D6
General:
 Disguise (3): 9/D8+D6
 Evaluate (3): 8/2D6
 Fast Grab (3): 9/D8+D6
 Fast Hand (3): 9/D8+D6
 Physician (3): 9/D8+D6
 Read and Write Language (1): 6/D10
 —Dwarf (Throalic)
 Search (3): 8/2D6
 Speak Language (2): 7/D12
 —Dwarf (Throalic), Or'zet
 Streetwise (3): 8/2D6

Equipment

Leather (Phys 3)
 Broadsword (Forged +2; Damage 13/D12+D10)
 Dagger (Damage 8/2D6; Range 9–15–18)
 Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10 weight items inside)
 Adventurer's Kit
 Climbing Kit
 Cloaksense Brooch
 Disguise Kit
 Healing Kit (3 uses)
 Quiet-Fingers Gloves
 Physician Kit (3 uses)
 Trail Rations (1 week)
 Traveler's Garb

Loot

160 silver pieces (in quiet pouch)

Legend Award

325 Legend Points



Notes

Thumad possesses the ork Low-Light Vision and *Gahad* racial abilities.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

FORANAL THE LOST

Foranal the Lost is an imposing and attractive woman who has managed to assemble a group of outcasts such as herself into a devoted and dangerous crew. When not wearing her crystal raider armor, she wears the dignified troll-sized versions of the latest Throalic fashions.

Foranal the Lost is a Sixth Circle troll Sky Raider.

Attributes

Dexterity (16): 7/D12

Toughness (16): 7/D12

Willpower (15): 6/D10

Strength (19): 8/2D6

Perception (10): 5/D8

Charisma (15): 6/D10

Characteristics

Physical Defense: 9

Spell Defense: 6

Social Defense: 8

Initiative: 2/D4-1

Physical Armor: 10

Mystic Armor: 10

Death Rating: 37 (85)*

Wound Threshold: 11

Unconsciousness Rating: 29 (65)*

Recovery Tests: 3

Knockdown: 8/2D6

These values have been modified for blood magic.

Combat Movement: 32

Full Movement: 64

Karma Points: 20

Karma Step: 3/D4

Talents (Knacks)

Air Sailing^D (11): 17/D20+D10^G

Avoid Blow (6): 13/D12+D10

Battle Bellow^D (6): 12/2D10

Battle Shout^D (6): 12/2D10

Durability (8/6) (6): 6

Fence (6): 12/2D10

Fireblood^D (7): 14/D20+D4 (Flaming Wounds)

Great Leap^D (6): 13/D12+D10 (Vertical Jump)

Karma Ritual (6): 6

Melee Weapons^D (7): 14/D20+D4

Momentum Attack^D (6): 13/D12+D10

Shield Charge^D (6): 14/D20+D4

Steely Stare^D (6): 12/2D10

Swift Kick (6): 13/D12+D10

Thread Weaving (Sky Weaving)^D (7): 12/2D10 (Talent Linking, Thread Masking)

Unarmed Combat (6): 13/D12+D10

Windcatcher^D (11): 17/D20+D10^G

D Indicates a Discipline talent.

G Talent modified by Group Pattern (see Notes).

Skills

Artisan:

Mapmaking (3): 8/2D6

Sail Embroidery (3): 9/D8+D6

Wood Carving (3): 9/D8+D6

Knowledge:

Creature Lore (3): 8/2D6

Death's Thunder Lore (3): 8/2D6

Gangs of Kratas (3): 8/2D6
Trollmoots Lore (3): 8/2D6

General:

First Impression (3): 9/D8+D6
Flirting (3): 9/D8+D6
Hunting (3): 10/D10+D6
Read and Write Language (1): 6/D10
—Dwarf (Throalic)
Seduction (3): 9/D8+D6
Speak Language (2): 7/D12
—Dwarf (Throalic), Troll
Streetwise (3): 8/2D6
Tactics (3): 8/2D6
Wilderness Survival (3): 8/2D6

Equipment

Crystal Raider Shield (Phys 3; Myst 3; Init 2; Shatter 18)
Crystal Ringlet (Phys 4; Myst 4; Init 2)
Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
Crystal Battle-Axe (Forged +2; Damage 16/D20+D8)
Troll Dagger (Damage 11/D10+D8; Range 9–15–18)
Troll Spear (Damage 13/D12+D10; Range 18–30–36)
Troll Sling (Damage 12/2D10; Range 30–60–120)
Belt Pouch (with 15 sling stones)
Cloaksense Brooch
Adventurer's Kit
Belt Pouch
Wood Carving Tools
Climbing Kit
Embroidered Robe
Embroidery Tools
Last Chance Salve
Mapmaking Tools
Navigation Charts (in map/scroll case)
Shipwright Tools
Trail Rations (1 week)
Wealthy Traveler's Garb
Writing Kit

Loot

260 silver pieces (in belt pouch), 3,000 silver pieces hidden in her quarters on the *Death's Thunder*

Legend Award

1,100 Legend Points

Notes

Foranal possesses the troll Heat Sight racial ability. Foranal has 2 Damage Points from Death's Thunder's group True pattern. She has two Rank 5 threads attached to her Air Sailing and Windcatcher talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

Fourth Circle: Karma on Strength-only Tests

Fifth Circle: Karma on Dexterity-only Tests

Sixth Circle: Karma on Toughness-only Tests

ELAMIAN SITALIN

Elamian is a striking elf, who wears flamboyant, bright silks, but is rather shy. Hailing from the shipyards of Jerris,

she left for the excitement of Kratas. Elamian is a Fifth Circle elf Air Sailor.

Attributes

Dexterity (18): 7/D12
Toughness (10): 5/D8
Willpower (17): 7/D12

Strength (12): 5/D8
Perception (13): 6/D10
Charisma (12): 5/D8

Characteristics

Physical Defense: 10
Spell Defense: 7
Social Defense: 7

Initiative: 6/D10
Physical Armor: 8
Mystic Armor: 4

Death Rating: 29 (65)*
Wound Threshold: 8

Recovery Tests: 2
Knockdown: 5/D8**

Unconsciousness Rating: 20 (50)*

* These values have been modified for blood magic.
** Elamian knows the Wound Balance talent.

Combat Movement: 38

Full Movement: 76

Karma Points: 20

Karma Step: 4/D6

Talents (Knacks)

Acrobatic Strike (5): 12/2D10
Air Dance (5): 11/D10+D8*
Air Sailing^D (10): 17/D20+D10^G (Air Legs)
Avoid Blow^D (6): 13/D12+D10
Climbing^D (5): 12/2D10 (Swinging in the Rigging)
Durability (6/5) (6): 6
Haggle^D (5): 10/D10+D6
Great Leap^D (6): 13/D12+D10 (Vertical Jump)
Karma Ritual (5): 5
Melee Weapons^D (6): 13/D12+D10
Thread Weaving (Sky Weaving)^D (6): 12/2D10 (Talent Linking, Thread Masking)
Throwing Weapons (5): 12/2D10
Unarmed Combat (5): 12/2D10
Windcatcher^D (10): 17/D20+D10^G
Wound Balance^D (5): 10/D10+D6

^D Indicates a Discipline talent.

^G Talent modified by Group Pattern (see Notes).

Talent modified by -1 Initiative penalty.

Skills

Artisan:

Mapmaking (3): 9/D8+D6
Painting (3): 8/2D6
Sail Embroidery (3): 8/2D6

Knowledge:

Airship Building (4): 10/D10+D6
Death's Thunder Lore (3): 9/D8+D6
Gangs of Kratas (3): 9/D8+D6
Jerris History (3): 9/D8+D6

General:

Read and Write Language (1): 7/D12
—Dwarf (Throalic)
Speak Language (2): 8/2D6
—Dwarf (Throalic), Human
Streetwise (3): 9/D8+D6
Tactics (3): 9/D8+D6

Equipment

Buckler (Phys 1; Shatter 17)
Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
Padded Leather (Phys 4)
Broadsword (Forged +2; Damage 12/2D10)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
 2 × Hawk Hatchets (Damage 9/D8+D6; Range 24–40–48)
 Short Sword (Damage 9/D8+D6)
 Cloaksense Brooch
 Adventurer's Kit
 Belt Pouch
 Climbing Kit
 Embroidered Silk Robe
 Embroidery Tools
 Healing Potion
 Mapmaking Tools
 Navigation Charts (in map/scroll case)
 Shipwright Tools
 Trail Rations (1 week)
 Wealthy Traveler's Garb
 Writing Kit

Loot

160 silver pieces (in belt pouch), 2,000 silver pieces hidden in her quarters on the *Death's Thunder*

Legend Award

585 Legend Points

Notes

Elamian possesses the elf Low-Light Vision racial ability. Elamian has 2 Damage Points from Death's Thunder's group pattern. She has two Rank 5 threads attached to her Air Sailing and Windcatcher talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Strength-only Tests

TR'KALANI

Foranal usually lets Tr'kalani handle negotiations for the crew. Tr'kalani's skin is purple in color, and his body is covered with scars. It is suspected that these (and the stolen fire cannons on board) may have something to do with why he is no longer working on a riverboat, but no one has obtained the full story from this otherwise personable t'skrang. As a k'stulaami, Tr'kalani will often tie himself to a rope behind the ship and glide behind, sometimes for the sheer joy of it, but sometimes with throwing spears in each hand.

Tr'kalani is a Fifth Circle *k'stulaami* t'skrang Boatman.

Attributes

Dexterity (17): 7/D12
Toughness (13): 6/D10
Willpower (13): 6/D10

Strength (11): 5/D8
Perception (13): 6/D10
Charisma (17): 7/D12

Characteristics

Physical Defense: 9
Spell Defense: 7
Social Defense: 9

Initiative: 6/D10
Physical Armor: 7
Mystic Armor: 2

Death Rating: 33 (69)*
Wound Threshold: 9
Unconsciousness Rating: 25 (55)*

Recovery Tests: 2
Knockdown: 5/D8**

* These values have been modified for blood magic.
 ** Tr'kalani knows the Wound Balance talent.

Combat Movement: 34

Full Movement: 68

Karma Points: 20

Karma Step: 4/D6

Talents (Knacks)

Acrobatic Strike (5): 12/2D10
 Avoid Blow^D (6): 13/D12+D10
 Cast Net^D (5): 12/2D10
 Climbing^D (5): 12/2D10 (Swinging in the Rigging)
 Durability (6/5) (6): 6
 Evaluate^D (10): 16/D20+D8^G
 Haggle^D (10): 17/D20+D10^G
 Karma Ritual (5): 5
 Melee Weapons^D (6): 13/D12+D10
 Pilot Boat^D (5): 11/D10+D8
 Swimming^D (5): 11/D10+D8
 Thread Weaving (River Weaving)^D (6): 12/2D10 (Thread Masking)
 Throwing Weapons (5): 12/2D10
 Unarmed Combat (5): 12/2D10
 Wound Balance^D (5): 10/D10+D6

^D Indicates a Discipline talent.

^G Talent modified by Group Pattern (see Notes).
 Talent modified by -1 Initiative penalty.

Skills

Artisan:

Mapmaking (3): 9/D8+D6
 Sail Embroidery (3): 10/D10+D6
 Storytelling (3): 10/D10+D6

Knowledge:

Death's Thunder Lore (3): 9/D8+D6
 Gangs of Kratas (3): 9/D8+D6
 Negotiation (3): 9/D8+D6

General:

Air Sailing (4): 10/D10+D6
 Fishing (3): 9/D8+D6
 Gliding (5): 12/2D10
 Navigation (3): 9/D8+D6
 Read and Write Language (1): 7/D12
 — Dwarf (Throalic)
 Sailing (3): 10/D10+D6
 Speak Language (3): 9/D8+D6
 — Dwarf (Throalic), T'skrang (*K'stulaami*), T'skrang
 Streetwise (3): 9/D8+D6
 Trading (3): 10/D10+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Padded Leather (Phys 4)
 Broadsword (Forged +2; Damage 12/2D10)
 Casting Net (Entangle 10)
 Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range 9–15–18)
 Short Sword (Damage 9/D8+D6)
 2 × Spears (Damage 9/D8+D6; Range 18–30–36)
 Cloaksense Brooch
 Adventurer's Kit
 Belt Pouch
 2 × Booster Potions
 Climbing Kit
 Embroidery Tools
 Fishing Kit
 Mapmaking Tools
 Navigation Charts (in map/scroll case)
 Trail Rations (1 week)

Traveler's Garb
Writing Kit

Loot

200 silver pieces (in belt pouch), 1,000 silver pieces hidden in his quarters on the *Death's Thunder*

Legend Award

580 Legend Points

Notes

Tr'kalani possesses the t'skrang racial ability of Tail Attack (Damage 5/D8). Tr'kalani has 2 Damage Points from Death's Thunder's group pattern. He has two Rank 5 threads attached to his Evaluate and Haggle talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Charisma-only Tests

FIREWIND

Firewind's skin has become a mottled mix of the many colors the ship is painted. The Windmaster's wings are fiery red at the top, fading to an icy silver at the bottom. She is as flighty as most windlings, with the addition of an explosive temper.

Firewind is a Fifth Circle windling Elementalism and Third Circle Windmaster.

Attributes

Dexterity (17): 7/D12
Toughness (10): 5/D8
Willpower (14): 6/D10

Strength (7): 4/D6
Perception (17): 7/D12
Charisma (13): 6/D10

Characteristics

Physical Defense: 11
Spell Defense: 9
Social Defense: 7

Initiative: 7/D12
Physical Armor: 3
Mystic Armor: 3

Death Rating: 29 (53)^{*}
Wound Threshold: 8

Recovery Tests: 2
Knockdown: 4/D6^{**}

Unconsciousness Rating: 20 (38)⁺

^{*} These values have been modified for blood magic.
^{**} Firewind knows the Wound Balance skill.

Combat Movement: 18/38⁺

Full Movement: 36/76⁺

⁺ The second value is Firewind's Flying Movement rate.

Karma Points: 29

Karma Step: 6/D10

Elementalist Talents (Knacks)

Air Speaking^D (5): 12/2D10 (Far Speaking)
Astral Sight (5): 12/2D10
Durability (4/3) (6): 6
Elemental Hold^D (5): 11/D10+D8
Elemental Tongues^D (4): 11/D10+D8
Fire Heal^D (5): 11/D10+D8 (Heal Others, Wound Heal)
Karma Ritual (5): 5
Read and Write Language (5): 12/2D10
—Or'zet, Sperethiel, Troll, T'skrang, Windling
Read and Write Magic^D (5): 12/2D10
Spellcasting^D (8): 15/D20+D6^G
Spell Matrix (5): 5
Spell Matrix (5): 5
Spell Matrix (5): 5

Spell Matrix (5): 5

Summon (Elemental Spirits)^D (5): 11/D10+D8

Thread Weaving (Elementalism)^D (8): 15/D20+D6 (Thread

Masking, Unraveling, Weave Element)^G

^D Indicates a Discipline talent.

^G Talent modified by Group Pattern (see Notes).

Windmaster Talents

Anticipate Blow^D (3): 10/D10+D6

Avoid Blow^D (3): 10/D10+D6

Dive Attack^D (3): 7/D12

Melee Weapons^D (3): 10/D10+D6

Taunt (3): 9/D8+D6

Throwing Weapons (3): 10/D10+D6

Tiger Spring (3): 3

Unarmed Combat (3): 10/D10+D6

Wood Skin^D (3): 8/2D6

^D Indicates a Discipline talent.

Skills

Artisan:

Dancing (3): 9/D8+D6

Robe Embroidery (3): 9/D8+D6

Knowledge:

Death's Thunder Lore (3): 10/D10+D6

Gangs of Kratas (3): 10/D10+D6

General:

Air Sailing (3): 9/D8+D6

Maneuver (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Windling

Streetwise (3): 10/D10+D6

Wind Dance (3): 10/D10+D6

Wound Balance (3): 7/D12

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

2 × Windling Daggers (Forged +1; Damage 6/D10; Range 6–10–12)

2 × Windling Spears (Damage 6/D10; Range 9–15–18)

Windling Two-Handed Sword (Forged +2; Damage 9/D8+D6)

Cloaksense Brooch

Adventurer's Kit

Belt Pouch

Embroidered Robe

Embroidery Tools

Forge Tools

Grimoire

Healing Potion

Windling Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

Spells

Air Armor^M, Air Blast, Air Spear, Air Mattress, Fingers of Wind, Fireball^M, Fire Spear, Fire Whip, Flame Strike, Flameweapon, Fuel Flame, Heat Food, Inflamm Self, Lighten Load, Metal Wings^M, Plant Feast, Plant Talk, Porter, Purify Water, Repair, Resist Cold, Resist Fire, Rust, Sky Lattice^M

^M Denotes a spell currently in a Spell Matrix.

Loot

8 gold pieces (in belt pouch), 80 gold pieces hidden in her quarters on the *Death's Thunder*

Legend Award

775 Legend Points

Notes

Firewind possesses the windling racial abilities of Astral-Sensitive Sight, Flight, and Increased Physical Defense. Firewind has 2 Damage Points from Death's Thunder's group pattern. She has two Rank 3 threads attached to her Spellcasting and Thread Weaving (Elementalism) talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Karma on Willpower-only Tests

ZORADAN

Zoradan is quite a taciturn Archer, even for a dwarf. He wears his black hair and beard in long braids, and wears black Leather. Occasionally at night, Foranal flies the ship low and without lights, while Zoradan uses his Heat Sight to snipe at targets on the ground.



Zoradan is on the verge of following the Sniper's Way, having accumulated 5 Temptation Points already, by killing five people in this way.

Zoradan is a Fifth Circle dwarf Archer.

Attributes

Dexterity (16): 7/D12

Toughness (14): 6/D10

Willpower (11): 5/D8

Strength (18): 7/D12

Perception (13): 6/D10

Charisma (10): 5/D8

Characteristics

Physical Defense: 9

Spell Defense: 7

Social Defense: 6

Initiative: 7/D12

Physical Armor: 3

Mystic Armor: 1

Death Rating: 34 (64)*

Wound Threshold: 10

Unconsciousness Rating: 26 (51)*

* These values have been modified for blood magic.
** Zoradan knows the Wound Balance talent.

Recovery Tests: 3

Knockdown: 7/D12**

Combat Movement: 28

Full Movement: 56

Karma Points: 20

Karma Step: 4/D6

Talents (Knacks)

Avoid Blow (6): 13/D12+D10

Direction Arrow^D (10): 16/D20+D8^G

Durability (6/5) (5): 5

Flame Arrow^D (5): 10/D10+D6 (Fire Arrow, Spirit Flame)

Karma Ritual (5): 5

Melee Weapons (5): 12/2D10

Missile Weapons^D (10): 17/D20+D12^G

Mystic Aim^D (5): 11/D10+D8

Sprint (5): 12/2D10

Stopping Aim^D (5): 10/D10+D6

Thread Weaving (Arrow Weaving)^D (6): 13/D12+D10
(Thread Masking)

Throwing Weapons^D (5): 12/2D10

True Shot (6): 13/D12+D10

Wound Balance (5): 12/2D10

^D Indicates a Discipline talent.
^G Talent modified by Group Pattern (see Notes).
Italicized talents require Karma.

Skills

Artisan:

Wood Carving (3): 8/2D6

Knowledge:

Creature Lore (3): 9/D8+D6

Death's Thunder Lore (3): 9/D8+D6

Gangs of Kratas (3): 9/D8+D6

General:

Air Sailing (3): 8/2D6

Climbing (3): 10/D10+D6

Creature Analysis (3): 9/D8+D6

Great Leap (3): 10/D10+D6

Hunting (3): 10/D10+D6

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Speak Language (2): 8/2D6

—Dwarf (Throalic), Troll

Streetwise (3): 9/D8+D6

Tracking (3): 9/D8+D6

Wilderness Survival (3): 9/D8+D6

Equipment

Black Leather (Phys 3)
Dwarf Sword (Forged +1; Damage 11/D10+D8)
Dagger (Forged +1; Damage 10/D10+D6)
2 × Hawk Hatchets (Forged +2; Damage 13/D12+D10; Range 24–40–48)
Medium Crossbow (Damage 12/2D10; Range 70–140–280)
Quiver (with 40 medium crossbow bolts)
Adventurer's Kit
Belt Potch
2 × Booster Potions
Wood Carving Tools
Climbing Kit
Forge Tools
Trail Rations (1 week)
Wealthy Traveler's Garb

Loot

200 silver pieces (in belt pouch), 500 silver pieces hidden in his quarters on the *Death's Thunder*

Legend Award

465 Legend Points

Notes

Zoradan possesses the dwarf Heat Sight racial ability. Zoradan has 2 Damage Points from Death's Thunder's group pattern. He has two Rank 5 threads attached to his Direction Arrow and Missile Weapons talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Perception-only Tests



MERCHANTS' ROW

The following characters appear in the **Gangs of Kratas** chapter of the **Kratas: The City of Thieves** sourcebook.

GREMOR THE BLACK

Gremor the Black is a Sixth Circle dwarf Traveled Scholar.

Attributes

Dexterity (11): 5/D8
Toughness (14): 6/D10
Willpower (14): 6/D10

Strength (13): 6/D10
Perception (16): 7/D12
Charisma (13): 6/D10

Characteristics

Physical Defense: 7
Spell Defense: 9
Social Defense: 10

Initiative: 5/D8
Physical Armor: 3
Mystic Armor: 2

Death Rating: 36 (72)
Wound Threshold: 10
Unconsciousness Rating: 28 (58)

Recovery Tests: 3
Knockdown: 6/D10

Combat Movement: 18
Karma Points: 25

Full Movement: 36
Karma Step: 4/D6

Talents (Knacks)

Arcane Mutterings (6): 12/2D10
Astral Sight (6): 13/D12+D10
Avoid Blow (7): 12/2D10
Book Memory^D (6): 12/2D10 (Remember Conversation)
Book Recall^D (6): 13/D12+D10
Durability (6/5) (6): 6
Engaging Banter^D (2): 8/2D6
Evidence Analysis (6): 13/D12+D10
Graceful Exit^D (6): 12/2D10
Item History^D (7): 14/D20+D4
Karma Ritual (6): 6
Melee Weapons (7): 12/2D10
Read and Write Language^D (6): 13/D12+D10
— Human (Dinganni), Human (Iopan), *Or'zet*, *Sperethiel*, *Theran*, *T'skrang*
Research^D (7): 14/D20+D4
Search^D (6): 13/D12+D10
Speak Language^D (6): 13/D12+D10 (Secret Language)
— Human (Dinganni), Human (Iopan), *Or'zet*, *Sperethiel*, *Theran*, *T'skrang*
Thread Weaving (Lore Weaving)^D (6): 13/D12+D10 (Thread Masking)

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Acting (3): 9/D8+D6
Craftsman: Tailor (4): 9/D8+D6

Knowledge:

Barsaivian Politics (4): 11/D10+D8
Caravan Trade Routes (4): 11/D10+D8
Espionage (4): 11/D10+D8
Gangs of Kratas (3): 10/D10+D6
Merchants' Row Lore (3): 10/D10+D6
Negotiation (3): 10/D10+D6
Throal Merchant Houses (3): 10/D10+D6
Throal Politics (3): 10/D10+D6

General:

Evaluate (3): 10/D10+D6
Haggle (3): 9/D8+D6
Read and Write Language (1): 8/2D6
— Dwarf (Throalic)
Rhetoric (3): 10/D10+D6
Silent Walk (5): 10/D10+D6
Speak Language (1): 8/2D6
— Dwarf (Throalic)
Streetwise (3): 10/D10+D6
Trading (3): 9/D8+D6
Wilderness Survival (3): 10/D10+D6

Equipment

Black Leather (Phys 3)
Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)
Dwarf Sword (Forged +2; Damage 11/D10+D8)
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
Adventurer's Kit
3 × Booster Potions
Cloaksense Brooch
Craftsman Tools
Embroidery Tools
Mapmaking Tools
Navigation Charts (in map/scroll case)

Quiet Pouch
Trail Rations (1 week)
Black Traveler's Garb (with hooded mask)
Writing Kit

Loot

190 silver pieces (in quiet pouch)

Legend Award

435 Legend Points

Notes

Gremor possesses the dwarf Heat Sight racial ability.

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Karma on Charisma-only Tests

Sixth Circle: +1 Social Defense

ELIANDER OF THE SHARPEYE

Eliander of the Sharpeye is a Sixth Circle elf Illusionist.

Attributes

Dexterity (15): 6/D10
Toughness (8): 4/D6
Willpower (17): 7/D12

Strength (10): 5/D8
Perception (19): 8/2D6
Charisma (15): 6/D10

Characteristics

Physical Defense: 8
Spell Defense: 10
Social Defense: 8

Initiative: 6/D10
Physical Armor: 0
Mystic Armor: 3

Death Rating: 25 (53)*
Wound Threshold: 7
Unconsciousness Rating: 16 (38)*

* These values have been modified for blood magic.

Combat Movement: 32
Full Movement: 64

Karma Points: 25
Karma Step: 4/D6

Talents (Knacks)

Astral Sight^D (6): 14/D20+D4
Dead Fall^D (6): 13/D12+D10
Disguise Self^D (6): 14/D20+D4
Durability (4/3) (7): 7
False Sight^D (6): 6
Fast Hand^D (7): 13/D12+D10 (Not So Fast)
Karma Ritual (6): 6
Read and Write Language (6): 14/D20+D4
—*Or'zet*, *Sperethiel*, *Theran*, *Troll*, *T'skrang*, *Winding*
Read and Write Magic^D (6): 14/D20+D4
Slough Blame^D (6): 12/2D10
Speak Language (6): 14/D20+D4
—*Human*, *Or'zet*, *Theran*, *Troll*, *T'skrang*, *Winding*
Spellcasting^D (7): 15/D20+D6
Spell Matrix (6): 6
Spell Matrix (6): 6
Spell Matrix (6): 6
Spell Matrix (6): 6
Thread Weaving (Illusionism)^D (7): 15/D20+D6 (Thread Masking)
Willforce (6): 13/D12+D10

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (3): 9/D8+D6
Poetry (3): 9/D8+D6
Robe Embroidery (3): 9/D8+D6

Knowledge:

Elven Philosophy (5): 13/D12+D10
Force of the Eye Lore (4): 12/2D10
Games of Chance (4): 12/2D10
Gangs of Kratas (3): 11/D10+D8
Merchants' Row Lore (3): 11/D10+D8
Passion Lore (4): 12/2D10
Security (3): 11/D10+D8

General:

Bribery (3): 9/D8+D6
Conversation (3): 9/D8+D6
Fast Grab (3): 9/D8+D6
Picking Pockets (3): 9/D8+D6
Read and Write Language (1): 9/D8+D6
—Dwarf (Throalic)
Search (3): 11/D10+D8
Speak Language (2): 10/D10+D6
—Dwarf (Throalic), *Sperethiel*
Streetwise (3): 11/D10+D8

Equipment

Add Amulet of the Eye (2 Damage Points)
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
Hand-Axe (Forged +2; Damage 11/D10+D8)
Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)
Adventurer's Kit
Cloaksense Brooch
Elven Path Cards Deck
Embroidered Robe
Embroidery Tools
Grimoire
Quiet-Fingers Gloves
Healing Potion
Passions Dice Set
6 yards of rope
Trail Rations (1 week)
Wealthy Traveler's Garb
Writing Kit

Spells

And Then I Woke Up, Bellow of the Thundras, Best Face, Blindness, Chosen Path^M, Disguise Metal, Displace Image, Enter and Exit, Eyes Have It^M, Eye of Truth, Foreseeing^M, Innocent Activity, Light, Nobody Here, Pauper's Purse, Rope Guide, See the Unseen^M, Stop Right There, Unseen Voices, You Got Me

^M Denotes a spell currently in a Spell Matrix.

Loot

360 silver pieces (in quiet pouch)

Legend Award

1,280 Legend Points

Notes

Eliander possesses the elf Low-Light Vision racial ability.

Fourth Circle: Glamour (1 Damage Point)
Fifth Circle: Karma on Perception-only Tests
Sixth Circle: Karma on Willpower-only Tests

ROGAN, LOGAN, AND TROGAN

This set of identical dwarf triplets are non-adept tavern owners.

Attributes

Dexterity (9): 4/D6 **Strength** (11): 5/D8
Toughness (13): 6/D10 **Perception** (12): 5/D8
Willpower (9): 4/D6 **Charisma** (8): 4/D6

Characteristics

Physical Defense: 6 **Initiative:** 4/D6
Spell Defense: 7 **Physical Armor:** 0
Social Defense: 5 **Mystic Armor:** 0

Death Rating: 35 **Recovery Tests:** 2
Wound Threshold: 9 **Knockdown:** 5/D8
Unconsciousness Rating: 27

Combat Movement: 14 **Full Movement:** 28

Skills

Artisan:

Music (Drum) (3): 7/D12
Storytelling (4): 8/2D6

Knowledge:

Creature Lore (2): 7/D12
Gangs of Kratas (3): 8/2D6
Merchants' Row Lore (3): 8/2D6

General:

Animal Handling (1): 5/D8
Conversation (4): 8/2D6
Creature Analysis (1): 6/D10
Melee Weapons (1): 5/D8
Read and Write Language (1): 6/D10
— Dwarf (Throalic)
Speak Language (7): 12/2D10
— Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, Troll, T'skrang
Windling
Unarmed Combat (2): 6/D10

Equipment

Club (Damage 8/2D6)
Knife (Damage 6/D10; Range 6–10–12)
Sap (Damage 6/D10)
Belt Pouch
Drum
Lizard
Traveler's Garb

Loot

10 silver pieces (in belt pouch)

Legend Award

45 Legend Points

Notes

Rogan, Logan, and Trogan each possess the dwarf Heat Sight racial ability.

SERIAN

Serian is an ork non-adept.

Attributes

Dexterity (13): 6/D10 **Strength** (14): 6/D10
Toughness (12): 5/D8 **Perception** (13): 6/D10
Willpower (10): 5/D8 **Charisma** (11): 5/D8

Characteristics

Physical Defense: 7 **Initiative:** 6/D10
Spell Defense: 7 **Physical Armor:** 3
Social Defense: 7 **Mystic Armor:** 0

Death Rating: 34 **Recovery Tests:** 2
Wound Threshold: 9 **Knockdown:** 6/D10
Unconsciousness Rating: 26

Combat Movement: 28 **Full Movement:** 56

Skills

Artisan:

Storytelling (4): 9/D8+D6

Knowledge:

Force of the Eye Lore (4): 10/D10+D6
Gangs of Kratas (3): 9/D8+D6
Merchants' Row Lore (2): 8/2D6
Negotiation (2): 8/2D6

General:

Conversation (4): 9/D8+D6
Fence (4): 9/D8+D6
Lock Picking (2): 8/2D6
Melee Weapons (3): 9/D8+D6
Read and Write Language (1): 7/D12
— Dwarf (Throalic)
Speak Language (4): 10/D10+D6
— Dwarf (Throalic), *Or'zet*, *Sperethiel*, T'skrang
Trading (4): 9/D8+D6
Unarmed Combat (2): 8/2D6

Equipment

Leather (Phys 3)
Battle-Axe (Damage 12/2D10)
Dagger (Damage 8/2D6; Range 9–15–18)
Belt Pouch
Thieves' Picks and Tools
Traveler's Garb

Loot

65 silver pieces (in belt pouch)

Legend Award

70 Legend Points

Notes

Serian possesses the ork Low-Light Vision and *Gahad* racial abilities. Serian's *gahad* explodes if anyone breaks the rules of the Sanctuary. His *gahad* is never set off by events outside the Sanctuary. As soon as both feet are out the door, you are on your own.

CK'TENAL

Ck'tenal is a Fifth Circle t'skrang Boatman.

Attributes

Dexterity (12): 5/D8
Toughness (17): 7/D12
Willpower (14): 6/D10

Strength (12): 5/D8
Perception (14): 6/D10
Charisma (15): 6/D10

Characteristics

Physical Defense: 7
Spell Defense: 8
Social Defense: 10

Initiative: 5/D8
Physical Armor: 3
Mystic Armor: 3

Death Rating: 40 (70)
Wound Threshold: 11

Recovery Tests: 3
Knockdown: 5/D8*

Unconsciousness Rating: 31 (56)

* Ck'tenal knows the Wound Balance talent.

Combat Movement: 24

Full Movement: 48

Karma Points: 20

Karma Step: 4/D6

Talents (Knacks)

Avoid Blow (5): 10/D10+D6
 Cast Net^D (6): 11/D10+D8
 Climbing^D (6): 11/D10+D8 (Swinging in the Rigging)
 Durability (6/5) (5): 5
 Evaluate^D (6): 12/2D10
 Fence^D (6): 12/2D10
 Karma Ritual (5): 5
 Melee Weapons^D (6): 11/D10+D8
 Pilot Boat^D (5): 11/D10+D8 (Safe Footing)
 Surprise Strike (6): 11/D10+D8
 Swimming^D (5): 10/D10+D6
 Thread Weaving (River Weaving)^D (4): 10/D10+D6
 Throwing Weapons (5): 10/D10+D6
 Unarmed Combat (5): 10/D10+D6
 Wound Balance (5): 10/D10+D6

^D Indicates a Discipline talent.

Skills

Artisan:

Singing (3): 9/D8+D6
 T'skrang Poetry (3): 9/D8+D6

Knowledge:

Gangs of Daiche (3): 9/D8+D6
 Gangs of Kratas (3): 9/D8+D6
 Merchants' Row Lore (3): 9/D8+D6
 Negotiation (3): 9/D8+D6
 Serpent River Trade Routes (3): 9/D8+D6
 T'skrang Politics (4): 10/D10+D6
 Tylon River Trade Routes (3): 9/D8+D6

General:

Conversation (3): 9/D8+D6
 Etiquette (3): 9/D8+D6
 First Impression (3): 9/D8+D6
 Fishing (3): 9/D8+D6
 Flirting (3): 9/D8+D6
 Read and Write Language (1): 7/D12
 —Dwarf (Throalic)
 Seduction (3): 9/D8+D6
 Speak Language (2): 8/2D6
 —Dwarf (Throalic), T'skrang
 Streetwise (3): 9/D8+D6
 Trading (3): 9/D8+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 2 × Bolas (Damage 8/2D6; Range 12–20–24; Entangle 9)
 2 × Casting Nets (Entangle 10)
 Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range 6–10–12)
 Sap (Damage 6/D10)
 2 × Throwing Nets (Range 5–8–13; Entangle 9)
 Whip (Damage 8/2D6; Entangle 9)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Cloaksense Brooch
 Adventurer's Kit
 3 × Booster Potions
 Climbing Kit
 Fishing Kit
 Leather Gloves
 Quiet Pouch
 Wealthy Traveler's Garb

Loot

320 silver pieces (in quiet pouch), 3,000 silver pieces stashed in the Riverboat Inn

Legend Award

385 Legend Points

Notes

Ck'tenal possesses the t'skrang Tail Attack (Damage 5/D8) racial ability. Ck'tenal is a pirate Boatman specialist.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Charisma-only Tests

TYPICAL ADDLED WRETCH

These are the typical statistics for a drug-addled human wretch.

Attributes

Dexterity (8): 4/D6
Toughness (11): 5/D8
Willpower (4): 3/D4

Strength (5): 3/D4
Perception (10): 5/D8
Charisma (7): 4/D6

Characteristics

Physical Defense: 5
Spell Defense: 6
Social Defense: 4

Initiative: 4/D6
Physical Armor: 0
Mystic Armor: 0

Death Rating: 32

Recovery Tests: 2

Wound Threshold: 8

Knockdown: 3/D4

Unconsciousness Rating: 24

Combat Movement: 16

Full Movement: 32

Skills

Artisan:

Storytelling (1): 5/D8

Knowledge:

Gangs of Kratas (1): 6/D10
 Horror Lore (1): 6/D10
 Merchants' Row Lore (1): 6/D10
 Panhandling (1): 6/D10
 Scourge History (1): 6/D10

General:

Arcane Mutterings (1): 5/D8

Conversation (1): 5/D8
 Melee Weapons (1): 5/D8
 Picking Pockets (1): 5/D8
 Read and Write Language (1): 6/D10
 — Dwarf (Throalic)
 Speak Language (2): 7/D12
 — Dwarf (Throalic), Human
 Streetwise (1): 6/D10
 Throwing Weapons (1): 5/D8
 Unarmed Combat (1): 5/D8

Equipment

Knife (Damage 4/D6; Range 6–10–12)
 Brick (Damage 5/D8; Range 6–10–12; improvised: -2 to Throwing Weapons Test)
 Belt Pouch
 Peasant's Garb

Loot

D4 copper pieces (in belt pouch)

Legend Award

30 Legend Points

YŌOLGANO

Yoolgano is a human non-adept.

Attributes

Dexterity (9): 4/D6
Toughness (9): 4/D6
Willpower (9): 4/D6
Strength (10): 5/D8
Perception (15): 6/D10
Charisma (4): 3/D4

Characteristics

Physical Defense: 6
Spell Defense: 8
Social Defense: 4
Initiative: 4/D6
Physical Armor: 0
Mystic Armor: 0
Death Rating: 30
Wound Threshold: 7
Unconsciousness Rating: 21
Recovery Tests: 2
Knockdown: 5/D8
Combat Movement: 18
Full Movement: 36

Skills

Artisan:
 Brewing (3): 6/D10
Knowledge:
 Alchemy and Potions (3): 9/D8+D6
 Gangs of Kratas (2): 8/2D6
 Horror Lore (2): 8/2D6
 Kratas Undercity (2): 8/2D6
 Merchants' Row Lore (2): 8/2D6
 Scourge History (2): 8/2D6
General:
 Alchemy (3): 9/D8+D6
 Arcane Mutterings (2): 5/D8
 Melee Weapons (1): 5/D8
 Read and Write Language (1): 7/D12
 — Dwarf (Throalic)
 Speak Language (2): 8/2D6
 — Dwarf (Throalic), Human
 Streetwise (2): 8/2D6

Throwing Weapons (1): 5/D8
 Unarmed Combat (1): 5/D8

Equipment

Dagger (Damage 7/D12; Range 9–15–18)
 Adventurer's Kit
 Belt Pouch
 2 × Flasks of Dread Iota-tainted ale
 Peasant's Garb
 Trail Ration (1 weeks worth)
 Alchemy Kit (in Undercity sewers)

Loot

12 copper pieces (in belt pouch)

Legend Award

610 Legend Points

Notes

Yoolgano has been infected by dread iotas and has lost -3 points from all Attribute values permanently in the time he has been infected so far. Yoolgano can gain access to the dread iotas' Karma through their Karma Tap power whenever he brews his vile liquor, when he attempts to sell the noxious brew to others, convince others that the drink is 'safe,' and to defend himself if he is attacked.

MELARIE

Melarie is a human madam and brothel owner.

Attributes

Dexterity (12): 5/D8
Toughness (13): 6/D10
Willpower (6): 3/D4
Strength (11): 5/D8
Perception (10): 5/D8
Charisma (12): 5/D8

Characteristics

Physical Defense: 7
Spell Defense: 6
Social Defense: 7
Initiative: 5/D8
Physical Armor: 0
Mystic Armor: 0
Death Rating: 35
Wound Threshold: 9
Unconsciousness Rating: 27
Recovery Tests: 2
Knockdown: 5/D8
Combat Movement: 24
Full Movement: 48

Skills

Artisan:
 Sewing (1): 6/D10
Knowledge:
 Gangs of Kratas (1): 6/D10
 Merchants' Row Lore (1): 6/D10
General:
 First Impression (1): 6/D10
 Flirting (2): 7/D12
 Melee Weapons (1): 6/D10
 Picking Pockets (1): 6/D10
 Read and Write Language (1): 6/D10
 — Dwarf (Throalic)
 Seduction (2): 7/D12
 Speak Language (4): 9/D8+D6
 — Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*
 Streetwise (2): 7/D12
 Unarmed Combat (1): 6/D10

Equipment

Dagger (Damage 7/D12; Range 9–15–18)
Belt Pouch
Cheap Cosmetics
Leather Gloves
Sewing Tools
Well-worn Wealthy Traveler's Garb

Loot

25 copper pieces (in belt pouch)

Legend Award

35 Legend Points

KREE'KLIN SILVERTAIL

Attributes

Dexterity (11): 5/D8	Strength (10): 5/D8
Toughness (12): 5/D8	Perception (14): 6/D10
Willpower (7): 4/D6	Charisma (13): 6/D10

Characteristics

Physical Defense: 7	Initiative: 5/D8
Spell Defense: 8	Physical Armor: 0
Social Defense: 7	Mystic Armor: 0

Death Rating: 34	Recovery Tests: 2
Wound Threshold: 9	Knockdown: 5/D8
Unconsciousness Rating: 26	

Combat Movement: 22 **Full Movement:** 44

Skills

Artisan:

Brewing (3): 9/D8+D6

Knowledge:

Alchemy and Potions (5): 11/D10+D8
Botany (3): 9/D8+D6
Force of the Eye Lore (2): 8/2D6
Gangs of Kratas (1): 7/D12
Merchants' Row Lore (2): 8/2D6
Negotiation (2): 8/2D6

General:

Alchemy (3): 9/D8+D6
Evaluate (2): 8/2D6
Haggle (2): 8/2D6
Melee Weapons (1): 6/D10
Read and Write Language (1): 7/D12
—Dwarf (Throalic)
Speak Language (5): 11/D10+D8
—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, T'skrang
Streetwise (2): 8/2D6
Unarmed Combat (1): 6/D10
Trading (2): 8/2D6

Equipment

Dagger (Damage 7/D12; Tail Damage 6/D10; Range 9–15–18)
Belt Pouch
Coreliander (2 doses)
2 × Flasks of Fine Elven Wine
Jikar Root (2 doses)
Leather Gloves
Tranceweed (2 doses)

Wealthy Traveler's Garb
Alchemy Kit (at the Dream Palace)

Loot

Silver tail band (worth 100 silver pieces)

Legend Award

45 Legend Points

Notes

Kree'klin possesses the t'skrang Tail Attack (5/D8) racial ability.

QUELLANDAR

Quellandar is a dwarf Questor of Chorrolis.

Attributes

Dexterity (9): 4/D6	Strength (11): 5/D8
Toughness (13): 6/D10	Perception (15): 6/D10
Willpower (9): 4/D6	Charisma (12): 5/D8

Characteristics

Physical Defense: 6	Initiative: 4/D6
Spell Defense: 8	Physical Armor: 3
Social Defense: 7	Mystic Armor: 0

Death Rating: 35	Recovery Tests: 2
Wound Threshold: 9	Knockdown: 5/D8
Unconsciousness Rating: 27	

Combat Movement: 14 **Full Movement:** 28

Talents

Questor of Chorrolis (3): 3
—Encourage Trade, Incite Greed (3): 8/2D6
—Locate Valuables (3): 9/D8+D6

Skills

Artisan:

Storytelling (3): 8/2D6

Knowledge:

Gangs of Kratas (2): 8/2D6
Merchants' Row Lore (3): 9/D8+D6
Negotiation (3): 9/D8+D6

General:

Conversation (4): 9/D8+D6
Evaluate (3): 9/D8+D6
Fence (3): 8/2D6
Haggle (3): 8/2D6
Melee Weapons (1): 5/D8
Read and Write Language (1): 7/D12
—Dwarf (Throalic)
Speak Language (5): 11/D10+D8
—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, T'skrang
Streetwise (3): 9/D8+D6
Unarmed Combat (2): 6/D10
Trading (3): 8/2D6

Equipment

Leather (Phys 3)
Dagger (Damage 7/D12; Range 9–15–18)
Dwarf Sword (Damage 8/2D6)
Quiet Pouch
Wealthy Traveler's Garb

Loot

60 silver pieces (in quiet pouch)

Legend Award

145 Legend Points

Notes

Quellandar possesses the dwarf Heat Sight racial ability.

DORELIUS HOBBLE

Dorelius Hobble is a retired human adventurer. Although he laments the end of his kaer journeying days, he refuses to replace his lost hand and foot through any kind of magic. Some rumors say that he lost the hand and foot through a magic trap and has developed a fear of magic as a result.

Attributes

Dexterity (8): 4/D6

Toughness (13): 6/D10
D12

Willpower (14): 6/D10
D10

Strength (5): 3/D4

Perception (16): 7/
D12

Charisma (14): 6/
D10

Characteristics

Physical Defense: 5

Spell Defense: 9

Social Defense: 8

Initiative: 4/D6

Physical Armor: 4

Mystic Armor: 2

Death Rating: 35

Wound Threshold: 9

Unconsciousness Rating: 27

Dorelius knows the Wound Balance skill

Recovery Tests: 2

Knockdown: 3/D4*

Combat Movement: 16

Full Movement: 32

Skills

Artisan:

Craftsman: Mason (3): 7/D12

Mapmaking (5): 12/2D10

Storytelling (5): 11/D10+D8

Knowledge:

Gangs of Kratas (3): 10/D10+D6

The Hammersing Lore (3): 10/D10+D6

Kaer Lore (5): 12/2D10

Legends and Heroes (3): 10/D10+D6

Merchants' Row Lore (3): 10/D10+D6

Rites of Protection and Passage (3): 10/D10+D6

Scourge History (3): 10/D10+D6

Snares and Traps (7): 14/D20+D4

The Stables Lore (3): 10/D10+D6

Tylon Mountain Citadels and Kaers (6): 13/D12+D10

General:

Climbing (5): 9/D8+D6

Conceal Weapon (3): 7/D12

Conversation (5): 11/D10+D8

Detect Trap (7): 14/D20+D4

Detect Weapon (3): 10/D10+D6

Disarm Trap (7): 11/D10+D8

Great Leap (5): 9/D8+D6

Hunting (3): 7/D12

Lock Picking (5): 9/D8+D6

Melee Weapons (5): 9/D8+D6

Missile Weapons (5): 9/D8+D6

Navigation (3): 10/D10+D6

Physician (2): 9/D8+D6

Read and Write Language (2): 9/D8+D6

—Dwarf (Throalic), Theran

Read and Write Magic (3): 10/D10+D6

Research (3): 10/D10+D6

Second Attack (3): 7/D12

Silent Walk (5): 9/D8+D6

Speak Language (6): 13/D12+D10

—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, Theran, T'skrang

Streetwise (3): 10/D10+D6

Surprise Strike (3): 6/D10

Throwing Weapons (5): 9/D8+D6

Tracking (3): 10/D10+D6

Trap Initiative (8): 12/2D10

Unarmed Combat (5): 9/D8+D6

Wilderness Survival (5): 12/2D10

Wound Balance (5): 8/2D6

Equipment

Padded Leather (Phys 4)

Dagger (Damage 5/D8; Range 9–15–18)

2 × Throwing Daggers (Damage 5/D8; Range 15–25–30)

Sling (Damage 5/D8; Range 20–40–80)

Belt Pouch (with 15 sling stones)



Adventurer's Kit
 Belt Pouch
 Climbing Kit
 Healing Kit (3 uses)
 Mapmaking Tools
 Masonry Tools
 Navigation Charts (in map/scroll case)
 Physician's Kit (3 uses)
 Thieves' Picks and Tools
 Traveler's Garb
 Writing Kit

Loot

70 silver pieces (in belt pouch), 1,000 silver pieces hidden in the Shattered Kaer inn.

Legend Award

255 Legend Points

FRANICALIS

Franicalis is a stunningly handsome Eighth Circle human Troubadour.

Attributes

Dexterity (14): 6/D10
Toughness (11): 5/D8
Willpower (11): 5/D8
Strength (11): 5/D8
Perception (16): 7/D12
Charisma (18): 7/D12

Characteristics

Physical Defense: 8
Spell Defense: 9
Social Defense: 12
Initiative: 6/D10
Physical Armor: 6
Mystic Armor: 4

Death Rating: 29 (77)*
Wound Threshold: 8
Unconsciousness Rating: 21 (61)*
Recovery Tests: 2
Knockdown: 5/D8

* These values have been modified for blood magic.

Combat Movement: 28
Karma Points: 25
Full Movement: 56
Karma Step: 4/D6

Talents (Knacks)

Astral Sight (4): 11/D10+D8^V
 Disguise Self^D (8): 15/D20+D6
 Durability (6/5) (8): 8
 Emotion Song^D (9): 16/D20+D8 (Epic, Telling the Tale)
 Empathic Sense^D (8): 15/D20+D6 (Disassociate)
 Engaging Banter^D (8): 15/D20+D6
 First Impression (8): 15/D20+D6
 Graceful Exit (8): 15/D20+D6
 Haggle (8): 15/D20+D6
 Hypnotize (8): 15/D20+D6
 Incite Mob^D (8): 13/D12+D10 (Defuse Mob)
 Item History (8): 15/D20+D6
 Lip Reading (4): 11/D10+D8^V
 Karma Ritual (8): 8
 Melee Weapons (9): 15/D20+D6
 Mimic Voice^D (9): 16/D20+D8 (Mimic Music)
 Missile Weapons (8): 14/D20+D4
 Orbiting Spy (4): 11/D10+D8^V
 Read and Write Language^D (7): 14/D20+D4
 —Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling

Resist Taunt^D (8): 13/D12+D10
 Silent Walk (4): 10/D10+D6^V
 Speak Language^D (6): 13/D12+D10
 —*Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling
 Taunt (8): 15/D20+D6
 Thread Weaving (Story Weaving)^D (8): 15/D20+D6 (Thread Masking, Unraveling)
 Throwing Weapons (8): 14/D20+D4
 Versatility (4): 4

^D Indicates a Discipline talent.
^V Indicates a talent learned through Versatility.
Italicized talents require Karma.

Skills

Artisan:

Acting (4): 11/D10+D8
 Singing (4): 11/D10+D8

Knowledge:

Alchemy and Potions (3): 10/D10+D6
 Botany (3): 10/D10+D6
 Espionage (5): 12/2D10
 Force of the Eye Lore (4): 11/D10+D8
 Gangs of Kratas (3): 10/D10+D6
 Merchants' Row Lore (3): 10/D10+D6
 Negotiation (3): 10/D10+D6

General:

Alchemy (3): 10/D10+D6
 Conversation (4): 11/D10+D8
 Etiquette (4): 11/D10+D8
 Flirting (4): 11/D10+D8
 Read and Write Language (1): 8/2D6
 —Dwarf (Throalic)
 Seduction (4): 11/D10+D8
 Speak Language (2): 9/D8+D6
 —Dwarf (Throalic), Human
 Streetwise (4): 11/D10+D8

Equipment

Buckler (Phys 1; Shatter 17)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
 Whip (Forged +2; Damage 10/D10+D6; Entangle 9)
 Thread Throwing Axe (Rank 4; Damage 11/D10+D8; Range 18–30–36)
 Thread Longbow (Rank 3; Damage 12/2D10; Range 80–160–320)
 Quiver (with 20 longbow arrows)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Amulet of the Eye (2 Damage Points)
 Adventurer's Kit
 Cloaksense Brooch
 Elfweave Robe
 Quiet Pouch
 Trail Rations (1 week)
 Tranceweed (2 doses)
 Wealthy Traveler's Garb
 Alchemy Kit (at the Blooming Lily)

Loot

420 silver pieces (in quiet pouch)

Legend Award

1,160 Legend Points

Notes

Franicalis possesses the human Versatility racial ability.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Charisma-only Tests

Seventh Circle: Karma on supporting another character's social Action Test

Eighth Circle: The Kiss (1 Damage Point)

OURNUUU

Ournuuu is an obsidiman non-adept.

Attributes

Dexterity (8): 4/D6

Toughness (17): 7/D12

Willpower (11): 5/D8

Strength (21): 8/2D6

Perception (10): 5/D8

Charisma (10): 5/D8

Characteristics

Physical Defense: 5

Spell Defense: 6

Social Defense: 6

Initiative: 4/D6

Physical Armor: 3

Mystic Armor: 1

Death Rating: 40

Wound Threshold: 11

Unconsciousness Rating: 32

Recovery Tests: 3

Knockdown: 8/2D6

Combat Movement: 10

Full Movement: 20

Skills

Artisan:

Stone Carving (2): 7/D12

Knowledge:

Gem Appraisal (3): 8/2D6

Liferock Rebellion Lore (2): 7/D12

Merchants' Row Lore (3): 8/2D6

Negotiation (3): 8/2D6

Overland Trading Company Trade Routes (4): 9/D8+D6

General:

Conversation (2): 7/D12

Evaluate (3): 8/2D6

Fence (3): 8/2D6

Haggle (3): 8/2D6

Melee Weapons (1): 5/D8

Read and Write Language (1): 6/D10

— Dwarf (Throalic)

Speak Language (8): 13/D12+D10

— Dwarf (Throalic), Human, Obsidiman, *Or'zet*, *Sperethiel*,

Troll, T'skrang, Windling

Streetwise (3): 8/2D6

Unarmed Combat (2): 6/D10

Trading (5): 10/D10+D6

Equipment

Stone Troll Dagger (Damage 11/D10+D8; Range 9–15–18)

Stone Troll Mace (Damage 13/D12+D10)

Quiet Pouch

Stone Carving Tool

Wealthy Traveler's Garb

Loot

100 silver pieces (in quiet pouch)

Legend Award

90 Legend Points

Notes

Ournuuu possesses the obsidiman Increased Wound Threshold and Natural Armor racial abilities.

IONELLA

Ionella is a humna non-adept.

Attributes

Dexterity (12): 5/D8

Toughness (10): 5/D8

Willpower (11): 5/D8

Strength (11): 5/D8

Perception (12): 5/D8

Charisma (13): 6/D10

Characteristics

Physical Defense: 7

Spell Defense: 7

Social Defense: 7

Initiative: 5/D8

Physical Armor: 5

Mystic Armor: 1

Death Rating: 31

Wound Threshold: 8

Unconsciousness Rating: 22

Recovery Tests: 2

Knockdown: 5/D8

Combat Movement: 24

Full Movement: 48

Skills

Artisan:

Storytelling (2): 8/2D6

Knowledge:

Dream Spire Company Trade Routes (4): 9/D8+D6

Gangs of Kratas (1): 6/D10

Merchants' Row Lore (3): 8/2D6

Negotiation (3): 8/2D6

The Stables Lore (1): 6/D10

Warehouse District Lore (2): 7/D12

General:

Conversation (2): 8/2D6

Etiquette (2): 8/2D6

Evaluate (3): 8/2D6

Fence (2): 8/2D6

First Impression (2): 8/2D6

Flirting (2): 8/2D6

Haggle (2): 8/2D6

Melee Weapons (1): 6/D10

Read and Write Language (1): 6/D10

— Dwarf (Throalic)

Speak Language (8): 13/D12+D10

— Dwarf (Throalic), Human, Obsidiman, *Or'zet*, *Sperethiel*,

Troll, T'skrang, Windling

Streetwise (3): 8/2D6

Trading (5): 11/D10+D8

Equipment

Buckler (Phys 1; Shatter 17)

Padded Leather (Phys 4)

Dagger (Damage 7/D12; Range 9–15–18)

Short Sword (Damage 9/D8+D6)

Quiet Pouch

Wealthy Traveler's Garb

Loot

75 silver pieces (in quiet pouch)

Legend Award

65 Legend Points

REHELLIAN

Rehellian is a dwarf non-adept.

Attributes

Dexterity (13): 6/D10 **Strength** (13): 6/D10
Toughness (14): 6/D10 **Perception** (16): 7/D12
Willpower (14): 6/D10 **Charisma** (11): 5/D8

Characteristics

Physical Defense: 7 **Initiative:** 5/D8
Spell Defense: 9 **Physical Armor:** 6
Social Defense: 9 **Mystic Armor:** 3
Death Rating: 35 (65)* **Recovery Tests:** 3
Wound Threshold: 10 **Knockdown:** 6/D10
Unconsciousness Rating: 27 (52)*

* These values have been modified for blood magic.

Combat Movement: 22 **Full Movement:** 44
Karma Points: 15 **Karma Step:** 4/D6

Talents

Abate Curse^D (5): 11/D10+D8
Avoid Blow (4): 10/D10+D6
Detect Weapon^D (4): 11/D10+D8
Durability (6/5) (5): 5
Forge Blade^D (5): 12/2D10
Haggle^D (5): 10/D10+D6
Karma Ritual (4): 4
Melee Weapons (4): 10/D10+D6
Read and Write Language (4): 11/D10+D8
—Human, Obsidiman, Or'zet, Sperethiel
Speak Language (4): 11/D10+D8
—Human, Obsidiman, Or'zet, Sperethiel
Steel Thought^D (4): 10/D10+D6
Thread Weaving (Thread Smithing)^D (4): 11/D10+D8
Weapon History^D (5): 12/2D10

^D Indicates a Discipline talent.

Skills

Artisan:

Storytelling (2): 7/D12
Weapon Runic Carving (2): 7/D12

Knowledge:

Blood Steel Forge Lore (3): 10/D10+D6
Gangs of Kratas (1): 8/2D6
House Chaozun Lore (4): 11/D10+D8
Merchants' Row Lore (3): 10/D10+D6
Negotiation (3): 10/D10+D6
Ork Racial Lore (1): 8/2D6
Ork Scorcher Tribes (1): 8/2D6
The Stables Lore (3): 10/D10+D6
Throal Politics (3): 8/2D6
Warehouse District Lore (3): 10/D10+D6

General:

Conversation (3): 8/2D6
First Impression (2): 7/D12
Flirting (2): 7/D12
Read and Write Language (1): 8/2D6
—Dwarf (Throalic)
Seduction (2): 7/D12

Speak Language (1): 8/2D6
—Dwarf (Throalic)
Streetwise (3): 10/D10+D6
Throwing Weapons (2): 8/2D6
Trading (5): 10/D10+D6
Unarmed Combat (2): 8/2D6

Equipment

Buckler (Phys 1; Shatter 17)
Hide (Phys 5; Myst 1; Init 1)
2 × Daggers (Forged +1; Damage 9/D8+D6; Range 9–15–18)
Dwarf Sword (Forged +2; Damage 11/D10+D8)
2 × Throwing Axes (Damage 9/D8+D6; Range 12–20–24)
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
Adventurer's Kit
Cloaksense Brooch
Forge Tools
Quiet Pouch
Trail Rations (1 week)
Traveler's Garb

Loot

160 silver pieces (in quiet pouch)

Legend Award

215 Legend Points

Notes

Rehellian possesses the dwarf Heat Sight racial ability.

Fourth Circle: Evaluate Weapon (1 Damage Point)

TOOMAND

Toomand is a dwarf non-adept.

Attributes

Dexterity (11): 5/D8 **Strength** (13): 6/D10
Toughness (14): 6/D10 **Perception** (14): 6/D10
Willpower (8): 4/D6 **Charisma** (11): 5/D8

Characteristics

Physical Defense: 7 **Initiative:** 5/D8
Spell Defense: 8 **Physical Armor:** 3
Social Defense: 7 **Mystic Armor:** 0
Death Rating: 36 **Recovery Tests:** 3
Wound Threshold: 10 **Knockdown:** 6/D10
Unconsciousness Rating: 28

Combat Movement: 18 **Full Movement:** 36

Talents

Questor of Chorrolis (5): 5
—Encourage Trade, Incite Greed (5): 10/D10+D6
—Locate Valuables (5): 11/D10+D8

Skills

Artisan:

Storytelling (3): 8/2D6

Knowledge:

Force of the Eye Lore (3): 9/D8+D6
Gangs of Daiche (2): 8/2D6
Gangs of Kratas (2): 8/2D6
House Ludi Lore (4): 10/D10+D6

Merchants' Row Lore (3): 9/D8+D6

Negotiation (3): 9/D8+D6

Throat Politics (3): 9/D8+D6

General:

Conversation (3): 8/2D6

Evaluate (3): 9/D8+D6

Fence (3): 8/2D6

Haggle (3): 8/2D6

Melee Weapons (1): 6/D10

Read and Write Language (1): 7/D12

— Dwarf (Throalic)

Speak Language (8): 14/D20+D4

— Dwarf (Throalic), Human, Obsidiman, *Or'zet*, *Sperethiel*,

Troll, T'skrang, Windling

Streetwise (3): 9/D8+D6

Unarmed Combat (2): 7/D12

Trading (5): 10/D10+D6

Equipment

Leather (Phys 3)

Dagger (Damage 8/2D6; Range 9–15–18)

Dwarf Sword (Damage 9/D8+D6)

Quiet Pouch

Wealthy Traveler's Garb

Loot

100 silver pieces (in quiet pouch)

Legend Award

180 Legend Points

Notes

Toomand possesses the dwarf Heat Sight racial ability.

VOOXONA

* Vooxona is a dwarf non-adept.

Attributes

Dexterity (11): 5/D8

Toughness (13): 6/D10

Willpower (11): 5/D8

Strength (12): 5/D8

Perception (12): 5/D8

Charisma (14): 6/D10

Characteristics

Physical Defense: 7

Spell Defense: 7

Social Defense: 8

Initiative: 5/D8

Physical Armor: 3

Mystic Armor: 0

Death Rating: 35

Wound Threshold: 9

Unconsciousness Rating: 27

Recovery Tests: 2

Knockdown: 5/D8

Combat Movement: 18

Full Movement: 36

Skills

Artisan:

Dancing (3): 9/D8+D6

Storytelling (3): 9/D8+D6

Knowledge:

Court Dancing (3): 8/2D6

Force of the Eye Lore (3): 8/2D6

Gangs of Kratas (2): 7/D12

House Mikul Lore (4): 9/D8+D6

Merchants' Row Lore (3): 8/2D6

Negotiation (3): 8/2D6

Throat Politics (3): 8/2D6

General:

Bribery (2): 8/2D6

Conversation (3): 9/D8+D6

Etiquette (3): 9/D8+D6

Evaluate (3): 8/2D6

Fence (2): 8/2D6

Flirting (2): 8/2D6

Haggle (2): 8/2D6

Melee Weapons (1): 6/D10

Read and Write Language (1): 6/D10

— Dwarf (Throalic)

Speak Language (8): 13/D12+D10

— Dwarf (Throalic), Human, Obsidiman, *Or'zet*, *Sperethiel*,

Troll, T'skrang, Windling

Streetwise (3): 8/2D6

Trading (5): 11/D10+D8

Equipment

Leather (Phys 3)

Dagger (Damage 7/D12; Range 9–15–18)

Dwarf Sword (Damage 8/2D6)

Quiet Pouch

Traveler's Garb

Wealthy Traveler's Garb (for consultation with senior member of the Force of the Eye)

Loot

50 silver pieces (in quiet pouch)

Legend Award

65 Legend Points

Notes

Vooxona possesses the dwarf Heat Sight racial ability.

TURNARAK IRONEATER

Turnarak is a Fifth Circle ork Liberator.

Attributes

Dexterity (12): 5/D8

Toughness (19): 8/2D6

Willpower (16): 7/D12

Strength (19): 8/2D6

Perception (11): 5/D8

Charisma (10): 5/D8

Characteristics

Physical Defense: 7

Spell Defense: 7

Social Defense: 8

Initiative: 5/D8

Physical Armor: 5

Mystic Armor: 2

Death Rating: 42 (77)*

Wound Threshold: 12

Unconsciousness Rating: 34 (64)*

Recovery Tests: 3

Knockdown: 8/2D6

* These values have been modified for blood magic.

Combat Movement: 26

Full Movement: 52

Karma Points: 24

Karma Step: 5/D8

Talents (Knacks)

Anticipate Blow (5): 10/D10+D6

Avoid Blow (5): 10/D10+D6

Durability (7/6) (5): 5

False Shackles^D (5): 10/D10+D6

Freedom Search^D (5): 10/D10+D6

Free Mind^D (5): 10/D10+D6

Heart of Freedom (5): 12/2D10
 Karma Ritual (5): 5
 Lock Picking^D (6): 11/D10+D8
 Melee Weapons^D (5): 10/D10+D6 (Improvised Weapons)
 Shackle Shrug^D (6): 11/D10+D8
 Shout of Justice^D (5): 10/D10+D6
 Thread Weaving (Freedom Weaving)^D (4): 9/D8+D6
 Throwing Weapons (5): 10/D10+D6
 Unarmed Combat^D (5): 10/D10+D6 (Head Butt)

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Acting (3): 8/2D6
 Dancing (3): 8/2D6

Knowledge:

Court Dancing (3): 8/2D6
 Dwarf Caravan Trade Routes (3): 8/2D6
 Gangs of Kratas (3): 8/2D6
 House Yilwaz Lore (4): 9/D8+D6
 Merchants' Row Lore (3): 8/2D6
 Negotiation (3): 8/2D6
 Throal Politics (3): 8/2D6

General:

Conversation (3): 8/2D6
 Etiquette (4): 9/D8+D6
 First Impression (3): 8/2D6
 Flirting (3): 8/2D6
 Haggle (2): 7/D12
 Read and Write Language (2): 7/D12
 —Dwarf (Throalic), Theran
 Seduction (3): 8/2D6
 Speak Language (3): 8/2D6
 —Dwarf (Throalic), *Or'zet*, Theran
 Streetwise (3): 8/2D6
 Tracking (3): 8/2D6
 Trading (2): 7/D12
 Wilderness Survival (3): 8/2D6

Equipment

Buckler (Phys 1; Shatter 17)
 Padded Leather (Phys 4)
 Dagger (Damage 10/D10+D6; Range 9–15–18)
 Flail (Forged +2; Damage 15/D20+D6)
 2 × Hawk Hatchets (Damage 12/2D10; Range 24–40–48)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Adventurer's Kit
 3 × Booster Potion
 Cloaksense Brooch
 Quiet Pouch
 Trail Rations (1 week)
 Traveler's Garb (worn when hunting slavers)
 Wealthy Traveler's Garb (worn during negotiations for House Yilwaz)

Loot

100 silver pieces (in quiet pouch)

Legend Award

325 Legend Points

Notes

Turnarak possesses the ork Low-Light Vision and *Gahad* racial abilities. Turnarak's *gahad* is triggered by slights or aggression against servants or slaves, but is never set off by comments or actions against her person.

Fourth Circle: Freedom Song (1 Damage Point)

Fifth Circle: Karma on Willpower-only Tests

JULERICANI

Julericani is a Sixth Circle dwarf Wizard.

Attributes

Dexterity (11): 5/D8
Toughness (13): 6/D10
Willpower (17): 7/D12
Strength (12): 5/D8
Perception (16): 7/D12
Charisma (10): 5/D8

Characteristics

Physical Defense: 7
Spell Defense: 10
Social Defense: 6
Initiative: 5/D8
Physical Armor: 4
Mystic Armor: 3
Death Rating: 35 (59)
Wound Threshold: 9
Unconsciousness Rating: 27 (45)
Recovery Tests: 2
Knockdown: 5/D8

Combat Movement: 18
Full Movement: 36

Karma Points: 25
Karma Step: 4/D6

Talents (Knacks)

Arcane Mutterings^D (6): 11/D10+D8
 Astral Sight^D (6): 13/D12+D10
 Book Memory^D (7): 14/D20+D4 (Remember Conversation)
 Book Recall^D (6): 13/D12+D10
 Durability (4/3) (6): 6
 Enhanced Matrix (6): 6
 Evidence Analysis^D (6): 13/D12+D10
 Karma Ritual (6): 6
Lip Reading (6): 11/D10+D8
 Read and Write Language^D (6): 13/D12+D10
 —Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang
 Read and Write Magic^D (6): 13/D12+D10
 Speak Language^D (6): 13/D12+D10
 —Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang
 Spellcasting^D (7): 14/D20+D4 (Anchored Spell)
 Spell Matrix (6): 6
 Spell Matrix (6): 6
 Spell Matrix (6): 6
 Thread Weaving (Wizardry)^D (7): 14/D20+D4 (Create Thread Item, Thread Masking)
 Willforce (6): 13/D12+D10

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Craftsman: Trapmaking (4): 9/D8+D6
 Mapmaking (4): 11/D10+D8
 Robe Embroidery (3): 8/2D6

Knowledge:

Barsaivian Geography (3): 10/D10+D6
 Gangs of Kratas (3): 10/D10+D6
 House Neumani Lore (4): 11/D10+D8
 Merchants' Row Lore (3): 10/D10+D6

Negotiation (3): 10/D10+D6
Throal Politics (3): 10/D10+D6

General:

Detect Trap (3): 10/D10+D6
Disarm Trap (3): 8/2D6
Evaluate (3): 10/D10+D6
Haggle (3): 8/2D6
Melee Weapons (4): 9/D8+D6
Navigation (4): 11/D10+D8
Read and Write Language (1): 8/2D6
— Dwarf (Throalic)
Speak Language (1): 8/2D6
— Dwarf (Throalic)
Streetwise (3): 10/D10+D6
Tracking (3): 10/D10+D6
Trading (3): 8/2D6
Trap Initiative (3): 8/2D6
Wilderness Survival (3): 10/D10+D6

Equipment

Padded Leather (Phys 4)
Dwarf Sword (Forged +2; Damage 10/D10+D6)
Throalic Ornamental Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
Thread Map of Location for Central Barsaive (Rank 3; 1 Strain Point for Thread Weaving Test versus SD 25 to activate three powers. Rank 1: Shows the owner's location on the map; Rank 2: Shows a location on the map if the owner owns an item from that location; Rank 3: Shows the quickest route to a location the owner has been or if the owner owns an item from that location; location on map is shown for one hour; (in map/scroll case))
Adventurer's Kit
Cloaksense Brooch
Embroidered Robe
Embroidery Tools
Grimoire
2 × Healing Potions
Mapmaking Tools
Navigation Charts (in map/scroll case)
Quiet Pouch
Thieves' Picks and Tools
Trail Rations (1 week)
Trapmaking Tools
Wealthy Traveler's Garb
Writing Kit

Spells

And His Money^M, Aura Strike, Ball of String, Binding Threads, Catwalk, Crushing Will, Dispel Magic, Displace Self, Doom Missile, Flame Flash, Ignite, Inventory^M, Kaer Knocking, Kaer Pictographs, Leaps and Bounds, Levitate, Makeshift Weapon, Mind Dagger, Quicken Pace, Sanctuary, Seal, Shatter Lock, Solo Flight, Thorny Retreat, Triangulate, Trust^E, Vines, Wake-Up Call^M, Wall Walker

^M Denotes a spell currently in a Spell Matrix.
^E Denotes a spell currently in an Enhanced Matrix.

Loot

160 silver pieces (in quiet pouch)

Legend Award

1,240 Legend Points

Notes

Julericani possesses the dwarf Heat Sight racial ability.

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Karma on Willpower-only Tests

Sixth Circle: +1 Spell Defense



HE SCRABBLES

The following characters appear in the **The Scrabbles** chapter of the **Kratas: The City of Thieves** sourcebook.

FENGHAT

Fenghat is a Seventh Circle human Scout Infiltrator specialist.

Attributes

Dexterity (21): 8/2D6

Toughness (14): 6/D10

Willpower (12): 5/D8

Strength (13): 6/D10

Perception (21): 8/2D6

Charisma (15): 6/D10

Characteristics

Physical Defense: 15

Spell Defense: 11

Social Defense: 10

Initiative: 8/2D6

Physical Armor: 8

Mystic Armor: 5

Death Rating: 35 (77)*

Wound Threshold: 10

Unconsciousness Rating: 27 (62)*

* These values have been modified for blood magic.

Combat Movement: 43

Full Movement: 86

Karma Points: 37

Karma Step: 5/D8

Talents (Knacks)

Astral Sight^D (8): 16/D20+D8

Avoid Blow^D (8): 16/D20+D8

Climbing^D (8): 16/D20+D8* (By The Fingernails)

Detect Trap^D (7): 15/D20+D6

Disarm Trap (4): 12/2D10^V

Durability (6/5) (7): 7

Endure Cold^D (6): 14/D20+D4

Karma Ritual (7): 7

Great Leap (7): 15/D20+D6

Haggle (4): 10/D10+D6^V

Lock Picking (4): 12/2D10^V

Lock Sense (8): 16/D20+D8

Maneuver (7): 15/D20+D6

Melee Weapons (7): 15/D20+D6

Read and Write Language (7): 15/D20+D6

— Human (Dinganni), *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling

Riposte (7): 15/D20+D6

Silent Walk^D (8): 16/D20+D8 (Shadow Hide)

Speak Language (7): 15/D20+D6

— Human (Dinganni), *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling

Sprint (6): 14/D20+D4

Thread Weaving (Scout Weaving)^D (7): 15/D20+D6 (Thread

Masking, Unraveling)

Tiger Spring (4): 4^V

Tracking^D (6): 14/D20+D4 (Identify Tracks)
Trap Initiative^D (7): 15/D20+D6
Versatility (4): 4

^D Indicates a Discipline talent.
^V Indicates a talent learned through Versatility.
^{*} Talent modified by Climbing rank +1 from thread boots.

Skills

Artisan:

Acting (4): 10/D10+D6
Dancing (4): 10/D10+D6

Knowledge:

Botany (4): 12/2D10
Court Dancing (4): 12/2D10
Creature Lore (4): 12/2D10
Daiche History (4): 12/2D10
Espionage (5): 13/D12+D10
Gangs of Kratas (5): 13/D12+D10
Gangs of Daiche (4): 12/2D10
Kratas History (5): 13/D12+D10
Kratas Undercity Lore (5): 13/D12+D10
Merchants' Row Lore (4): 12/2D10
Negotiation (4): 12/2D10
The Stables Lore (5): 13/D12+D10
The Scrabbles Lore (7): 15/D20+D6
Throalic Merchant Houses (4): 12/2D10
Throalic Noble Houses (4): 12/2D10
Throal Politics (2): 10/D10+D6

General:

Bribery (4): 10/D10+D6
Conversation (4): 10/D10+D6
Disguise (5): 13/D12+D10
Etiquette (4): 10/D10+D6
First Impression (4): 10/D10+D6
Forgery (5): 13/D12+D10
Read and Write Language (1): 9/D8+D6
—Dwarf (Throalic)
Read and Write Magic (5): 13/D12+D10
Search (5): 13/D12+D10
Speak Language (2): 10/D10+D6
—Dwarf (Throalic), Human
Streetwise (5): 13/D12+D10
Trading (4): 10/D10+D6

Equipment

Thread Buckler (Rank 3; Phys 3; Myst 1)
Thread Leather (Rank 4; Phys 5; Myst 3)
Broadsword (Forged +3; Damage 14/D20+D4)
2 × Daggers (Damage 8/2D6; Range 9–15–18)
Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
Adventurer's Kit
Climbing Kit
Cloaksense Brooch
Disguise Kit
3 × Healing Potions
Last Chance Salve
Light Quartz Lantern
Quiet Pouch
Mapmaking Tools
Navigation Charts (in map/scroll case)
Trail Rations (1 week)
Traveler's Garb
Writing Kit

Loot

420 silver pieces (in quiet pouch), ten well-hidden stashes in various locations underneath, in, and around Kratas of 400–500 silver pieces each

Legend Award

1,170 Legend Points

Notes

Fenghat possesses the human Versatility racial ability.

Fourth Circle: Scout: Enhanced Senses (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests

Seventh Circle: +1 Physical Defense



THE WAREHOUSE DISTRICT

The following characters appear in the **The Warehouse District** chapter of the **Kratas: The City of Thieves** sourcebook.

BERRY BLOSSOM

Berry Blossom is a Eighth Circle windling Illusionist and Fifth Circle Horror Stalker.

Attributes

Dexterity (9): 4/D6

Toughness (15): 6/D10

Willpower (20): 8/2D6

Strength (4): 3/D4

Perception (21): 8/2D6

Charisma (16): 7/D12

Characteristics

Physical Defense: 13^G

Spell Defense: 12

Social Defense: 9

Initiative: 2/D4-1

Physical Armor: 8

Mystic Armor: 5

Death Rating: 32 (68)^{*}

Wound Threshold: 10

Unconsciousness Rating: 24 (51)^{*}

Recovery Tests: 3

Knockdown: 3/D4^{**}

^G Enhanced by +5 through group True pattern.

^{*} These values have been modified for blood magic.

^{**} Berry knows the Wound Balance skill.

Combat Movement: 5⁺

Full Movement: 10⁺

⁺ Berry has no wings and thus no Flying Movement rate. When using her Flying Carpet she has a Flying Movement rate of 46/92.

Karma Points: 60

Karma Step: 6/D10

Horror Stalker Talents (Knacks)

Abate Curse^D (5): 13/D12+D10

Avoid Blow^D (10): 14/D20+D4^G

Bear Mark^D (6): 14/D20+D4 (Locate Horror)

Creature Analysis^D (6): 14/D20+D4 (Horror Analysis)

Heartening Laugh (5): 12/2D10

Lion Heart^D (5): 13/D12+D10

Melee Weapons^D (5): 9/D8+D6

Silent Walk (5): 9/D8+D6

Steel Thought^D (5): 13/D12+D10

Temper Self^D (5): 13/D12+D10

Tracking^D (5): 13/D12+D10

^D Indicates a Discipline talent.

Italicized talents require Karma.

^G Enhanced by +5 through group True pattern.

Illusionist Talents (Knacks)

- Astral Sight^D (9): 17/D20+D10
- Dead Fall^D (8): 16/D20+D8
- Disguise Self^D (8): 16/D20+D8
- Durability (4/3) (9): 9
- Engaging Banter^D (8): 15/D20+D6
- Enhanced Matrix (8): 8
- Enhanced Matrix (8): 8
- False Sight^D (8): 8
- Fast Hand^D (8): 12/2D10
- Karma Ritual (9): 9
- Leadership (8): 15/D20+D6
- Read and Write Language (8): 16/D20+D8
 - Human, Human (Vorst), Obsidiman, *Or'zet*, *Sperethiel*, Troll, T'skrang, Windling
- Read and Write Magic^D (8): 16/D20+D8
- Slough Blame^D (8): 15/D20+D6
- Speak Language (7): 15/D20+D6
 - Human, Human (Vorst), Obsidiman, *Or'zet*, *Sperethiel*, Troll, T'skrang
- Spellcasting^D (10): 18/D20+D12 (Anchored Spell, Maintain Spell Threads, Spell Stacking)
- Spell Matrix (8): 8
- Spell Matrix (8): 8
- Spell Matrix (8): 8
- Spell Matrix (8): 8
- Thread Weaving (Illusionism)^D (10): 18/D20+D12 (Thread Masking, Unraveling)
- True Sight^D (8): 8
- Willforce (8): 16/D20+D8

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

- Robe Embroidery (4): 11/D10+D8
- Wardrobe and Style (4): 11/D10+D8
- Tattooing (1): 8/2D6

Knowledge:

- Barsaive Geography (4): 12/2D10
- Caravan Troupe Routes (4): 12/2D10
- Creature Lore (3): 11/D10+D8
- Grim Legion Lore (4): 12/2D10
- Props and Special Effects Lore (4): 12/2D10
- Warehouse District Lore (4): 12/2D10

General:

- Evidence Analysis (3): 11/D10+D8
- Read and Write Language (1): 9/D8+D6
 - Dwarf (Throalic)
- Search (5): 13/D12+D10
- Speak Language (2): 10/D10+D6
 - Dwarf (Throalic), Windling
- Streetwise (4): 12/2D10
- Surprise Strike (3): 6/D10
- Tactics (3): 11/D10+D8
- Wilderness Survival (4): 12/2D10
- Wound Balance (4): 7/D12

Equipment

- Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
- Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)
- Winding Dagger (Forged +1; Damage 5/D8; Range 6–10–12)

- Winding Sword (Forged +1; Damage 6/D10)
- Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10 weight)
- Animated Flying Carpet (2 Damage Points)
- Cloaksense Brooch
- Adventurer's Kit
- Embroidered Robe
- Embroidery Tools
- Grimoire
- 3 × Healing Potions
- Tattooing Tools
- Winding Trail Rations (1 week)
- Winding Traveler's Garb

Spells

And Then I Woke Up^M, Astral Shadow, Assuring Touch, Awaken, Bellow of the Thundras, Best Face, Bouncing Blaster, Conceal Tracks, Detect Illusionism Magic, Disaster, Disguise Metal, Dispel Illusionism Magic^E, Displace Image, Ephemeral Bolt, Eye of Truth^M, False Floor, Flying Carpet, Fun With Doors, Great Weapon, Illusion, Illusory Missiles^E, Impossible Lock, Improved Alarm, Light, Massive Missiles, Monstrous Mantle, Multi-Missile, Nobody Here, See The Unseen^M, Silent Stampede, Soothe the Savage Beast, True Ephemeral Bolt^M, Unmask, Unseen Voices, You Got Me

^M Denotes a spell currently in a Spell Matrix.
^E Denotes a spell currently in an Enhanced Matrix.

Loot

42 gold pieces (in quiet pouch)

Legend Award

5,400 Legend Points

Notes

Berry possesses the winding racial abilities of Astral-Sensitive Sight, Flight, and Increased Physical Defense. She has lost



the ability to fly due to her wings being torn off. Berry has 2 Damage Points from the Grim Legion group pattern. She has formed a group True pattern within her own sect of the Grim Legion and has two Rank 5 threads attached to her Physical Defense and her Avoid Blow talent.

Fourth Circle: Horror Stalker: Spiritual Sanctuary (1 Damage Point); Illusionist: Glamour (1 Damage Point)

Fifth Circle: Horror Stalker: Karma on Willpower-only Tests; Illusionist: Karma on Perception-only Tests

Sixth Circle: Karma on Willpower-only Tests

Seventh Circle: Karma on spell Effect Tests

Eighth Circle: +1 Spell Defense

LLODONA

Llodona, a Sixth Circle dwarf Weaponsmith approaching middle age, considers herself the caretaker of the group. She assiduously inspects and repairs the group members' armor, and hones and forges their weapons. She is also a questor, but unlike many Weaponsmiths, Upandal is not her patron Passion. Llodona is a Rank 4 questor of Garlen, and cares for the bodies of her comrades as sedulously as she cares for their gear. She usually seals the warehouse every night.

Attributes

Dexterity (14): 6/D10

Toughness (14): 6/D10

Willpower (17): 7/D12

Strength (13): 6/D10

Perception (16): 7/D12

Charisma (16): 7/D12

Characteristics

Physical Defense: 13^g

Spell Defense: 9

Social Defense: 9

Initiative: 3/D4

Physical Armor: 10

Mystic Armor: 4

Death Rating: 34 (70)^{*}

Wound Threshold: 10

Recovery Tests: 3

Knockdown: 6/D10

Unconsciousness Rating: 26 (56)^{*}

^g Enhanced by +5 through group True pattern.
^{*} These values have been modified for blood magic.

Combat Movement: 24

Full Movement: 48

Karma Points: 25

Karma Step: 4/D6

Talents (Knacks)

Abate Curse^D (6): 13/D12+D10

Avoid Blow (7): 13/D12+D10

Conceal Weapon (6): 12/2D10

Detect Weapon^D (6): 13/D12+D10

Durability (6/5) (6): 6

Forge Blade^D (7): 14/D20+D4 (Forge Arrow)

Haggle^D (6): 13/D12+D10

Karma Ritual (6): 6

Melee Weapons (7): 13/D12+D10

Questor of Garlen (4): 4

—Comfort, Heal, Seal Home (4): 11/D10+D8

Read and Write Language (6): 13/D12+D10

—Human (Vorst), Obsidiman, *Or'zet*, *Sperethiel*, Troll, Windling

Speak Language (6): 13/D12+D10

—Human (Vorst), Obsidiman, *Or'zet*, *Sperethiel*, Troll, Windling

Spot Armor Flaw^D (6): 13/D12+D10

Steel Thought^D (6): 13/D12+D10

Temper Self^D (6): 13/D12+D10

Thread Weaving (Thread Smithing)^D (6): 13/D12+D10

(Thread Masking, Unraveling)

Warp Missile^D (6): 13/D12+D10

Weapon History^D (6): 13/D12+D10

^D Indicates a Discipline talent.

Skills

Artisan:

Cooking (3): 10/D10+D6

Runic Carving (4): 11/D10+D8

Knowledge:

Alchemy and Potions (3): 10/D10+D6

Baking (3): 10/D10+D6

Botany (3): 10/D10+D6

Creature Lore (3): 10/D10+D6

Grim Legion Lore (3): 10/D10+D6

Passion Lore (4): 11/D10+D8

Warehouse District Lore (3): 10/D10+D6

General:

Alchemy (3): 10/D10+D6

Maneuver (3): 9/D8+D6

Physician (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Research (3): 10/D10+D6

Rushing Attack (3): 9/D8+D6

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (3): 10/D10+D6

Trading (3): 10/D10+D6

Wilderness Survival (3): 10/D10+D6

Equipment

Buckler (Phys 1; Shatter 17)

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Black Ring Mail with silvered studs, one shaped like a blossom (Phys 6; Init 2; Grim Legion Pattern Item; 2 Damage Points)

Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)

Dwarf Sword (Forged +2; Damage 11/D10+D8)

Scythan Axe (Forged +3; Damage 14/D20+D4; Climbing Tests +1 bonus)

Cloaksense Brooch

Adventurer's Kit

Carving Tools

Firestarter

Forge Tools

Healing Kit (3 uses)

Hot Pot

Quiet Pouch

Physician Kit (3 uses)

Trail Rations (1 week)

Traveler's Garb

Alchemy Kit (at Warehouse Base)

Loot

190 silver pieces (in quiet pouch)

Legend Award

620 Legend Points

Notes

Llodona possesses the dwarf Heat Sight racial ability. Llodona has 2 Damage Points from the Grim Legion group pattern.

She has formed a group True pattern within her own sect of the Grim Legion and has one Rank 5 thread attached to her Physical Defense.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Willpower-only Tests

RIGART MORBICULUM AND SLICANT

Rigart Morbiculum is a Fifth Circle elf Nethermancer. He has a surprisingly chipper attitude for a member of the Grim Legion and for one of his Discipline, though this does not indicate naivety on his part, but quite the opposite. He has assumed long ago that he will meet his end in some truly nasty way, and so seeks to enjoy as much of life as possible until then. He joined Blossom's Squad primarily to further his knowledge of the dark realms, but he has since become as devoted and loyal as any of the Squad. He also has developed a bit of a crush on Berry Blossom, though he would never admit this. Rigart and Eemala spend much time consulting with each other about Horror and Scourge lore, and the two of them can often be found in the Darks, discussing arcane matters.

Rigart also has a familiar, a felux Named Slicant. Slicant is fairly tame, and is content to lie around the warehouse headquarters, curled up in the group's bedding, though Rigart often takes her outside of Kratas to allow her to hunt.

Rigart has placed various wards around the warehouse, most often with the Pass Ward spell. In addition, he often anchors the Pain or Tears of the Scourge spells. Rigart also maintains a Bone Circle in one corner of the warehouse.

Attributes

Dexterity (13): 6/D10

Toughness (9): 4/D6

Willpower (18): 7/D12

Strength (11): 5/D8

Perception (18): 7/D12

Charisma (14): 6/D10

Characteristics

Physical Defense: 7

Spell Defense: 15^G

Social Defense: 8

Initiative: 4/D6

Physical Armor: 8

Mystic Armor: 4

Death Rating: 24 (48)^{*}

Wound Threshold: 7

Unconsciousness Rating: 15 (33)^{*}

Recovery Tests: 2

Knockdown: 5/D8

^G Enhanced by +5 through group True pattern.
These values have been modified for blood magic.

Combat Movement: 28

Full Movement: 56

Karma Points: 20

Karma Step: 4/D6

Talents (Knacks)

Animal Possession (6): 13/D12+D10

Astral Sight^D (5): 12/2D10

Blood Share (Familiar only) (4): 8/2D6

Durability (4/3) (6): 6

Frighten (5): 12/2D10

Karma Ritual (6): 6

Read and Write Language (5): 12/2D10

—Human (Vorst), Obsidiman, *Sperethiel*, Troll, Windling

Read and Write Magic^D (5): 12/2D10

Spellcasting^D (9): 16/D20+D8^G

Spell Matrix (5): 5

Spell Matrix (5): 5

Spell Matrix (5): 5

Spell Matrix (5): 5

Spell Matrix (Familiar Matrix) (1): 1

Spirit Hold^D (5): 12/2D10

Spirit Talk^D (5): 12/2D10

Summon (Ally Spirits)^D (5): 12/2D10

Thread Weaving (Nethermancy)^D (7): 14/D20+D4 (Thread

Masking, Unraveling)

Thought Link (Familiar only) (1): 8/2D6

^D Indicates a Discipline talent.

Italicized talents require Karma.

^G Talent modified by Group Pattern (see Notes).

Skills

Artisan:

Robe Embroidery (3): 9/D8+D6

Knowledge:

Botany (3): 10/D10+D6

Creature Lore (3): 10/D10+D6

The Darks Lore (3): 10/D10+D6

Grim Legion Lore (3): 10/D10+D6

Horror Lore (4): 11/D10+D8

Scourge History (4): 11/D10+D8

Warehouse District Lore (3): 10/D10+D6

General:

Animal Bond (4): 10/D10+D6

Animal Handling (3): 10/D10+D6

Animal Training (3): 9/D8+D6

Creature Analysis (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Speak Language (3): 10/D10+D6

—Dwarf (Throalic), *Sperethiel*, Windling

Streetwise (3): 10/D10+D6

Wilderness Survival (3): 10/D10+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Cloaksense Brooch

Adventurer's Kit

Belt Pouch

Embroidered Elfweave Robe

Embroidery Tools

Grimoire

2 × Healing Potions

Large Sack (with bag of bones)

Trail Rations (2 weeks)

Traveler's Garb

Waterskin

Spells

Arrow of Night, Astral Flare, Astral Spear^M, Bone Circle, Circle of Astral Protection, Detect Nethermancy Magic, Dispel Nethermancy Magic, Detect Undead, Experience Death, Insect Repellent, Last Chance, Life Circle of One, Pain^M, Pass Ward, Pocket Guardian, Sculpt Darkness, Sense Horror, Shadow Meld, Shield Mist^M, Spirit Dart, Spirit Grip^F, Spirit Double^M, Star Shower, Tears of the Scourge, Undead Struggle

^M Denotes a spell currently in a Spell Matrix.

^F Denotes a spell currently in a Familiar Spell Matrix.

Loot

80 silver pieces (in belt pouch)

Legend Award

1,015 Legend Points

Notes

Rigart possesses the elf Low-Light Vision racial ability. Rigart has 2 Damage Points from the Grim Legion group pattern and 4 Damage Points from his familiar bond. He has formed a group True pattern within his own sect of the Grim Legion and has one Rank 5 thread attached to his Spell Defense and one Rank 3 thread attached to his Spellcasting talent. He has formed a Familiar bond with his felux, Slicant, and has one Rank 5 thread attached to Slicant's Durability talent.

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Karma on Willpower-only Tests

SLICANT, FELUX FAMILIAR

DEX: 10

STR: 8

TOU: 9

PER: 6

WIL: 8

CHA: 5

Initiative: 10

Physical Defense: 13

Number of Actions: 2

Spell Defense: 10

Attack (2): 12

Social Defense: 8

Damage:

Physical Armor: 4

Bite (10): 18

Mystic Armor: 5

2 × Claws (4): 12

Death Rating: 48 (84)

Recovery Tests: 4

Wound Threshold: 14

Knockdown: 9

Unconsciousness Rating: 41 (71)

Combat Movement: 70

Full Movement: 140

Powers: Battle Shout^S (Roar) (2): 7, Blinding Glare (4): 10, Climbing^S (3): 13, Durability (6)^F, Flashing Glare (4): 10, Great Leap^S (3): 13, Hunting^S (3): 13, Low-Light Vision, Silent Walk^S (2): 12

^F Enhanced by +5 Rank bonus through the familiar bond.

Legend Points (2): 700

Equipment: None

Loot: Extremely delicate eyes, worth 300 silver pieces each (counts as treasure worth Legend Points)

EEMALA

Eemala is a Fifth Circle dwarf Traveled Scholar, specializing in Horror Lore, as well as a Rank 3 questor of Mynbruje. Her hair has turned prematurely white from her studies, and she has begun wondering why Mynbruje was not driven mad during the Scourge and the truths it revealed. Nevertheless, Eemala is possibly the greatest expert on Horrors in Kratas. She will sometimes be found in the Darks with Rigart, discussing Horror Lore with him and others. Occasionally she has been known to wander into the Fringe, but none outside the Squad have dared to ask her why. She usually carries a dwarf sword and a footman's shield.

Attributes

Dexterity (12): 5/D8

Strength (12): 5/D8

Toughness (13): 6/D10

Perception (18): 7/D12

Willpower (14): 6/D10

Charisma (15): 6/D10

Characteristics

Physical Defense: 7

Spell Defense: 15^G

Social Defense: 8

Initiative: 2/D4-1

Physical Armor: 11

Mystic Armor: 3

Death Rating: 33 (69)^{*}

Recovery Tests: 2

Wound Threshold: 9

Knockdown: 5/D8

Unconsciousness Rating: 25 (55)^{*}

^G Enhanced by +5 through group True pattern.

^{*} These values have been modified for blood magic.

Combat Movement: 20

Full Movement: 40

Karma Points: 20

Karma Step: 4/D6

Talents (Knacks)

Arcane Mutterings (5): 11/D10+D8

Astral Sight (5): 12/2D10

Avoid Blow (5): 10/D10+D6

Book Memory^D (6): 12/2D10 (Remember Conversation)

Book Recall^D (5): 12/2D10

Durability (6/5) (6): 6

Evidence Analysis (5): 12/2D10

Item History^D (5): 12/2D10

Karma Ritual (5): 5

Melee Weapons (6): 11/D10+D8

Questor of Mynbruje (3): 3

—Ease Suffering, Increase Perception (3): 9/D8+D6

—Perceive Emotion (3): 10/D10+D6

Read and Write Language^D (5): 12/2D10

—Human (Vorst), Obsidiman, *Sperethiel*, Troll, Windling

Research^D (6): 13/D12+D10

Search^D (5): 12/2D10

Speak Language^D (6): 13/D12+D10 (Secret Language)

—Human (Vorst), Obsidiman, *Sperethiel*, Troll, Windling

Thread Weaving (Lore Weaving)^D (5): 12/2D10 (Thread

Masking, Unraveling)

^D Indicates a Discipline talent.

Italicized talents require Karma.

Skills

Artisan:

Craftsman: Book Binding (4): 9/D8+D6

Knowledge:

Citadel and Kaer Lore (5): 12/2D10

The Darks Lore (3): 10/D10+D6

Grim Legion Lore (3): 10/D10+D6

Horror Lore (7): 14/D20+D4

Magical Lore (3): 10/D10+D6

Passion Lore (3): 10/D10+D6

Scourge History (5): 12/2D10

Warehouse District Lore (3): 10/D10+D6

General:

Conversation (3): 10/D10+D6

Maneuver (3): 8/2D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Rhetoric (3): 10/D10+D6

Rushing Attack (3): 8/2D6

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (3): 10/D10+D6

Quickblade (3): 5/D8^{*}

^{*} Skill modified by −3 Initiative penalty.

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Footman's Shield (Phys 3; Init 1; Shatter 19)
 Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)
 Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
 Dwarf Sword (Forged +2; Damage 10/D10+D6)
 Cloaksense Brooch
 Adventurer's Kit
 Book Binding Tools
 2 × Healing Potions
 Mapmaking Tools
 Navigation Charts (in map/scroll case)
 Quiet Pouch
 Trail Rations (1 week)
 Traveler's Garb
 Writing Kit

Loot

80 silver pieces (in quiet pouch)

Legend Award

490 Legend Points

Notes

Eemala possesses the dwarf Heat Sight racial ability. Eemala has 2 Damage Points from the Grim Legion group pattern. She has formed a group True pattern within her own sect of the Grim Legion and has one Rank 5 thread attached to her Spell Defense.

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Karma on Charisma-only Tests

DRANNOQUINN

Drannoquinn is Fourth Circle obsidiman Purifier and Rank 4 questor of Jaspree who, having seen the best of his work at repairing the damage done by the Scourge destroyed by another Horror, came to the conclusion that the best way to heal the earth was to root out its ongoing infection. Shortly thereafter, he met up with Berry Blossom and joined her squad. Now, he also helps to maintain the gardens of the Temple of Jaspree in Temple Plaza.

Attributes

Dexterity (16): 7/D12

Toughness (22): 9/D8+D6

Willpower (14): 6/D10

Strength (22): 9/D8+D6

Perception (10): 5/D8

Charisma (13): 6/D10

Characteristics

Physical Defense: 9

Spell Defense: 10^G

Social Defense: 7

Initiative: 3/D4

Physical Armor: 13

Mystic Armor: 3

Death Rating: 44 (79)*

Wound Threshold: 16

Unconsciousness Rating: 37 (67)*

Recovery Tests: 4

Knockdown: 9/D8+D6**

Combat Movement: 26

Full Movement: 52

Karma Points: 14

Karma Step: 3/D4

^G Enhanced by +4 through group True pattern.

* These values have been modified for blood magic.

** Drannoquinn knows the Unshakable Earth talent.



Talents (Knacks)

Avoid Blow (4): 11/D10+D8

Battle Shout (4): 10/D10+D6

Body Control^D (5): 14/D20+D4

Clay Skin^D (4): 13/D12+D10

Creature Analysis (4): 9/D8+D6

Durability (7/6) (5): 5

Earth Bond (4): 13/D12+D10

Elemental Tongues^D (4): 9/D8+D6

Karma Ritual (4): 4

Lifesight^D (5): 10/D10+D6 (Lay of the Land)

Questor of Jaspree (4): 4

—Animate Plant, Command Animal, Plant Growth (4): 10/D10+D6

Thread Weaving (Earth Weaving)^D (4): 9/D8+D6

Unarmed Combat^D (5): 12/2D10

Unshakable Earth^D (4): 13/D12+D10

^D Indicates a Discipline talent.
 Italicized talents require Karma.

Skills

Artisan:

Stone Carving (2): 8/2D6

Knowledge:

Creature Lore (2): 7/D12

Grim Legion Lore (2): 7/D12

Horror Lore (2): 7/D12

Passion Lore (4): 9/D8+D6

Scourge History (2): 7/D12
Temple Garden Lore (2): 7/D12
Warehouse District Lore (2): 7/D12

General:

Maneuver (2): 9/D8+D6
Melee Weapons (2): 9/D8+D6
Read and Write Language (1): 6/D10
—Dwarf (Throalic)
Rushing Attack (2): 9/D8+D6
Speak Language (2): 7/D12
—Dwarf (Throalic), Obsidiman
Streetwise (2): 7/D12
Tracking (2): 7/D12
Wilderness Survival (3): 8/2D6

Equipment

Buckler (Phys 1; Shatter 17)
Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
Obsidian Stone Disk with silvered studs, one shaped like a blossom (Phys 6; Init 3; Grim Legion Pattern Item; 2 Damage Points)
Stone Troll Dagger (Damage 12/2D10; Range 9–15–18)
Cloaksense Brooch
Adventurer's Kit
Stone Carving Tools
Trail Rations (1 week)
Traveler's Garb

Loot

50 silver pieces (in belt pouch)

Legend Award

420 Legend Points

Notes

Drannoquinn possesses the obsidiman racial abilities of Increased Wound Threshold and Natural Armor. Drannoquinn has 2 Damage Points from the Grim Legion group pattern. He has formed a group True pattern within his own sect of the Grim Legion and has one Rank 4 thread attached to his Spell Defense.

Fourth Circle: Karma on Strength-only Tests

INOSH TEM

Inosh Tem is a Fourth Circle Vorst Archer. As is typical of the Vorst, Tem is extremely cautious and meticulous in all of his preparations for fighting the Horrors. He actually has enough experience that he could have reached Journeyman status by now, but he has instead spent the time mastering his current talents rather than rushing to gain new ones. He has also taken charge of fortifying the Squad's warehouse, reinforcing the walls and the roof.

Attributes

Dexterity (16): 7/D12
Toughness (15): 6/D10
Willpower (15): 6/D10

Strength (13): 6/D10
Perception (16): 7/D12
Charisma (11): 5/D8

Characteristics

Physical Defense: 9
Spell Defense: 9
Social Defense: 11^G

Initiative: 5/D8
Physical Armor: 8
Mystic Armor: 3

Death Rating: 36 (66)^{*}

Wound Threshold: 10

Unconsciousness Rating: 28 (53)^{*}

^G Enhanced by +4 through group True pattern.

^{*} These values have been modified for blood magic.

^{**} Inosh knows the Wound Balance talent.

Combat Movement: 32

Recovery Tests: 3

Knockdown: 6/D10^{**}

Full Movement: 64

Karma Points: 24

Karma Step: 5/D8

Talents (Knacks)

Abate Curse (2): 8/2D6^V
Avoid Blow (5): 12/2D10
Bear Mark (2): 9/D8+D6^V
Direction Arrow^D (4): 11/D10+D8
Durability (6/5) (5): 5
Flame Arrow^D (6): 12/2D10 (Fire Arrow, Spirit Flame)
Karma Ritual (5): 5
Melee Weapons (5): 12/2D10
Missile Weapons (5): 12/2D10
Mystic Aim^D (5): 12/2D10
Sprint (5): 12/2D10
Steel Thought (2): 8/2D6^V
Thread Weaving (Arrow Weaving)^D (4): 11/D10+D8
Throwing Weapons^D (5): 12/2D10
True Shot (5): 12/2D10
Versatility (3): 3
Wound Balance (5): 11/D10+D8

^D Indicates a Discipline talent.

Italicized talents require Karma.

^V Indicates a talent learned through Versatility.

Skills

Artisan:

Craftsman: Mason (2): 9/D8+D6
Craftsman: Carpenter (2): 9/D8+D6

Knowledge:

Architecture and Engineering (2): 9/D8+D6
Citadel and Kaer Lore (2): 9/D8+D6
Grim Legion Lore (2): 9/D8+D6
Horror Lore (3): 10/D10+D6
Scourge History (3): 10/D10+D6
Vorst Racial Lore (2): 9/D8+D6
Warehouse District Lore (2): 9/D8+D6

General:

Read and Write Language (1): 8/2D6
—Dwarf (Throalic)
Speak Language (2): 9/D8+D6
—Dwarf (Throalic), Human (Vorst)
Streetwise (2): 9/D8+D6
Tracking (2): 9/D8+D6
Wilderness Survival (2): 9/D8+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)
Vorst Broadsword (Forged +3; Damage 14/D20+D4)
Vorst Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)
2 × Vorst Hawk Hatchets (Forged +2; Damage 12/2D10; Range 24–40–48)
Medium Crossbow (Forged +4; Damage 15/D20+D6; Range 70–140–280)
Quiver (with 30 Forged +1 Vorst medium crossbow bolts; Damage 16/D20+D8; Range 52–104–208)

Cloaksense Brooch
 Adventurer's Kit
 Forge Tools
 Masonry Tools
 3 × Healing Potions
 Trail Rations (1 week)
 Traveler's Garb

Loot

50 silver pieces (in belt pouch)

Legend Award

325 Legend Points

Notes

Inosh Tem possesses the human Versatility racial ability. Inosh Tem has 2 Damage Points from the Grim Legion group pattern. He has formed a group True pattern within his own sect of the Grim Legion and has one Rank 4 thread attached to his Social Defense.

Fourth Circle: Karma on Dexterity-only Tests

FREYWAK NOSEBREAKER

Freywak Nosebreaker is the youngest of Blossom's Squad. She was discovered when she was only a young child in the ruins of a Horror-decimated village, still covered with the blood of her parents. The Squad took her with them as they chased the Horror, intending to find a suitable home for her later. Instead, she grew up in the group, and early on manifested her Discipline. The Grim Legion has been her family as long as she has known, and she is fiercely loyal to them, and to Berry Blossom in particular. She has also seen a number of her "aunts" and "uncles" die in the pursuit of Horrors, which has strengthened her dedication all the more.

* Freywak Nosebreaker is a Fourth Circle troll Warrior

Attributes

Dexterity (16): 7/D12	Strength (19): 8/2D6
Toughness (20): 8/2D6	Perception (10): 5/D8
Willpower (17): 7/D12	Charisma (11): 5/D8

Characteristics

Physical Defense: 9	Initiative: 3/D4
Spell Defense: 10 ^G	Physical Armor: 13
Social Defense: 7	Mystic Armor: 4

Death Rating: 42 (87) [*]	Recovery Tests: 4
Wound Threshold: 13	Knockdown: 8/2D6
Unconsciousness Rating: 34 (69) [*]	

^G Enhanced by +4 through group True pattern. These values have been modified for blood magic.

Combat Movement: 32	Full Movement: 64
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Karma Points: 14	Karma Step: 3/D4
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Talents

Acrobatic Strike (4): 11/D10+D8
 Air Dance (4): 7/D12^{*}
 Anticipate Blow^D (4): 9/D8+D6
 Avoid Blow^D (4): 11/D10+D8
 Down Strike^D (4): 12/2D10
 Durability (9/7) (5): 5
 Karma Ritual (4): 4

Melee Weapons^D (5): 12/2D10
 Thread Weaving (War Weaving)^D (4): 9/D8+D6
 Throwing Weapons (4): 11/D10+D8
 Tiger Spring (4): 4
 Unarmed Combat (5): 12/2D10
 Wood Skin^D (4): 12/2D10

^D Indicates a Discipline talent.
^{*} Talent modified by -4 Initiative penalty.

Skills

Artisan:

Craftsman: Leatherworking (2): 9/D8+D6

Knowledge:

Grim Legion Lore (2): 7/D12
 Horror Lore (2): 7/D12
 Warehouse District Lore (2): 7/D12

General:

Read and Write Language (1): 8/2D6
 —Dwarf (Throalic)
 Speak Language (2): 9/D8+D6
 —Dwarf (Throalic), Troll
 Streetwise (2): 7/D12
 Wilderness Survival (2): 7/D12

Equipment

Body Shield (Phys 5; Init 2; Shatter 21)
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)
 Troll Sword (Forged +4; Damage 18/D20+D12)
 Troll Dagger (Forged +1; Damage 12/2D10; Range 9–15–18)
 2 × Hawk Hatchets (Forged +2; Damage 14/D20+D4; Range 24–40–48)
 Cloaksense Brooch
 Adventurer's Kit
 Forge Tools
 Leatherworking Tools
 Trail Rations (1 week)
 Traveler's Garb

Loot

50 silver pieces (in belt pouch)

Legend Award

395 Legend Points

Notes

Freywak Nosebreaker possesses the troll Heat Sight racial ability. Freywak Nosebreaker has 2 Damage Points from the Grim Legion group pattern. She has formed a group True pattern within her own sect of the Grim Legion and has one Rank 4 thread attached to her Spell Defense.

Fourth Circle: Karma on Willpower-only Tests



THE SAFEHEARTHS

The following characters appear in the **The Safehearts** chapter of the **Kratas: The City of Thieves** sourcebook.

THRONT

Thront is a huge Fifth Circle troll Archer and Sky Raider.

Attributes

Dexterity (16): 7/D12
Toughness (21): 8/2D6
Willpower (16): 7/D12

Strength (24): 9/D8+D6
Perception (13): 6/D10
Charisma (12): 5/D8

Characteristics

Physical Defense: 12
Spell Defense: 9
Social Defense: 9

Initiative: 4/D6
Physical Armor: 11
Mystic Armor: 11

Death Rating: 39 (87)*
Wound Threshold: 13

Recovery Tests: 4
Knockdown: 9/D8+D6**

Unconsciousness Rating: 32 (68)*

* These values have been modified for blood magic.
 ** Thront knows the Wound Balance talent.

Combat Movement: 32

Full Movement: 64

Karma Points: 20

Karma Step: 3/D4

Archer Talents (Knacks)

Direction Arrow^D (6): 12/2D10
 First Impression (3): 8/2D6
 Flame Arrow^D (3): 10/D10+D6 (Fire Arrow)
 Missile Weapons (6): 13/D12+D10 (Placed Shot)
 Mystic Aim^D (5): 11/D10+D8
 Sprint (5): 12/2D10
 Stopping Aim^D (6): 11/D10+D8
 Throwing Weapons^D (5): 12/2D10
True Shot (5): 12/2D10
 Wound Balance (5): 14/D20+D4

^D Indicates a Discipline talent.
Italicized talents require Karma.

Sky Raider Talents (Knacks)

Air Sailing^D (3): 10/D10+D6
 Avoid Blow^D (6): 13/D12+D10
 Battle Bellow^D (5): 10/D10+D6
 Battle Shout^D (5): 10/D10+D6
Blood Share (Urranum only) (1): 9/D8+D6
 Durability (8/6) (6): 6
 Empathic Sense (Urranum only) (1): 6/D10
 Fence (5): 10/D10+D6
 Fireblood^D (5): 13/D12+D10
 Great Leap^D (5): 12/2D10
 Karma Ritual (6): 6
 Melee Weapons^D (7): 14/D20+D4
 Shield Charge^D (5): 14/D20+D4
 Swift Kick (5): 12/2D10
 Thread Weaving (Sky Weaving)^D (6): 12/2D10 (Talent Linking, Thread Masking)
 Thought Link (Urranum only) (1): 7/D12
 Unarmed Combat^D (5): 12/2D10
 Wind Catcher^D (3): 10/D10+D6

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Acting (4): 9/D8+D6
 Arrow Fletching (4): 9/D8+D6

Knowledge:

Caravan Trade Routes (4): 10/D10+D6
 Gangs of Kratas (4): 10/D10+D6
 Kratas Hideouts and Safehouses (4): 10/D10+D6
 Safehearts Lore (4): 10/D10+D6

General:

Conceal Weapon (4): 11/D10+D8
 Detect Trap (4): 10/D10+D6
 Detect Weapon (4): 10/D10+D6
 Disarm Trap (4): 11/D10+D8
 Disguise (4): 10/D10+D6
 Evaluate (4): 10/D10+D6
 Hunting (4): 11/D10+D8
 Read and Write Language (1): 7/D12
 — Dwarf (Throalic)
 Search (4): 10/D10+D6
 Silent Walk (4): 11/D10+D8
 Speak Language (3): 9/D8+D6
 — Dwarf (Throalic), Obsidiman, Troll
 Streetwise (4): 10/D10+D6
 Tactics (4): 10/D10+D6
 Tracking (4): 10/D10+D6
 Trap Initiative (4): 11/D10+D8
 Wilderness Survival (4): 10/D10+D6

Equipment

Crystal Raider Shield (Phys 3; Myst 3; Init 2; Shatter 19)
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 Troll Sword (Forged +4; Damage 19/D20+2D6)
 Club (Damage 12/2D10)
 Troll Dagger (Damage 12/2D10; Range 9–15–18)
 2 × Bolas (Damage 12/2D10; Range 12–20–24; Entangle 9)
 Net (Size 6; Range 6–10–12; Entangle 12; can't use shield)
 Medium Crossbow (Damage 14/D20+D4; Range 70–140–280)
 Quiver (with 30 medium crossbow bolts)
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1; Climbing^T (1): 7/D12)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Thread Forest Robe (Rank 4; Spellcasting talent rank +1; Spellcasting^T (1): 7/D12, SpellDef +2; Myst 2; Earth Blend 4 times per day; 4 hidden compartments; Thread Weaving (9+number of objects) Test to hide objects, Perception (14) Test to notice hidden objects. Willpower (14) Test with Good result to remove objects)
 Death Cheat Blood Charm (3 Damage Points)
 Cloaksense Brooch
 Adventurer's Kit
 Arrow Fletching Tools
 Disguise Kit
 Forge Tools
 Kelix's Poultice
 Quiet Pouch
 Last Chance Salve
 Whadrya Poison (2 doses)
 Kelia's Antidote (Whadrya; 2 doses)
 Thieves' Picks and Tools

Trail Rations (1 week)

Traveler's Garb

Loot

160 silver pieces (in quiet pouch) hidden in forest robe compartment

Legend Award

725 Legend Points

Notes

Thront possesses the troll Heat Sight racial ability. Thront is Blood Sworn to Urranum and has 4 Permanent Damage Points.

Fourth Circle: Archer: Karma on Dexterity-only Tests; Sky Raider: Karma on Strength-only Tests.

Fifth Circle: Archer: Karma on Perception-only Tests; Sky Raider: Karma on Dexterity-only Tests

URRANUM

Urranum is a Seventh Circle obsidiman Warrior.

Attributes

Dexterity (14): 6/D10

Toughness (23): 9/D8+D6

Willpower (14): 6/D10

Strength (26): 10/D10+D6

Perception (13): 6/D10

Charisma (10): 5/D8

Characteristics

Physical Defense: 11

Spell Defense: 9

Social Defense: 8

Initiative: 5/D8

Physical Armor: 9

Mystic Armor: 8

Death Rating: 44 (116)*

Wound Threshold: 17

Unconsciousness Rating: 37 (93)*

Recovery Tests: 4

Knockdown: 10/D10+D6

* These values have been modified for blood magic.

Combat Movement: 22

Full Movement: 44

Karma Points: 20

Karma Step: 3/D4

Talents (Knacks)

Acrobatic Strike (7): 13/D12+D10

Air Dance (7): 12/2D10*

Anticipate Blow^D (7): 13/D12+D10

Avoid Blow^D (7): 13/D12+D10

Blood Share (Thront only) (1): 10/D10+D6

Down Strike^D (7): 17/D20+D10

Durability (9/7) (8): 8

Earth Skin (7): 16/D20+D8

Empathic Sense (Thront only) (1): 6/D10

Gliding Stride (8): 14/D20+D4

Karma Ritual (7): 7

Life Check^D (7): 16/D20+D8

Melee Weapons^D (8): 14/D20+D4 (Armor Beater, Improvised Weapons)

Missile Weapons (7): 13/D12+D10

Second Attack (7): 13/D12+D10

Swift Kick^D (7): 13/D12+D10

Thread Weaving (War Weaving)^D (7): 13/D12+D10 (Talent Linking, Thread Masking)

Thought Link (Thront only) (1): 7/D12

Throwing Weapons (7): 13/D12+D10

Tiger Spring (7): 7

Unarmed Combat^D (9): 15/D20+D6 (Head Butt, Pin Down)

Wood Skin^D (7): 16/D20+D8

^D Indicates a Discipline talent.

* Talent modified by -1 Initiative penalty.
Italicized talents require Karma.

Skills

Artisan:

Acting (4): 9/D8+D6

Stone Sculpting (4): 9/D8+D6

Knowledge:

Caravan Trade Routes (4): 10/D10+D6

Creature Lore (4): 10/D10+D6

Gangs of Kratas (4): 10/D10+D6

Kratas Hideouts and Safehouses (4): 10/D10+D6

Safehearts Lore (4): 10/D10+D6

General:

Conceal Weapon (4): 10/D10+D6

Detect Trap (4): 10/D10+D6

Detect Weapon (4): 10/D10+D6

Disarm (4): 10/D10+D6

Disarm Trap (4): 10/D10+D6

Disguise (4): 10/D10+D6

Evaluate (4): 10/D10+D6

Fence (4): 9/D8+D6

Hunting (4): 10/D10+D6

Pin (4): 10/D10+D6

Read and Write Language (1): 7/D12

— Dwarf (Throalic)

Rushing Attack (4): 10/D10+D6

Search (4): 10/D10+D6

Silent Walk (4): 10/D10+D6

Speak Language (2): 8/2D6

— Dwarf (Throalic), Obsidiman, Troll

Streetwise (4): 10/D10+D6

Tactics (4): 10/D10+D6

Tracking (4): 10/D10+D6

Trap Initiative (4): 10/D10+D6

Weapon Breaker (4): 14/D20+D4

Wilderness Survival (4): 10/D10+D6

Equipment

Buckler (Phys 1; Shatter 17)

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Fernweave (Phys 2; Myst 3)

Stone Battle-Axe (Forged +4; Damage 20/D20+D8+D6)

Stone Club (Damage 13/D12+D10)

Stone Troll Dagger (Damage 13/D12+D10; Range 9–15–18)

2 × Bolas (Damage 13/D12+D10; Range 12–20–24; Entangle 9)

Net (Size 6; Range 6–10–12; Entangle 12; can't use shield)

Medium Crossbow (Damage 15/D20+D6; Range 70–140–280)

Quiver (with 30 medium crossbow bolts)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1;

Climbing^T (1): 7/D12)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Forest Robe (Rank 4; Spellcasting talent rank +1;

Spellcasting^T (1): 7/D12, SpellDef +2; Myst 2; Earth Blend

4 times per day; 4 hidden compartments; Thread Weaving

(9+number of objects) Test to hide objects, Perception (14)

Test to notice hidden objects. Willpower (14) Test with Good result to remove objects)

Cloaksense Brooch

Adventurer's Kit

Disguise Kit
Forge Tools
Quiet Pouch
Last Chance Salve
Stone Sculpting Tools
Thieves' Picks and Tools
Trail Rations (1 week)
Traveler's Garb
Waterskin

Loot

210 silver pieces (in quiet pouch) hidden in forest robe compartment

Legend Award

1,815 Legend Points

Notes

Urranum possesses the obsidiman racial abilities of Increased Wound Threshold and Natural Armor. Urranum is blood sworn to Thront and has 4 Permanent Damage Points.

Fourth Circle: Karma on Willpower-only Tests; Karma on melee weapons Damage Tests

Fifth Circle: Karma on Dexterity-only Tests

Sixth Circle: Karma on Strength-only Tests

QUEAANA

The current leader of the Silent Shepherds is an ancient elf Named Queaana. Her exact age is unknown but she occasionally speaks as if she knew Hurmon personally; perhaps this is merely pretense on her part. She looks like a small, frail old woman who walks stooped over a cane. She has been known to show surprising speed and strength when needed, however. She rarely goes on jobs these days, but instead leads the clan and instructs the others. She is a tough and ruthless trainer, but treats her students with great affection when not running them through their paces.

Queaana is a Twelfth Circle elf Thief and Eighth Circle Warrior.

Attributes

Dexterity (22): 9/D8+D6
Toughness (14): 6/D10
Willpower (15): 6/D10

Strength (16): 7/D12
Perception (19): 8/2D6
Charisma (15): 6/D10

Characteristics

Physical Defense: 13
Spell Defense: 12
Social Defense: 10

Initiative: 8/2D6
Physical Armor: 11
Mystic Armor: 7

Death Rating: 28 (93)*
Wound Threshold: 10
Unconsciousness Rating: 20 (72)*

Recovery Tests: 4
Knockdown: 7/D12**

* These values have been modified for blood magic.
** Queaana knows the Wound Balance talent.

Combat Movement: 49

Full Movement: 98

Karma Points: 25

Karma Step: 4/D6

Thief Talents (Knacks)

Astral Pocket^D (12): 20/D20+D8+D6
Avoid Blow^D (15): 24/D20+D12+D10*
Climbing (11): 20/D20+D8+D6

Conceal Weapon^D (12): 21/D20+D10+D6
Detect Trap (12): 20/D20+D8+D6
Detect Weapon (12): 20/D20+D8+D6
Disarm Trap^D (12): 21/D20+D10+D6
Disguise Self (12): 20/D20+D8+D6
Durability (5/4) (13): 13
Karma Ritual (12): 12
Leadership (12): 18/D20+D12
Lock Picking^D (12): 21/D20+D10+D6
Lock Sense^D (12): 20/D20+D8+D6
Melee Weapons (13): 22/D20+D10+D8
Missile Weapons (12): 21/D20+D10+D6
Quickblade (12): 21/D20+D10+D6
Ritual of the Ghostmaster^D (12): 20/D20+D8+D6
Sense Poison^D (12): 20/D20+D8+D6
Silent Walk^D (15): 24/D20+D12+D10* (Shadow Hide)
Sprint (12): 21/D20+D10+D6
Surprise Strike^D (13): 20/D20+D8+D6
Thread Weaving (Thief Weaving)^D (12): 20/D20+D8+D6 (Thread Masking, Unraveling)
Throwing Weapons^D (12): 21/D20+D10+D6 (Improvised Missiles, Lightning Throw, Placed Throw)
Trap Initiative^D (12): 21/D20+D10+D6
Wound Balance (12): 19/D20+2D6

^D Indicates a Discipline talent.
Italicized talents require Karma.
* Talents modified by Avoid Blow and Silent Walk rank +3 from Thread Espagra Boots.

Warrior Talents

Acrobatic Strike (8): 17/D20+D10
Air Dance (8): 16/D20+D8*
Anticipate Blow^D (8): 16/D20+D8
Cobra Strike^D (8): 16/D20+D8*
Down Strike^D (8): 15/D20+D6
Earth Skin (8): 14/D20+D4
Gliding Stride (8): 17/D20+D10
Life Check^D (8): 14/D20+D4
Second Attack (8): 17/D20+D10
Spirit Strike^D (8): 14/D20+D4
Swift Kick^D (8): 17/D20+D10
Tiger Spring (8): 8
Unarmed Combat^D (8): 17/D20+D10
Wood Skin^D (8): 14/D20+D4

^D Indicates a Discipline talent.
Italicized talents require Karma.
* Talents modified by -1 Initiative penalty.

Skills

Artisan:

Acting (6): 12/2D10
Wood Sculpture (7): 13/D12+D10

Knowledge:

Creature Lore (5): 13/D12+D10
Gangs of Kratas (6): 14/D20+D4
Legends and Heroes (5): 13/D12+D10
Kratas Hideouts and Safehouses (6): 14/D20+D4
Safehearts Lore (6): 14/D20+D4
Silent Shepherds Lore (9): 17/D20+D10

General:

Hunting (5): 14/D20+D4
Read and Write Language (2): 10/D10+D6
— Dwarf (Throalic), *Sperethiel*
Search (6): 14/D20+D4
Speak Language (2): 10/D10+D6
— Dwarf (Throalic), *Sperethiel*
Streetwise (6): 14/D20+D4

Tracking (5): 13/D12+D10
Wilderness Survival (5): 13/D12+D10

Equipment

Thread Buckler (Rank 3; Phys 3; Myst 1; Shatter 17)
Espagra-Scare Cloak (Phys 3; Myst 1; Init 0/1)
Thread Leather (Rank 4; Phys 5; Myst 3)
Shepherd's Crook (Forged +5; Damage 17/D20+D10; w/metal blade; Climbing Tests +2 bonus when using the crook)
Dagger (Damage 9/D8+D6; Range 9–15–18)
Polished Cane (Damage 10/D10+D6; Improvised Weapon)
12 × Throwing Daggers (Damage 9/D8+D6; Range 15–25–35s)
2 × Hawk Hatchets (Damage 11/D10+D8; Range 24–40–48)
Thread Longbow (Rank 3; Damage 14/D20+D4; Range 80–160–320)
Quiver (with 40 longbow arrows)
Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)
Astral-Sensitive Eye (2 Damage Points)
Orichalcum Pledge Coin (3 Damage Points)
Cloaksense Brooch
Adventurer's Kit
Climbing Kit
Forge Tools
Light Quartz Lantern
Quiet Pouch
Wood Sculpting Tools
2 × Smoke Bombs
Trail Rations (1 week)
Traveler's Garb

Loot

150 gold pieces (in quiet pouch)

Legend Award

43,225 Legend Points

Notes

Queaana possesses the elf Low-Light Vision racial ability. Queaana did not take the 2 permanent Damage Points and does not possess the Evaluate Item ability at Eighth Circle Thief.

Fourth Circle: Thief: Thieves' Tongue (1 Damage Point); Warrior: Karma on Willpower-only Tests
Fifth Circle: Thief: Karma on Perception-only Tests; Warrior: Karma on Dexterity-only Tests
Sixth Circle: Thief: Karma on Dexterity-only Tests; Warrior: Karma on Strength-only Tests
Seventh Circle: Thief: +1 Physical Defense; Warrior: Karma on melee weapons Damage Tests
Eighth Circle: Karma on unarmed combat Damage Tests
Ninth Circle: Karma on Recovery Tests; +1 Spell Defense
Tenth Circle: +1 Recovery Test/day; +1 Social Defense
Eleventh Circle: +1 Physical and Spell Defense
Twelfth Circle: Shadowcloak (2 Damage Points); +1 Social Defense

ROOLAN

Number two in the organization is a charming dwarf Named Roolan. He is a master of disguise, and has a chameleon-like ability to blend into any crowd, whether it is the most brutal street gang in Kratas, or the highest society affair in the Theran quarter of Vivane. He is an avid student of languages and accents as well. It is he who most often handles negotiations with clients. Roolan is an Eighth Circle dwarf Thief and Fifth Circle Illusionist.

Attributes

Dexterity (16): 7/D12
Toughness (14): 6/D10
Willpower (15): 6/D10
Strength (13): 6/D10
Perception (18): 7/D12
Charisma (16): 7/D12

Characteristics

Physical Defense: 10
Spell Defense: 12
Social Defense: 11
Initiative: 6/D10
Physical Armor: 8
Mystic Armor: 8

Death Rating: 29 (79)*
Wound Threshold: 10
Unconsciousness Rating: 21 (61)*

These values have been modified for blood magic.

Combat Movement: 28
Karma Points: 25
Full Movement: 56
Karma Step: 4/D6

Illusionist Talents (Knacks)

Dead Fall^D (5): 11/D10+D8
False Sight^D (5): 5
Read and Write Language (5): 12/2D10
—Human, Or'zet, Sperethiel, Theran, T'skrang
Read and Write Magic^D (5): 12/2D10
Speak Language (7): 14/D20+D4
—Human, Or'zet, Sperethiel, Theran, Troll, T'skrang
Windling
Spellcasting^D (6): 13/D12+D10*
Spell Matrix (5): 5
Spell Matrix (5): 5
Spell Matrix (5): 5
Spell Matrix (5): 5
Thread Weaving (Illusionism)^D (6): 13/D12+D10 (Thread Masking, Unraveling)
Willforce (5): 11/D10+D8

^D Indicates a Discipline talent.

* Talent modified by Spellcasting rank +1 from Thread Forest Robe.

Thief Talents (Knacks)

Avoid Blow^D (11): 18/D20+D12*
Climbing (8): 15/D20+D6
Detect Trap (8): 15/D20+D6
Detect Weapon (8): 15/D20+D6
Disarm Trap^D (8): 15/D20+D6
Disguise Self (8): 15/D20+D6
Durability (5/4) (10): 10
Fence^D (9): 16/D20+D8 (Covet Item)
Karma Ritual (8): 8
Lock Picking^D (8): 15/D20+D6
Lock Sense^D (8): 15/D20+D6
Melee Weapons (9): 16/D20+D8
Missile Weapons (8): 15/D20+D6
Silent Walk^D (12): 19/D20+2D6* (Shadow Hide)
Slough Blame (8): 15/D20+D6
Surprise Strike^D (8): 14/D20+D4
Throwing Weapons^D (10): 17/D20+D10 (Improvised Missiles,

Lightning Throw, Placed Throw)
Trap Initiative^D (8): 15/D20+D6

^D Indicates a Discipline talent.

Italicized talents require Karma.

* Talents modified by Avoid Blow and Silent Walk rank +3 from Thread Espagra Boots.

Skills

Artisan:

Acting (5): 12/2D10

Dancing (5): 12/2D10

Robe Embroidery (5): 12/2D10

Knowledge:

Court Dancing (5): 12/2D10

Creature Lore (5): 12/2D10

Gangs of Kratas (5): 12/2D10

Kratas Hideouts and Safehouses (5): 12/2D10

Negotiation (5): 12/2D10

Safehearts Lore (5): 12/2D10

Silent Shepherds Lore (6): 13/D12+D10

General:

Conversation (5): 12/2D10

Etiquette (5): 12/2D10

Evaluate (5): 12/2D10

First Impression (5): 12/2D10

Haggle (5): 12/2D10

Hunting (5): 12/2D10

Mimic Voice (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (5): 12/2D10

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (6): 13/D12+D10

Tracking (5): 12/2D10

Trading (5): 12/2D10

Wilderness Survival (5): 12/2D10

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Shepherd's Crook (Forged +5; Damage 17/D20+D10; w/metal blade; +2 bonus to Climbing Tests when using the crook)

Dagger (Damage 9/D8+D6; Range 9–15–18)

10 × Throwing Daggers (Damage 9/D8+D6; Range 15–25–35)

2 × Hawk Hatchets (Damage 11/D10+D8; Range 24–40–48)

Thread Longbow (Rank 3; Damage 14/D20+D4; Range 80–160–320)

Quiver (with 40 longbow arrows)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)

Thread Forest Robe (Rank 4; Spellcasting talent rank +1; SpellDef +2; Myst 2; Earth Blend 4 times per day; 4 hidden compartments; Thread Weaving (9+number of objects) Test to hide objects, Perception (14) Test to notice hidden objects. Willpower (14) Test with Good result to remove objects)

Death Cheat Blood Charm (3 Damage Points)

Victim's used Death Cheat Blood Charm (worn as necklace;

Roolan claims it as his own)

Cloaksense Brooch

Adventurer's Kit

Climbing Kit

Embroidered Robe

Embroidery Tools

Grimoire

Hambrell's Contract

3 × Healing Potions

Quiet Pouch

2 × Smoke Bombs

Trail Rations (1 week)

Traveler's Garb

Writing Kit

Spells

Astral Sense Illusionism, Bellow of the Thundras, Best Face, Catseyes, Circle of Well Being, Conceal Tracks, Detect Illusionism Magic, Dispel Illusionism Magic, Displace Image, Encrypt M, Enter and Exit, Ephemeral Bolt M, Light, Multi-Missile, Noble Manner M, Nobody Here, Rope Guide, Send Message, Stop Right There M, Switch, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

M Denotes a spell currently in a Spell Matrix.

Loot

550 silver pieces (in quiet pouch)

Legend Award

6,910 Legend Points

Notes

Roolan possesses the dwarf Heat Sight racial ability.

Fourth Circle: Illusionist: Glamour (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point).

Fifth Circle: Illusionist/Thief: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests

Seventh Circle: +1 Physical Defense

Eighth Circle: Evaluate Item (2 Damage Points)

XELLIANA

The best assassin of the shepherds is a Ninth Circle human Archer and Third Circle Elementalist Named Xelliana. She is incredibly patient and will lie in wait for a target for days. She prides herself on being able to take out most targets with a single shot. Xelliana has designed and constructed the Arrows of the Assassins, which she uses on particularly difficult assignments.

Attributes

Dexterity (20): 8/2D6

Toughness (10): 5/D8

Willpower (16): 7/D12

Strength (13): 6/D10

Perception (19): 8/2D6

Charisma (14): 6/D10

Characteristics

Physical Defense: 13

Spell Defense: 15

Social Defense: 8

Initiative: 7/D12

Physical Armor: 8

Mystic Armor: 8

Death Rating: 31 (91)

Wound Threshold: 8

Unconsciousness Rating: 22 (72)

Recovery Tests: 3

Knockdown: 6/D10*

* Xelliana knows the Wound Balance talent.

Combat Movement: 40

Full Movement: 80

Karma Points: 40

Karma Step: 5/D8 Archer

Talents (Knacks)

Avoid Blow (12): 20/D20+D8+D6^{*}
 Bank Shot^D (9): 17/D20+D10 (Backbiter)
 Call Arrow^D (9): 17/D20+D10
 Dead Fall (5): 12/2D10^V
 Detect Trap (5): 13/D12+D10^V
Disguise Self (5): 13/D12+D10^V
 Direction Arrow^D (10): 18/D20+D12
 Disarm Trap (5): 13/D12+D10^V
 Durability (6/5) (10): 10
 Eagle Eye^D (10): 18/D20+D12
 Flame Arrow^D (10): 17/D20+D10 (Spirit Flame)
 Karma Ritual (9): 9
 Lock Sense (5): 13/D12+D10^V
 Melee Weapons (8): 16/D20+D8
 Missile Weapons (10): 18/D20+D12 (Extend Range, Placed Shot)
 Mystic Aim^D (10): 18/D20+D12
 Silent Walk (12): 20/D20+D8+D6^{*}
 Sprint (6): 14/D20+D4
 Stopping Aim^D (10): 16/D20+D8
 Thread Weaving (Arrow Weaving)^D (9): 17/D20+D10 (Thread Masking, Unraveling)
 Throwing Weapons^D (9): 17/D20+D10
 Tracking (5): 13/D12+D10^V
True Shot (8): 16/D20+D8
 Versatility (6): 6
 Wound Balance (7): 13/D12+D10

^D Indicates a Discipline talent.

^{*} Italicized talents require Karma.

^V Indicates a talent learned through Versatility.

^{*} Talents modified by Avoid Blow and Silent Walk rank +3 from Thread Espagra Boots.

Elementalist Talents (Knacks)

Air Speaking^D (3): 11/D10+D8
 Fire Heal^D (3): 10/D10+D6
 Read and Write Language (1): 9/D8+D6
 — Human
 Read and Write Magic^D (3): 11/D10+D8
 Spellcasting^D (4): 12/2D10^{*}
 Spell Matrix (3): 3
 Spell Matrix (3): 3
 Spell Matrix (3): 3
 Thread Weaving (Elementalism)^D (4): 12/2D10 (Weave Element)

^D Indicates a Discipline talent.

^{*} Talent modified by Spellcasting rank +1 from Thread Forest Robe.

Skills

Artisan:

Acting (5): 11/D10+D8
 Arrow Fletching (5): 11/D10+D8
 Robe Embroidery (2): 8/2D6

Knowledge:

Creature Lore (5): 13/D12+D10
 Gangs of Kratas (5): 13/D12+D10
 Kratas Hideouts and Safehouses (5): 13/D12+D10
 Alchemy and Potions (5): 13/D12+D10
 Safehearts Lore (5): 13/D12+D10
 Silent Shepherds Lore (6): 14/D20+D4

General:

Alchemy (5): 13/D12+D10
 Climbing (5): 13/D12+D10
 Conceal Weapon (5): 13/D12+D10
 Detect Weapon (5): 13/D12+D10
 Great Leap (5): 13/D12+D10
 Hunting (5): 13/D12+D10

Lock Picking (5): 13/D12+D10
 Read and Write Language (1): 9/D8+D6
 — Dwarf (Throalic)
 Search (5): 13/D12+D10
 Speak Language (2): 10/D10+D6
 — Dwarf (Throalic), Human
 Streetwise (5): 13/D12+D10
 Surprise Strike (5): 11/D10+D8
 Swimming (5): 11/D10+D8
 Trap Initiative (5): 13/D12+D10
 Wilderness Survival (5): 13/D12+D10

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 Shepherd's Crook (Forged +5; Damage 16/D20+D8; w/metal blade; Climbing Tests +2 bonus when using the crook)
 Dagger (Damage 8/2D6; Range 9–15–18)
 2 × Hawk Hatchets (Damage 10/D10+D6; Range 24–40–48)
 Thread Elven Warbow Named Warbow of the Assassin (Rank 4; Forged +5; Damage 19/D20+2D6 Range 100–200–400 ; 2 Strain Points to extend range to 150–300–600 for a single shot.)
 Quiver (with 20 warbow arrows and 20 Arrows of the Assassins; Range 150–300–600 ; 2 Strain Points to extend range to 225–450–900 for a single shot)
 Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)
 Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)
 Thread Forest Robe (Rank 4; Spellcasting talent rank +1; SpellDef +2; Myst 2; Earth Blend 4 times per day; 4 hidden compartments; Thread Weaving (9+number of objects) Test to hide objects, Perception (14) Test to notice hidden objects; Willpower (14) Test with Good result to remove objects)
 Cloaksense Brooch
 Adventurer's Kit
 Arrow Fletching Tools
 Climbing Kit
 Embroidered Robe
 Embroidery Tools
 Forge Tools
 Grimoire
 Quiet Pouch
 2 × Smoke Bombs
 Shadowmant Poison (3 doses)
 Remis Berries Poison (3 doses)
 Kelia's Antidote (Shadowmant; 3 doses)
 Kelia's Antidote (Remis Berries; 3 doses)
 Thieves' Picks and Tools
 Trail Rations (1 week)
 Traveler's Garb
 Alchemy Kit (at the Bolthole)

Spells

Air Armor^M, Astral Sense Elementalism, Crunch Climb, Detect Elementalism Magic, Dispel Elementalism Magic, Earth Blend, Flameweapon, Gills, Hunter's Sense^M, Ice Spear^M, Moonglow, Plant Feast, Purify Water, Repair, Resist Cold, Resist Fire, Smoke Cloud

^M Denotes a spell currently in a Spell Matrix.

Loot

580 silver pieces (in quiet pouch) and 5 True air kernels (in an orichalcum box) hidden in forest robe compartment

Legend Award

2,125 Legend Points

Notes

Xelliana possesses the human Versatility racial ability.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: +1 Physical Defense

Seventh Circle: Karma on missile weapons Damage Tests

Eighth Circle: +1 Spell Defense

Ninth Circle: Karma on Recovery Tests; +1 Recovery Test/day

S'LANNTHASH

S'lanntash is a middle-aged t'skrang non-adept.

Attributes

Dexterity (10): 5/D8

Toughness (11): 5/D8

Willpower (9): 4/D6

Strength (9): 4/D6

Perception (12): 5/D8

Charisma (11): 5/D8

Characteristics

Physical Defense: 6

Spell Defense: 7

Social Defense: 7

Initiative: 5/D8

Physical Armor: 0

Mystic Armor: 0

Death Rating: 32

Wound Threshold: 8

Unconsciousness Rating: 24

Recovery Tests: 2

Knockdown: 4/D6

Combat Movement: 20

Full Movement: 40

Skills

Artisan:

Singing (1): 6/D10

Storytelling (1): 6/D10

Knowledge:

Legends and Heroes (2): 7/D12

Gangs of Kratas (3): 8/2D6

Safehearts Lore (3): 8/2D6

General:

Conversation (4): 9/D8+D6

Melee Weapons (1): 6/D10

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Speak Language (5): 10/D10+D6

—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, T'skrang

Streetwise (3): 8/2D6

Unarmed Combat (2): 7/D12

Equipment

Dagger (Damage 6/D10; Tail Damage 5/D8; Range 9–15–18)

Club (Damage 7/D12)

Sap (Damage 5/D8)

Belt Pouch

Traveler's Garb

Loot

25 silver pieces (in belt pouch)

Legend Award

40 Legend Points

Notes

S'lanntash possesses the t'skrang Tail Attack (4/D6) racial ability.

SOLITERIS

Soliteris is a retired Sixth Circle Troubadour.

Attributes

Dexterity (13): 6/D10

Toughness (9): 4/D6

Willpower (12): 5/D8

Strength (11): 5/D8

Perception (19): 8/2D6

Charisma (16): 7/D12

Characteristics

Physical Defense: 7

Spell Defense: 10

Social Defense: 11

Initiative: 6/D10

Physical Armor: 6

Mystic Armor: 4

Death Rating: 28 (64)

Wound Threshold: 7

Unconsciousness Rating: 19 (49)

Recovery Tests: 2

Knockdown: 5/D8

Combat Movement: 28

Full Movement: 56

Karma Points: 25

Karma Step: 4/D6

Talents (Knacks)

Disguise Self^D (6): 14/D20+D4

Durability (6/5) (6): 6

Emotion Song^D (7): 14/D20+D4 (Epic, Telling the Tale)

Empathic Sense^D (6): 13/D12+D10

Engaging Banter^D (6): 13/D12+D10

First Impression (6): 13/D12+D10

Haggle (6): 13/D12+D10

Item History (6): 14/D20+D4

Karma Ritual (6): 6

Melee Weapons (7): 13/D12+D10

Mimic Voice^D (6): 14/D20+D4 (Mimic Music)

Read and Write Language^D (6): 14/D20+D4

—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang

Resist Taunt^D (6): 11/D10+D8

Speak Language^D (6): 14/D20+D4

—Human, *Or'zet*, Theran, Troll, T'skrang, Windling

Taunt (6): 13/D12+D10

Thread Weaving (Story Weaving)^D (6): 14/D20+D4 (Thread Masking)

Throwing Weapons (6): 12/2D10

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Storytelling (4): 11/D10+D8

Knowledge:

Gangs of Kratas (3): 11/D10+D8

Kratas History (4): 12/2D10

Legends and Heroes (4): 12/2D10

Passion Lore (3): 11/D10+D8

Safehearts Lore (4): 12/2D10

Scourge History (5): 13/D12+D10

General:

Conversation (4): 11/D10+D8

Read and Write Language (1): 9/D8+D6

—Dwarf (Throalic)
 Speak Language (2): 10/D10+D6
 —Dwarf (Throalic), *Sperethiel*
 Streetwise (4): 12/2D10

Equipment

Buckler (Phys 1; Shatter 17)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 2 × Bolas (Damage 8/2D6; Range 12–20–24; Entangle 9)
 Broadsword (Forged +2; Damage 11/D10+D8)
 Dagger (Damage 7/D12; Range 9–15–18)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Adventurer's Kit
 Cloaksense Brooch
 Elfweave Robe
 Quiet Pouch
 Trail Rations (1 week)
 Wealthy Traveler's Garb
 Writing Kit

Loot

190 silver pieces (in quiet pouch)

Legend Award

455 Legend Points

Notes

Soliteris possesses the elf Low-Light Vision racial ability.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Charisma-only Tests

MADAME VENIAH INDIRIJAN

Madame Veniah Indirijan is an Fourth Circle elf Illusionist and Third Circle Elementalist and former slave whose beauty is sung far beyond Kratas.

Attributes

Dexterity (16): 7/D12
Toughness (11): 5/D8
Willpower (16): 7/D12

Strength (13): 6/D10
Perception (16): 7/D12
Charisma (19): 8/2D6

Characteristics

Physical Defense: 9
Spell Defense: 9
Social Defense: 12

Initiative: 6/D10
Physical Armor: 8
Mystic Armor: 4

Death Rating: 30 (50)*
Wound Threshold: 8

Recovery Tests: 2
Knockdown: 6/D10**

Unconsciousness Rating: 22 (37)*

* These values have been modified for blood magic.
 Veniah knows the Wound Balance skill.

Combat Movement: 34

Full Movement: 68

Karma Points: 21

Karma Step: 4/D6

Elementalist Talents (Knacks)

Air Speaking^D (3): 10/D10+D6
 Elemental Tongues^D (4): 11/D10+D8
 Fire Heal^D (3): 10/D10+D6
 Thread Weaving (Elementalism)^D (4): 11/D10+D8 (Weave Element)

^D Indicates a Discipline talent.

Illusionist Talents (Knacks)

Dead Fall^D (4): 11/D10+D8
 Disguise Self^D (4): 11/D10+D8
 Durability (4/3) (5): 5
 Karma Ritual (4): 4
 Read and Write Language (4): 11/D10+D8
 —Human, Maracian, *Sperethiel*, Theran
 Read and Write Magic^D (4): 11/D10+D8
 Speak Language (4): 11/D10+D8
 —Human, Maracian, Theran, Troll
 Spellcasting^D (6): 13/D12+D10 (Name Spell, Signature Spells)
 Spell Matrix (4): 4
 Spell Matrix (4): 4
 Spell Matrix (4): 4
 Spell Matrix (4): 4
 Thread Weaving (Illusionism)^D (5): 12/2D10 (Thread Masking, Unraveling)

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (3): 11/D10+D8
 Dancing (3): 11/D10+D8
 Robe Embroidery (3): 11/D10+D8
 Sail Embroidery (2): 10/D10+D6

Knowledge:

Court Dancing (3): 10/D10+D6
 Gangs of Kratas (3): 10/D10+D6
 Marac History (4): 11/D10+D8
 Safehearths Lore (3): 10/D10+D6
 Theran History (4): 11/D10+D8

General:

Air Sailing (2): 9/D8+D6
 Climbing (2): 9/D8+D6
 Conversation (3): 11/D10+D8
 Engaging Banter (3): 11/D10+D8
 Etiquette (3): 11/D10+D8
 False Shackles (3): 10/D10+D6



First Impression (3): 11/D10+D8
 Flirting (3): 11/D10+D8
 Great Leap (2): 9/D8+D6
 Haggle (3): 11/D10+D8
 Melee Weapons (2): 9/D8+D6
 Mimic Voice (1): 8/2D6
 Read and Write Language (1): 8/2D6
 —Dwarf (Throalic)
 Rhetoric (2): 9/D8+D6
 Seduction (3): 11/D10+D8
 Shackle Shrug (3): 10/D10+D6
 Speak Language (2): 9/D8+D6
 —Dwarf (Throalic), *Sperethiel*
 Streetwise (3): 10/D10+D6
 Surprise Strike (2): 8/2D6
 Wound Balance (2): 8/2D6

Equipment

Thread Hardened Leather (Rank 4; Phys 8; Myst 2; Init 1)
 Broadsword (Forged +1; Damage 12/2D10)
 Dagger (Damage 8/2D6; Range 9–15–18)
 Whip (Damage 9/D8+D6; Entangle 9)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Adventurer's Kit
 Cloaksense Brooch
 Disguise Kit (with expensive cosmetics)
 Embroidered Elfweave Robe
 2 × Embroidery Tools
 Healing Potion
 Quiet Pouch
 2 × Grimoires
 Rope (6 yards)
 Trail Rations (1 week)
 Wealthy Traveler's Garb

Elementalism Spells

Air Armor, Air Mattress, Astral Sense Elementalism, Crunch Climb, Detect Elementalism Magic, Dispel Elementalism Magic, Earth Blend, Earth Darts, Flameweapon, Heat Food, Moonglow, Plant Feast, Purify Water, Repair, Resist Cold, Sky Lattice^M, Smoke Cloud^M, Sterilize Object, Stick Together

^M Denotes a spell currently in a Spell Matrix.

Illusionism Spells

Astral Sense Illusionism, Assuring Touch^M, Bellow of the Thundras, Best Face, Bleeding Edge, Detect Illusionism Magic, Disaster, Dispel Illusionism Magic, Displace Image, Ephemeral Bolt^M, Great Weapon, Nobody Here, Rope Guide, Suffocation, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

^M Denotes a spell currently in a Spell Matrix.

Loot

110 silver pieces (in quiet pouch); silver earrings, rings, and necklace worth 750 silver pieces

Legend Award

570 Legend Points

Notes

Veniah possesses the elf Low-Light Vision racial ability. Veniah has a Sky Lattice cast on the Purple Barque for extra stability (1 Damage Point). Veniah has an alternate version of the Smoke Cloud spell modified by her Signature Spell talent

knack to appear as a fog instead. She has Named the spell on the hull of the Purple Baroque. She has healed the Blood Wound with a Healing Potion and has a runic scar.

Fourth Circle: Glamour (1 Damage Point)



THE HAMMERSING

The following characters appear in the **The Hammersing** chapter of the **Kratas: The City of Thieves** sourcebook.

KRUGMAAR

Attributes

Dexterity (13): 6/D10
Toughness (20): 8/2D6
Willpower (16): 7/D12

Strength (22): 9/D8+D6
Perception (15): 6/D10
Charisma (10): 5/D8

Characteristics

Physical Defense: 7
Spell Defense: 9
Social Defense: 8

Initiative: 4/D6
Physical Armor: 15
Mystic Armor: 10

Death Rating: 36 (90)^{*}

Recovery Tests: 4

Wound Threshold: 16

Knockdown: 9/D8+D6

Unconsciousness Rating: 28 (73)^{*}

^{*} These values have been modified for blood magic.

Combat Movement: 20

Full Movement: 40

Karma Points: 20

Karma Step: 3/D4

Talents (Knacks)

Abate Curse^D (8): 15/D20+D6
 Avoid Blow (8): 14/D20+D4
 Conceal Weapon (8): 14/D20+D4
 Detect Weapon^D (8): 14/D20+D4
 Disarm (8): 14/D20+D4
 Durability (6/5) (9): 9
 Forge Blade^D (9): 15/D20+D6 (Forge Arrow)
 Haggle^D (8): 13/D12+D10 (Here's the Deal)
 Improve Blade^D (8): 14/D20+D4
 Karma Ritual (8): 8
 Leadership (8): 13/D12+D10
 Melee Weapons (9): 15/D20+D6
 Read and Write Language (8): 14/D20+D4
 —Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling
 Read and Write Magic (3): 9/D8+D6
 Speak Language (7): 13/D12+D10
 —Human, *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling
 Spot Armor Flaw^D (8): 14/D20+D4
 Steel Thought^D (8): 15/D20+D6
 Temper Other^D (8): 15/D20+D6
 Temper Self^D (8): 15/D20+D6
 Thread Weaving (Thread Smithing)^D (9): 15/D20+D6 (Create Thread Item, Talent Linking, Thread Masking, Weave Element)
 Warp Missile^D (8): 14/D20+D4
 Weapon History^D (9): 15/D20+D6

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Weapon Runic Carving (4): 10/D10+D6

Knowledge:

Alchemy and Potions (5): 11/D10+D8

Blood Magic Lore (5): 11/D10+D8

Blood Steel Forge Lore (6): 12/2D10

Forge Administration (4): 10/D10+D6

Hammersing Lore (4): 10/D10+D6

Negotiation (4): 10/D10+D6

General:

Alchemy (5): 11/D10+D8

Conversation (4): 9/D8+D6

Etiquette (4): 9/D8+D6

Evaluate (4): 10/D10+D6

Fence (4): 9/D8+D6

First Impression (4): 9/D8+D6

Read and Write Language (1): 7/D12

— Dwarf (Throalic)

Research (4): 10/D10+D6

Speak Language (2): 8/2D6

— Dwarf (Throalic), Obsidiman

Streetwise (4): 10/D10+D6

Trading (4): 9/D8+D6

Equipment

Thread Crystal Buckler (Rank 4; Phys 4; Myst 4; Shatter 17)

Blood Pebble (Phys 5; Myst 3; Init 1; 4 Damage Points)

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Troll Dagger (Forged +1; Damage 13/D12+D10 ; Range 9–15–18)

Thread Crystal Battle-Axe (Rank 4; Forged +4; Damage 23/D20+2D10)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Desperate Blow Charm (3 Damage Points)

Clpaksense Brooch

Adventurer's Kit



Weapon Runic Carving Tools

Forge Tools

Hambrell's Contracts

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Alchemy Lab (at Blood Steel Forge)

Loot

420 silver pieces (in quiet pouch), 2,000 silver pieces stashed at the Blood Steel Forge and other hiding spots

Legend Award

1,850 Legend Points

Notes

Krugmaar possesses the obsidiman Increased Wound Threshold and Natural Armor racial abilities.

Fourth Circle: Evaluate Weapon (1 Damage Point)

Fifth Circle: Karma on Dexterity-only Tests

Sixth Circle: Karma on Perception-only Tests

Seventh Circle: Karma on Willpower-only Tests

Eighth Circle: +1 Spell Defense

GLINDELLA

Glindella is a Ninth Circle human Weaponsmith and Seventh Circle Thief.

Attributes

Dexterity (18): 7/D12

Toughness (12): 5/D8

Willpower (13): 6/D10

Strength (11): 5/D8

Perception (16): 7/D12

Charisma (14): 6/D10

Characteristics

Physical Defense: 14

Spell Defense: 10

Social Defense: 8

Initiative: 6/D10

Physical Armor: 8

Mystic Armor: 5

Death Rating: 31 (81)*

Wound Threshold: 9

Unconsciousness Rating: 23 (63)*

* These values have been modified for blood magic.

Combat Movement: 36

Full Movement: 72

Karma Points: 40

Karma Step: 5/D8

Thief Talents (Knacks)

Armored Matrix (4): 4^v

Avoid Blow^D (10): 17/D20+D10

Climbing (8): 15/D20+D6*

Detect Trap (7): 14/D20+D4

Detect Weapon (10): 17/D20+D10

Disarm Trap^D (7): 14/D20+D4

Disguise Self (7): 14/D20+D4

Durability (5/4) (10): 10

Karma Ritual (10): 10

Fast Hand^D (7): 14/D20+D4

Fence^D (9): 15/D20+D6 (Covet Item)

Lock Picking^D (7): 14/D20+D4

Lock Sense^D (7): 14/D20+D4

Melee Weapons (10): 17/D20+D10

Picking Pockets^D (7): 14/D20+D4

Silent Walk^D (8): 15/D20+D6 (Shadow Hide)

Spell Matrix (4): 4^v
 Spell Matrix (4): 4^v
 Spell Matrix (4): 4^v
 Surprise Strike^D (9): 14/D20+D4**
 Throwing Weapons^D (8): 15/D20+D6 (Improvised Missiles, Lightning Throw, Pin Up, Placed Shot)
 Thread Weaving (Thief Weaving)^D (5): 12/2D10 (Thread Masking)
 Trap Initiative^D (7): 14/D20+D4
 Versatility (5): 5
 Willforce (4): 10/D10+D6^v

^D Indicates a Discipline talent.

Italicized talents require Karma.

^v Indicates a talent learned through Versatility.

^{*} Talent modified by +1 rank bonus from Thread Boots.

^{**} Talent modified by +1 rank bonus from Thread Flight Dagger of the Cutthroat.

Weaponsmith Talents (Knacks)

Abate Curse^D (9): 15/D20+D6
 Conceal Weapon (7): 14/D20+D4
 Disarm (9): 16/D20+D8
 Enhanced Matrix (3): 3
 Forge Blade^D (9): 16/D20+D8
 Haggle^D (9): 15/D20+D6 (Faulty Goods, Here's the Deal)
 Improve Blade^D (9): 16/D20+D8
 Leadership (9): 15/D20+D6
 Read and Write Language (8): 15/D20+D6
 —Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling
 Read and Write Magic (4): 11/D10+D8
 Speak Language (7): 14/D20+D4
 —Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling
 Spellcasting (4): 11/D10+D8
 Spot Armor Flaw^D (9): 16/D20+D8
 Steel Thought^D (9): 15/D20+D6
 Temper Other^D (9): 15/D20+D6
 Temper Self^D (9): 15/D20+D6
 Thread Weaving (Elementalism) (5): 12/2D10 (Unraveling, Weave Element)
 Thread Weaving (Thread Smithing)^D (8): 15/D20+D6 (Create Thread Item, Talent Linking)
 Warp Missile^D (9): 16/D20+D8
 Weapon History^D (9): 16/D20+D8

^D Indicates a Discipline talent.

Italicized talents require Karma.

Skills

Artisan:

Robe Embroidery (1): 7/D12
 Weapon Runic Carving (5): 11/D10+D8

Knowledge:

Alchemy and Potions (5): 12/2D10
 Ancient Daggers and Knives (5): 12/2D10
 Dagger and Knife Lore (6): 13/D12+D10
 Daggerwrights Lore (6): 13/D12+D10
 Force of the Eye Lore (5): 12/2D10
 Gangs of Kratas (4): 11/D10+D8
 Hammersing Lore (5): 12/2D10
 Magic Lore (1): 8/2D6
 Magical Theory (1): 8/2D6
 Metallurgy (5): 12/2D10

General:

Alchemy (5): 12/2D10
 Evaluate (5): 12/2D10
 Read and Write Language (1): 8/2D6

—Dwarf (Throalic)
 Research (5): 12/2D10
 Speak Language (2): 9/D8+D6
 —Dwarf (Throalic), Human
 Streetwise (5): 12/2D10
 Trading (5): 11/D10+D8

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 Broadsword (Forged +3; Damage 13/D12+D10)
 8 × Night-Black Daggers (Forged +1; Damage 8/2D6; Range 9–15–18; Conceal Weapon Tests +1 bonus when wearing dark colored clothes)
 Thread Flight Dagger of the Cutthroat (Rank 5; Forged +1; Damage 12/2D10; Range 21–35–42; Throwing Weapons Tests +2 bonus; Conceal Weapon Tests +1 bonus; +2 bonus when wearing dark colored clothes; Surprise Strike rank bonus +1; Weaponback; 1 Damage Point, 2 Strain Points to activate; 8 rounds duration; Will +6 Effect step)
 Thread Hook Hatchet (Rank 4; Forged +3; Damage 15/D20+D6; Range 24–40–48; Throwing Weapons Tests +2 bonus; Conceal Weapon Tests +1 bonus when wearing dark colored clothes; 1 Strain Point with rope attached to attempt to entangle an opponent; Entangle 8; can be used as grappling hook)
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank bonus +1)
 Cloaksense Brooch
 Adventurer's Kit
 Weapon Runic Carving Tools
 Climbing Kit
 Embroidered Robe
 Embroidery Tools
 Forge Tools
 Grimoire
 Quiet-Fingers Gloves
 Quiet Pouch
 Trail Rations (1 week)
 Wealthy Traveler's Garb
 Alchemy Lab (at Daggerwrights Forge)

Spells

Air Armor^M, Astral Sense Elementalism, Boil Water, Crunch Climb, Detect Elementalism Magic, Dispel Elementalism Magic, Fuel Flame, Ice Mace and Chain, Lighten Load, Porter^M, Purify Water, Repair^M, Resist Fire, Smoke Cloud, Snuff^E, Sterilize Object, Stick Together, Sunlight, Weaponback^A

^M Denotes a spell currently in a Spell Matrix.

^E Denotes a spell currently in an Enhanced Matrix

^A Denotes a spell currently in an Armored Matrix

Loot

670 silver pieces (in quiet pouch), 4,000 silver pieces stashed at Daggerwrights Forge and other hideaways

Legend Award

9,990 Legend Points

Notes

Glindella possesses the human Versatility racial ability.

Fourth Circle: Thief: Thieves' Tongue (1 Damage Point); Weaponsmith: Evaluate Weapon (1 Damage Point)

Fifth Circle: Thief: Karma on Perception-only Tests;
Weaponsmith: Karma on Dexterity-only Tests
Sixth Circle: Thief: Karma on Dexterity-only Tests;
Weaponsmith: Karma on Perception-only Tests
Seventh Circle: Thief: +1 Physical Defense; Weaponsmith:
Karma on Willpower-only Tests
Eighth Circle: +1 Spell Defense
Ninth Circle: Karma on Recovery Tests; +1 Physical Defense

RYGER SQUINTEYE

Ryger is a Ninth Circle dwarf Weaponsmith and Eighth Circle Elementalist.

Attributes

Dexterity (16): 7/D12 **Strength** (12): 5/D8
Toughness (13): 6/D10 **Perception** (16): 7/D12
Willpower (16): 7/D12 **Charisma** (9): 4/D6

Characteristics

Physical Defense: 12 **Initiative:** 6/D10
Spell Defense: 14 **Physical Armor:** 8
Social Defense: 10 **Mystic Armor:** 6

Death Rating: 33 (93)* **Recovery Tests:** 2
Wound Threshold: 9 **Knockdown:** 5/D8**
Unconsciousness Rating: 25 (75)*

* These values have been modified for blood magic.
Ryger knows the Unshakable Earth talent.

Combat Movement: 28 **Full Movement:** 56
Karma Points: 25 **Karma Step:** 4/D6

Elementalist Talents (Knacks)

Astral Sight (8): 15/D20+D6
Cold Purify^D (8): 15/D20+D6
Elemental Hold^D (8): 15/D20+D6
Elemental Tongues^D (4): 11/D10+D8
Enhanced Matrix (9): 9
Enhanced Matrix (8): 8
Fire Heal^D (8): 15/D20+D6 (Wound Heal)
Read and Write Magic^D (9): 16/D20+D8
Spellcasting^D (9): 16/D20+D8 (Anchored Spellcasting)
Spell Matrix (8): 8
Spell Matrix (8): 8
Spell Matrix (8): 8
Summon (Elemental Spirits)^D (8): 15/D20+D6
Temperature^D (8): 15/D20+D6
Thread Weaving (Elementalism)^D (9): 16/D20+D8
(Unraveling, Weave Element)
Unshakable Earth (8): 13/D12+D10
Willforce (8): 15/D20+D6

^D Indicates a Discipline talent.

Weaponsmith Talents (Knacks)

Abate Curse^D (9): 16/D20+D8
Avoid Blow (10): 17/D20+D10
Conceal Weapon (9): 16/D20+D8
Detect Weapon^D (9): 16/D20+D8
Disarm (9): 16/D20+D8
Durability (6/5) (10): 10
Forge Blade^D (9): 16/D20+D8
Haggle^D (9): 13/D12+D10 (Faulty Goods, Here's the Deal)
Improve Blade^D (9): 16/D20+D8

Karma Ritual (9): 9
Leadership (9): 13/D12+D10
Melee Weapons (10): 17/D20+D10
Read and Write Language (8): 15/D20+D6
—Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang,
Troll, Windling
Speak Language (8): 15/D20+D6
—Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang,
Troll, Windling
Spot Armor Flaw^D (9): 16/D20+D8
Steel Thought^D (9): 16/D20+D8
Temper Other^D (9): 16/D20+D8
Temper Self^D (9): 16/D20+D8
Thread Weaving (Thread Smithing)^D (9): 16/D20+D8 (Create
Thread Item, Talent Linking, Thread Masking)
Warp Missile^D (9): 16/D20+D8
Weapon History^D (9): 16/D20+D8

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Craftsman: Blacksmith (5): 12/2D10
Craftsman: Trapmaking (6): 13/D12+D10
Robe Embroidery (4): 8/2D6

Knowledge:

Hammersing Lore (5): 12/2D10
Snarers and Traps Lore (5): 12/2D10
Tinkerers' Lore (6): 13/D12+D10

General:

Detect Trap (5): 12/2D10
Disarm Trap (5): 12/2D10
Evaluate (5): 12/2D10
Lock Picking (5): 12/2D10
Read and Write Language (1): 8/2D6
—Dwarf (Throalic)
Research (5): 12/2D10
Speak Language (1): 8/2D6
—Dwarf (Throalic)
Streetwise (5): 12/2D10
Trading (5): 9/D8+D6
Trap Initiative (5): 12/2D10

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
Thread Leather (Rank 4; Phys 5; Myst 3)
Broadsword (Forged +3; Damage 13/D12+D10)
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
Thread Ring (Rank 4; SocDef +2; SpellDef +2)
Cloaksense Brooch
Adventurer's Kit
Blacksmith Tools
Embroidered Robe
Embroidery Tools
Forge Tools
Grimoire
Quiet Pouch
Thieves' Picks and Tools
Trail Rations (1 week)
Trapmaking Tools
Traveler's Garb

Spells

Air Armor^M, Air Blast^E, Boil Water, Crushing Hand of Earth, Detect Elementalism Magic, Dispel Elementalism Magic, Fireball^E, Fire Hounds, Fuel Flame, Grasping Hand of Earth, Icy Surface, Ironwood^M, Lighten Load, Lodestone's Touch, Perimeter Alarm, Porter, Puddle Deep, Purify Water, Repair, Resist Fire^M, Resist Poison^M, Smoke Cloud, Snuff, Sterilize Object, Stick Together, Stone Cage, Storm Manacles, Sunlight

^M Denotes a spell currently in a Spell Matrix.
^E Denotes a spell currently in an Enhanced Matrix

Loot

980 silver pieces (in quiet pouch), 5,000 silver pieces inside Thief's Bane Chest (at the Tinkerer's Forge)

Legend Award

6,180 Legend Points

Notes

Ryger possesses the dwarf Heat Sight racial ability.

Fourth Circle: Elementalist: Karma on Perception-only Tests; Weaponsmith: Evaluate Weapon (1 Damage Point)

Fifth Circle: Elementalist: Karma on Willpower-only Tests; Weaponsmith: Karma on Dexterity-only Tests

Sixth Circle: Elementalist: Fire and Ice (1 Damage Point); Weaponsmith: Karma on Perception-only Tests

Seventh Circle: Elementalist: +1 Spell Defense; Weaponsmith: Karma on Willpower-only Tests

Eighth Circle: Elementalist: Karma on spell Effect Tests; Weaponsmith: +1 Spell Defense

Ninth Circle: Karma on Recovery Tests; +1 Physical Defense

B'RAKORL

B'arakorl is a Fifth Circle t'skrang Troubadour, a Third Circle Weaponsmith, and a Third Circle Illusionist Disciplines.

Attributes

Dexterity (15): 6/D10
Toughness (12): 5/D8
Willpower (14): 6/D10

Strength (11): 5/D8
Perception (16): 7/D12
Charisma (17): 7/D12

Characteristics

Physical Defense: 8
Spell Defense: 9
Social Defense: 11

Initiative: 6/D10
Physical Armor: 4
Mystic Armor: 2

Death Rating: 34 (70)
Wound Threshold: 9
Unconsciousness Rating: 26 (56)

Recovery Tests: 2
Knockdown: 5/D8

Combat Movement: 30
Karma Points: 25

Full Movement: 60
Karma Step: 4/D6

Illusionist Talents

Dead Fall^D (3): 9/D8+D6
Read and Write Magic^D (3): 10/D10+D6
Spellcasting^D (3): 10/D10+D6
Spell Matrix (3): 3
Spell Matrix (3): 3
Spell Matrix (3): 3
Thread Weaving (Illusionism)^D (3): 10/D10+D6

^D Indicates a Discipline talent.

Troubadour Talents (Knacks)

Disguise Self^D (6): 13/D12+D10
Durability (6/5) (6): 6
Emotion Song^D (6): 13/D12+D10 (Telling the Tale)
Engaging Banter^D (5): 12/2D10
First Impression (5): 12/2D10
Item History (5): 12/2D10
Karma Ritual (6): 6
Melee Weapons (6): 12/2D10
Mimic Voice^D (5): 12/2D10
Read and Write Language^D (5): 12/2D10
—Human, Or'zet, Sperethiel, Theran, T'skrang
Speak Language^D (5): 12/2D10
—Human, Or'zet, Sperethiel, Theran, Windling
Taunt (5): 12/2D10
Thread Weaving (Story Weaving)^D (4): 11/D10+D8
Throwing Weapons (5): 11/D10+D8

^D Indicates a Discipline talent.
Italicized talents require Karma.

Weaponsmith Talents

Abate Curse^D (3): 9/D8+D6
Avoid Blow (3): 9/D8+D6
Detect Weapon^D (3): 10/D10+D6
Forge Blade^D (3): 10/D10+D6
Haggle^D (4): 11/D10+D8
Steel Thought^D (3): 9/D8+D6
Weapon History^D (4): 11/D10+D8

^D Indicates a Discipline talent.

Skills

Artisan:

Robe Embroidery (2): 9/D8+D6
Storytelling (3): 10/D10+D6

Knowledge:

Antiques (3): 10/D10+D6
Hammersing Lore (3): 10/D10+D6

General:

Arcane Mutterings (2): 9/D8+D6
Conversation (3): 10/D10+D6
Evaluate (3): 10/D10+D6
Read and Write Language (1): 8/2D6
—Dwarf (Throalic)
Speak Language (2): 9/D8+D6
—Dwarf (Throalic), T'skrang
Streetwise (3): 10/D10+D6
Trading (3): 10/D10+D6

Equipment

Padded Leather (Phys 4)
Broadsword (Forged +3; Damage 13/D12+D10)
2 × Bolas (Forged +2; Damage 10/D10+D6; Range 12–20–24;
Entangle 9)
Dagger (Forged +1; Damage 8/2D6; Tail Damage 6/D10;
Range 9–15–18)
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
Adventurer's Kit
Belt Pouch
Cloaksense Brooch
Embroidered Robe
Embroidery Tools
Forge Tools
Grimoire
Rope (6 yards)

Trail Rations (1 week)

Traveler's Garb

Spells

Alarm, Astral Sense Illusionism, Bellow of the Thundras, Best Face, Catseyes, Detect Illusionism Magic, Dispel Illusionism Magic, Displace Image^M, Encrypt, Ephemeral Bolt^M, Impossible Lock, Light, Nobody Here, Rope Guide, See the Unseen^M, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

^M Denotes a spell currently in a Spell Matrix.

Loot

170 silver pieces (in belt pouch)

Legend Award

435 Legend Points

Notes

B'rakorl possesses the t'skrang Tail Attack (Damage 5/D8) racial ability.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Perception-only Tests

REEPNICK

Reepnick is more than just a tailor. He is a freelance intelligence agent and broker. He previously worked with the Barsaivian Resistance in Vivane, although he left after a botched operation almost got him killed. He now mostly works for the Eye of Throal, but, while he does have a general dislike for the Therans, he is more motivated by self-interest than politics or ideology.

Reepnick is an Eighth Circle windling Windscout and Third Circle Elemental.

Attributes

Dexterity (18): 7/D12

Toughness (10): 5/D8

Willpower (14): 6/D10

Strength (7): 4/D6

Perception (19): 8/2D6

Charisma (22): 9/D8+D6

Characteristics

Physical Defense: 13

Spell Defense: 11

Social Defense: 13

Initiative: 7/D12

Physical Armor: 5

Mystic Armor: 5

Death Rating: 30 (78)^{*}

Wound Threshold: 8

Unconsciousness Rating: 22 (62)^{*}

Recovery Tests: 2

Knockdown: 4/D6^{**}

^{*} These values have been modified for blood magic.

^{**} Reepnick knows the Wound Balance skill.

Combat Movement: 20/40⁺

Full Movement: 40/80⁺

⁺ The second value is Reepnick's Flying Movement rate.

Karma Points: 56

Karma Step: 6/D10

Elementalist Talents (Knacks)

Air Speaking^D (3): 11/D10+D8

Elemental Tongues^D (4): 12/2D10

Fire Heal^D (3): 9/D8+D6 (Wound Heal)

Read and Write Language^D (3): 11/D10+D8

—Sperethiel, Theran, Windling

Read and Write Magic^D (3): 11/D10+D8

Spellcasting^D (3): 11/D10+D8

Spell Matrix (3): 3

Spell Matrix (3): 3

Spell Matrix (3): 3

Thread Weaving (Elementalism)^D (3): 11/D10+D8 (Weave Element)

^D Indicates a Discipline talent.

Windscout Talents (Knacks)

Air Dance^D (8): 15/D20+D6

Animal Possession (8): 14/D20+D4

Anticipate Blow^D (8): 16/D20+D8

Avoid Blow^D (8): 15/D20+D6 (Bounce)

Bird Song^D (9): 17/D20+D10

Creature Analysis^D (8): 16/D20+D8

Durability (6/5) (8): 8

Eagle Eye (8): 16/D20+D8

Endure Cold^D (8): 13/D12+D10 (Endure Heat)

Evidence Analysis^D (8): 16/D20+D8

Karma Ritual (8): 8

Melee Weapons (8): 15/D20+D6

Missile Weapons (9): 16/D20+D8

Scent Identifier^D (8): 16/D20+D8

Speak Language^D (7): 15/D20+D6

—Human, Obsidiman, Or'zet, Sperethiel, Theran, Troll,

T'skrang

Search^D (8): 16/D20+D8

Spot Armor Flaw (8): 16/D20+D8

Surprise Strike (8): 12/2D10

Thread Weaving (Scent Weaving)^D (8): 16/D20+D8 (Thread

Masking, Unraveling)

Tracking^D (9): 17/D20+D10 (Astral Tracking, Identify Tracks)

Trap Initiative^D (8): 15/D20+D6

^D Indicates a Discipline talent.

Skills

Artisan:

Craftsman: Tailor (4): 11/D10+D8

Dancing (3): 12/2D10

Embroidery (4): 13/D12+D10

Wardrobe and Style (4): 13/D12+D10

Knowledge:

Barsaivian Vivane Lore (3): 11/D10+D8

Court Dancing (3): 11/D10+D8

Creature Lore (4): 12/2D10

Eye of Throal Lore (4): 12/2D10

Gangs of Kratas (4): 12/2D10

Hammersing Lore (3): 11/D10+D8

Vivane Resistance Lore (3): 11/D10+D8

General:

Detect Trap (4): 12/2D10

Disarm Trap (4): 11/D10+D8

False Shackles (4): 11/D10+D8

Lock Picking (4): 11/D10+D8

Read and Write Language (1): 9/D8+D6

—Dwarf (Throalic)

Shackle Shrug (4): 11/D10+D8

Silent Walk (4): 11/D10+D8

Speak Language (2): 10/D10+D6

—Dwarf (Throalic), Windling

Streetwise (4): 12/2D10

Wind Dance (4): 12/2D10

Wound Balance (4): 8/2D6

Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)
 Windling Dagger (Forged +1; Damage 6/D10; Range 6–10–12)
 Windling Two-Handed Sword (Forged +2; Damage 9/D8+D6)
 Mini Crossbow (Damage 6/D10; Range 8–16–32)
 Thread Quiver (Rank 4; 1/10th weight; 5 × capacity; with 30 mini crossbow bolts)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Adventurer's Kit
 Craftsman Tools for tailoring
 Embroidered Robe
 Embroidery Tools
 Grimoire
 Keesra Poison (2 doses)
 Kelia's Antidote (Keesra; 2 doses)
 Kelix's Poultice
 Orichalcum Jar (with 5 True fire kernels)
 Orichalcum Jar (with 5 True wood kernels)
 Quiet Pouch
 2 × Smoke Bombs
 Smoke Cloak
 Cloaksense Brooch
 Thieves' Picks and Tools
 Windling Trail Rations (1 week)
 Flashy Wealthy Traveler's Garb
 Writing Kit

Spells

Air Armor, Air Mattress, Billowing Cloak, Earth Blend^M, Earth Darts, Fingers of Wind, Flame Strike, Flame Weapon, Plant Feast, Plant Talk, Porter, Purify Water, Repair^M, Resist Cold, Resist Fire, Small Slayer, Smoke Cloud^M, Sterilize Object, Stick Together

^M Denotes a spell currently in a Spell Matrix.

Loot

37 gold pieces (in quiet pouch), 370 gold pieces hidden in Reepnick's Dancing Threads

Legend Award

1,395 Legend Points

Notes

Reepnick possesses the windling Astral-Sensitive Sight, Flight, and Increased Physical Defense racial abilities. The crickets scattered around Reepnick's shop are more than pets; Reepnick uses them as sentries through his Bird Song talent. He also has a collection of tiny black beetles that he can place in strategic locations to gather information. He has even gone so far as to conceal them in customers' clothing when it suits his needs.

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Improved Senses (1 Damage Point)

Sixth Circle: Karma on Dexterity-only Tests

Seventh Circle: +1 Physical Defense

Eighth Circle: +1 Spell Defense

ERGAN THE ALCHEMIST

Ergan is a Fifth Circle Vorst Journeyman.

Attributes

Dexterity (14): 6/D10
Toughness (16): 7/D12
Willpower (17): 7/D12

Strength (11): 5/D8
Perception (18): 7/D12
Charisma (12): 5/D8

Characteristics

Physical Defense: 8
Spell Defense: 10
Social Defense: 7

Initiative: 4/D6
Physical Armor: 8
Mystic Armor: 7

Death Rating: 27 (63)^{*}

Wound Threshold: 11

Recovery Tests: 3

Knockdown: 5/D8

Unconsciousness Rating: 19 (49)^{*}

^{*} These values have been modified for blood magic.

Combat Movement: 28

Full Movement: 56

Karma Points: 24

Karma Step: 5/D8

Talents

Abate Curse^D (5): 12/2D10
 Astral Sight^D (5): 12/2D10
 Bear Mark^D (5): 12/2D10
 Dominate Beast (5): 12/2D10
 Durability (6/5) (6): 6
 Fireblood (5): 12/2D10
Frighten (5): 12/2D10
Item History (5): 12/2D10
 Karma Ritual (5): 5
 Read and Write Magic^D (5): 12/2D10
 Spellcasting^D (5): 12/2D10
 Spell Matrix (5): 5
 Thread Weaving (Nethermancy)^D (5): 12/2D10
 Willforce (5): 12/2D10

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Robe Embroidery (3): 8/2D6

Knowledge:

Alchemy and Potions (6): 13/D12+D10
 Blood Magic Lore (6): 13/D12+D10
 Botany (4): 11/D10+D8
 Creature Lore (4): 11/D10+D8
 Gangs of Kratas (3): 10/D10+D6
 Hammersing Lore (3): 10/D10+D6
 Vorst Racial Lore (3): 10/D10+D6

General:

Alchemy (6): 13/D12+D10
 Creature Analysis (4): 11/D10+D8
 Detect Trap (3): 10/D10+D6
 Disarm Trap (3): 9/D8+D6
 Evaluate (3): 10/D10+D6
 Fence (3): 8/2D6
 Haggle (3): 8/2D6
 Lock Picking (3): 9/D8+D6
 Melee Weapons (3): 9/D8+D6
 Picking Pockets (3): 9/D8+D6
 Read and Write Language (1): 8/2D6
 —Dwarf (Throalic)
 Silent Walk (3): 9/D8+D6
 Speak Language (2): 9/D8+D6
 —Dwarf (Throalic), Human (Vorst)
 Streetwise (3): 10/D10+D6
 Trading (3): 8/2D6

Trap Initiative (3): 9/D8+D6
Unarmed Combat (3): 9/D8+D6

Equipment

Blood Pebble (Phys 5; Myst 3; Init 1; 4 Damage Points)
Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
Vorst Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
Vorst Short Sword (Forged +2; Damage 11/D10+D8)
Absorb Blow Charm (2 Damage Points)
Desperate Blow Charm (3 Damage Points)
Potion Charm (2 Damage Points; with last chance salve)
Cloaksense Brooch
Adventurer's Kit
Embroidered Robe
Embroidery Tools
Grimoire
Lethe's Tears (Paralyzation, Effect Step 7; SD 9; 2 doses)
Kelia's Antidote (Lethe's Tears; 2 doses)
Kelix's Poultice
Quiet-Fingers Gloves
Theft-Proof Pouch (1 Damage Point)
Thieves' Picks and Tools
Trail Rations (1 week)
Traveler's Garb

Spells

Blood Servitor, Command Nightflyer, Dark Messenger, Dark Spy, Death's Head^M, Fog of Fear, Insect Repellant, Nightflyer's Cloak, Pain, Pocket Guardian, Preserve, Repel Animal, Spirit Grip

^M Denotes a spell currently in a Spell Matrix.

Loot

110 silver pieces (in theft-proof pouch), Current prototypes of Blood Finger and Blood Toes charms (see the **New Goods and Services** chapter of the **Kratas: The City of Thieves** sourcebook)

Legend Award

410 Legend Points

Notes

Because of the unique nature of his Discipline, Ergon does not have access to the human Versatility racial ability. Ergon has a number of caged death moths in his basement that he extracts venom from to create Lethe's Tears (see the **New Goods and Services** chapter of the **Kratas: The City of Thieves** sourcebook).

WUURLIESAANA

Wuurliesaana is an Eleventh Circle obsidiman Elementalist and Sixth Circle Purifier.

Attributes

Dexterity (13): 6/D10
Toughness (19): 8/2D6
Willpower (16): 7/D12

Strength (22): 9/D8+D6
Perception (15): 6/D10
Charisma (9): 4/D6

Characteristics

Physical Defense: 9
Spell Defense: 10
Social Defense: 7

Initiative: 6/D10
Physical Armor: 5
Mystic Armor: 5

Death Rating: 42 (90)*

Wound Threshold: 15

Unconsciousness Rating: 34 (70)*

* These values have been modified for blood magic.
** Wuurliesaana knows the Unshakable Earth talent.

Recovery Tests: 3

Knockdown: 9/D8+D6**

Combat Movement: 20

Full Movement: 40

Karma Points: 20

Karma Step: 3/D4

Elementalist Talents (Knacks)

Air Speaking^D (11): 17/D20+D10
Animate Object (11): 18/D20+D12
Armored Matrix (11): 11
Astral Sight (12): 18/D20+D12
Cold Purify^D (11): 18/D20+D12 (Halt Disease)
Durability (4/3) (12): 12
Elemental Hold^D (11): 18/D20+D12
Elemental Tongues^D (5): 11/D10+D8
Enhanced Matrix (11): 11
Enhanced Matrix (11): 11
Fire Heal^D (11): 18/D20+D12
Karma Ritual (11): 11
Leadership (8): 12/2D10
Metal Ward^D (11): 17/D20+D10
Plant Shelter^D (11): 15/D20+D6
Read and Write Language (8): 14/D20+D4
—Human, Obsidiman, *Or'zet*, Rugarian, *Sperethiel*, Theran, Troll, Windling
Read and Write Magic^D (11): 17/D20+D10
Reshape Object^D (11): 18/D20+D12
Safe Path^D (11): 17/D20+D10
Spellcasting^D (12): 18/D20+D12 (Anchored Spell, Maintain Spell Threads, Name Spell)
Spell Matrix (11): 11
Spell Matrix (11): 11
Spell Matrix (11): 11
Spell Matrix (11): 11
Summon (Elemental Spirits)^D (11): 18/D20+D12 (Bind Spirit)
Summoning Circle^D (11): 18/D20+D12
Thread Weaving (Elementalism)^D (12): 18/D20+D12 (Create Armored Matrix Object, Create Enhanced Matrix Object, Create Orichalcum, Create Spell Matrix Object, Create Thread Item, Thread Masking, Unraveling, Weave Element)
Temperature^D (11): 18/D20+D12
Unshakable Earth (12): 21/D20+D10+D6
Willforce (11): 18/D20+D12

^D Indicates a Discipline talent.
Italicized talents require Karma.

Purifier Talents (Knacks)

Avoid Blow (6): 12/2D10
Battle Shout (6): 10/D10+D6
Body Control^D (6): 15/D20+D6
Clay Skin^D (6): 14/D20+D4
Creature Analysis^D (6): 12/2D10
Earth Bond (6): 14/D20+D4
Life Check^D (6): 14/D20+D4
Lifesight^D (6): 12/2D10 (Lay of the Land)
Steel Thought^D (6): 13/D12+D10
Swift Kick (6): 12/2D10
Tiger Spring (6): 6
Unarmed Combat^D (7): 13/D12+D10

^D Indicates a Discipline talent.

Skills

Artisan:

Robe Embroidery (6): 10/D10+D6

Stone Carving (3): 7/D12

Knowledge:

Giant Rock Lore (5): 11/D10+D8

Hammersing Lore (3): 9/D8+D6

Obsidiman Racial Lore (6): 12/2D10

Rugaria Lore (6): 12/2D10

General:

Evaluate (6): 12/2D10

Haggle (6): 10/D10+D6

Melee Weapons (6): 12/2D10

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Research (6): 12/2D10

Resist Taunt (6): 13/D12+D10

Speak Language (3): 9/D8+D6

—Dwarf (Throalic), Obsidiman, Rugarian

Streetwise (6): 12/2D10

Trading (6): 10/D10+D6

Equipment

Fernweave (Phys 2; Myst 3)

Stone Troll Dagger (Forged +1; Damage 13/D12+D10; Range 9–15–18)

Adventurer's Kit

Cloaksense Brooch

Stone Carving Tools

Embroidered Robe

Embroidery Tools

Giant Rock

Grimoire

Quiet Pouch

Orichalcum Jar (with 5 True earth kernels)

Trail Rations (1 week)

Waterskin

Wealthy Traveler's Garb

Spells

Cloud Banish, Cloud Summon, Crunch Climb, Crushing Hand of Earth, Detect Elementalism Magic^E, Dispel Elementalism Magic^M, Earth Blend, Earth Darts, Earth Q'wrl, Earth Surfing, Earth Staff^E, Earth Spear, Earth Wall, Engulf Earth, Engulf Wood, Grasping Hand of Earth, Great Sticky Vines, Ironwood, Living Wall, Petrify^A, Plant Feast, Plant Talk^M, Porter, Purify Earth, Purify Water, Repair^M, Resist Poison, Root Trap, Shattering Stone, Sterilize Object^M, Stone Cage, Stone Rain, Sunlight, Thrive, Tossing Earth, Tree Merge, Uneven Ground, Weather Change, Wood Blade, Wood Spear

^M Denotes a spell currently in a Spell Matrix.

^E Denotes a spell currently in an Enhanced Matrix.

^A Denotes a spell currently in an Armored Matrix.

Loot

1,630 silver pieces (in quiet pouch)

Legend Award

24,760 Legend Points

Notes

Wuurliesaana possesses the obsidiman Increased Wound Threshold and Natural Armor racial abilities.

Fourth Circle: Elementalist: Karma on Perception-only

Tests; Purifier: Karma on Strength-only Tests

Fifth Circle: Elementalist: Karma on Willpower-only Tests;

Purifier: Karma on Dexterity-only Tests

Sixth Circle: Elementalist: Fire and Ice (1 Damage Point);

Purifier: Karma on Toughness-only Tests

Seventh Circle: +1 Spell Defense

Eighth Circle: Karma on spell Effect Tests

Ninth Circle: Karma on Recovery Tests; +1 Physical Defense

Tenth Circle: +1 Social Defense

Eleventh Circle: +1 Physical and Spell Defense

GREEN TARL

Green Tarl is a human non-adept.

Attributes

Dexterity (14): 6/D10

Toughness (11): 5/D8

Willpower (11): 5/D8

Strength (10): 5/D8

Perception (14): 6/D10

Charisma (13): 6/D10

Characteristics

Physical Defense: 8

Spell Defense: 8

Social Defense: 7

Initiative: 6/D10

Physical Armor: 3

Mystic Armor: 2

Death Rating: 32

Wound Threshold: 8

Unconsciousness Rating: 24

Recovery Tests: 2

Knockdown: 5/D8

Combat Movement: 28

Full Movement: 56

Skills

Artisan:

Craftsman: Jeweler (5): 11/D10+D8

Knowledge:

Force of the Eye Lore (3): 9/D8+D6

Gangs of Kratas (2): 8/2D6

Gem Appraisal (3): 9/D8+D6

Hammersing Lore (3): 9/D8+D6

Jewelry Appraisal (6): 12/2D10

Smelting (3): 9/D8+D6

General:

Evaluate (5): 11/D10+D8

Haggle (5): 11/D10+D8

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Research (3): 9/D8+D6

Speak Language (2): 8/2D6

—Dwarf (Throalic), Human

Streetwise (2): 8/2D6

Trading (5): 11/D10+D8

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Jeweled Dagger (Damage 7/D12; Range 9–15–18; worth 50 silver pieces)

Thread Brooch

Thread Ring

Cloaksense Brooch

Adventurer's Kit

Craftsman Tools (for crafting jewelry)

Quiet Pouch

Trail Rations (1 week)
Wealthy Traveler's Garb

Loot

Bracelets, jewelry, necklaces, and rings worth 500 silver pieces; 5 small gems worth 500 silver pieces (in quiet pouch)

Legend Award

70 Legend Points

VRENAT THE KEEN

Vrenat is a Fourth Circle elf Illusionist and Third Circle Thief.

Attributes

Dexterity (18): 7/D12
Toughness (9): 4/D6
Willpower (17): 7/D12

Strength (10): 5/D8
Perception (19): 8/2D6
Charisma (12): 5/D8

Characteristics

Physical Defense: 10
Spell Defense: 10
Social Defense: 7

Initiative: 6/D10
Physical Armor: 7
Mystic Armor: 4

Death Rating: 29 (49)*
Wound Threshold: 7
Unconsciousness Rating: 20 (35)*

* These values have been modified for blood magic.

Combat Movement: 38

Full Movement: 76

Karma Points: 25

Karma Step: 4/D6

Illusionist Talents

Dead Fall^D (4): 11/D10+D8
Disguise Self^D (4): 12/2D10
Durability (4/3) (5): 5
False Sight^D (4): 4
Karma Ritual (4): 4
Read and Write Language (4): 12/2D10
—Human, *Sperethiel*, Theran, T'skrang
Read and Write Magic^D (4): 12/2D10
Speak Language (4): 12/2D10
—Human, Theran, T'skrang, Windling
Spellcasting^D (5): 13/D12+D10
Spell Matrix (4): 4
Spell Matrix (4): 4
Spell Matrix (4): 4
Spell Matrix (4): 4
Thread Weaving (Illusionism)^D (5): 13/D12+D10

^D Indicates a Discipline talent.

Thief Talents (Knacks)

Avoid Blow^D (3): 10/D10+D6
Climbing (3): 10/D10+D6
Fence^D (4): 9/D8+D6
Lock Picking^D (3): 10/D10+D6
Lock Sense^D (3): 11/D10+D8
Melee Weapons (4): 11/D10+D8
Picking Pockets^D (3): 10/D10+D6
Silent Walk^D (3): 10/D10+D6 (Shadow Hide)
Surprise Strike^D (3): 8/2D6

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (2): 7/D12
Robe Embroidery (2): 7/D12

Knowledge:

Force of the Eye Lore (3): 11/D10+D8
Gangs of Kratas (2): 10/D10+D6
Hammersing Lore (2): 10/D10+D6
Security (3): 11/D10+D8

General:

Read and Write Language (1): 9/D8+D6
—Dwarf (Throalic)
Search (3): 11/D10+D8
Speak Language (2): 10/D10+D6
—Dwarf (Throalic), *Sperethiel*
Streetwise (3): 11/D10+D8

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
Padded Leather (Phys 4)
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
Short Sword (Forged +1; Damage 10/D10+D6)
Cloaksense Brooch
Adventurer's Kit
Climbing Kit
Embroidered Robe
Embroidery Tools
Grimoire
Quiet-Fingers Gloves
Quiet Pouch
Trail Rations (1 week)
Wealthy Traveler's Garb

Spells

Alarm, And Then I Woke Up, Astral Sense Illusionism, Best Face, Detect Illusionism Magic, Dispel Illusionism Magic, Disguise Metal^M, Displace Image, Ephemeral Bolt, False Floor, Fun With Doors, Impossible Knot, Impossible Lock, Improved Alarm^M, Innocent Activity, Light, Nobody Here, Pauper's Purse, Rope Guide, See the Unseen^M, Stop Right There^M, True Ephemeral Bolt, Unmask, Unseen Voices, You Got Me

^M Denotes a spell currently in a Spell Matrix.

Loot

80 silver pieces (in quiet pouch)

Legend Award

465 Legend Points

Notes

Vrenat possesses the elf Low-Light Vision racial ability.

Fourth Circle: Glamour (1 Damage Point)

GORTOO NARGAN

Gortoo is a dwarf questor of Upandal.

Attributes

Dexterity (13): 6/D10
Toughness (15): 6/D10
Willpower (16): 7/D12

Strength (14): 6/D10
Perception (14): 6/D10
Charisma (9): 4/D6

Characteristics

Physical Defense: 7
Spell Defense: 8
Social Defense: 6

Initiative: 6/D10
Physical Armor: 5
Mystic Armor: 2

Death Rating: 38
Wound Threshold: 10
Unconsciousness Rating: 30

Recovery Tests: 3
Knockdown: 6/D10

Combat Movement: 22 **Full Movement:** 44

Talents

Questor of Upandal (5): 5
—Create Structure, Create Weapon, Fortify Structure (5): 12/2D10

Skills

Artisan:

Craft Armor (5): 11/D10+D8
Craft Weapon (5): 11/D10+D8
Craftsman: Blacksmith (5): 11/D10+D8
Craftsman: Gardener (1): 7/D12
Craftsman: Jeweler (1): 7/D12
Craftsman: Leatherworker (2): 8/2D6
Craftsman: Mason (5): 11/D10+D8
Craftsman: Trapmaking (1): 7/D12
Craftsman: Woodworker (2): 8/2D6

Knowledge:

Ancient Tools (5): 11/D10+D8
Antiques (3): 9/D8+D6
Hammersing Lore (3): 9/D8+D6
Passion Lore (3): 9/D8+D6

General:

Evaluate (3): 9/D8+D6
Fast Grab (5): 11/D10+D8
Fast Hand (5): 11/D10+D8
Fence (3): 7/D12
Haggle (3): 7/D12
Lock Picking (5): 11/D10+D8
Melee Weapons (2): 8/2D6
Picking Pockets (5): 11/D10+D8
Read and Write Language (1): 7/D12
—Dwarf (Throalic)
Speak Language (7): 13/D12+D10
—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, Troll, T'skrang, Windling
Streetwise (3): 9/D8+D6
Trading (3): 7/D12

Equipment

Buckler (Phys 1; Shatter 17)
Padded Leather (Phys 3)
Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)
Dwarf Sword (Forged +2; Damage 11/D10+D8)
Adventurer's Kit
Blacksmith Tools
Forge Tools
Gardening Tools
Jeweler Tools
Leatherworking Tools
Masonry Tools
Quiet-Fingers Gloves
Quiet Pouch
Symbol to Upandal

Thieves' Picks and Tools
Trapmaking Tools
Wealthy Traveler's Garb
Woodworking Tools

Loot

80 silver pieces (in quiet pouch)

Legend Award

240 Legend Points

Notes

Gortoo possesses the dwarf Heat Sight racial ability.

TIRZENALOS THE LORE MERCHANT

Tirzenalos is a Sixth Circle Spy Thief.

Attributes

Dexterity (13): 6/D10
Toughness (10): 5/D8
Willpower (12): 5/D8

Strength (11): 5/D8
Perception (17): 7/D12
Charisma (14): 6/D10

Characteristics

Physical Defense: 7
Spell Defense: 9
Social Defense: 8

Initiative: 5/D8
Physical Armor: 9
Mystic Armor: 5

Death Rating: 27 (57)*
Wound Threshold: 8
Unconsciousness Rating: 18 (42)*

* These values have been modified for blood magic.

Combat Movement: 28 **Full Movement:** 56

Karma Points: 25 **Karma Step:** 4/D6

Talents (Knacks)

Book Memory (6): 11/D10+D8
Climbing^D (6): 12/2D10
Detect Trap (6): 13/D12+D10
Disarm Trap^D (6): 12/2D10
Disguise Self (6): 13/D12+D10
Durability (5/4) (6): 6
Fast Hand^D (6): 12/2D10
Karma Ritual (6): 6
Lock Picking^D (6): 12/2D10
Lock Sense^D (6): 13/D12+D10
Melee Weapons (7): 13/D12+D10
Read and Write Language^D (6): 13/D12+D10
—*Or'zet*, *Sperethiel*, *Theran*, *Troll*, *T'skrang*, *Windling*
Ritual of the Ghostmaster^D (6): 13/D12+D10
Search^D (7): 14/D20+D4
Silent Walk^D (6): 12/2D10 (Shadow Hide)
Surprise Strike^D (6): 11/D10+D8
Thread Weaving (Thief Weaving)^D (6): 13/D12+D10 (Thread Masking)
Trap Initiative^D (6): 12/2D10

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (3): 9/D8+D6
Mapmaking (3): 10/D10+D6

Knowledge:

Ancient Kratas (5): 12/2D10

Ancient Weapons (4): 11/D10+D8
 Gangs of Kratas (3): 10/D10+D6
 Hammersing Lore (3): 10/D10+D6
 Kratas History (4): 11/D10+D8
 Legends and Heroes (4): 11/D10+D8
 Magic Lore (4): 11/D10+D8
 Scourge History (4): 11/D10+D8
 Subterranean Kratas (4): 11/D10+D8

General:

Bribery (3): 9/D8+D6
 Fast Grab (3): 9/D8+D6
 Navigation (3): 10/D10+D6
 Read and Write Language (1): 8/2D6
 — Dwarf (Throalic)
 Read and Write Magic (3): 10/D10+D6
 Research (3): 10/D10+D6
 Speak Language (2): 9/D8+D6
 — Dwarf (Throalic), *Sperethiel*
 Streetwise (3): 10/D10+D6

Equipment

Buckler (Phys 1; Shatter 17)
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 Broadsword (Forged +2; Damage 12/2D10)
 Dagger (Damage 7/D12; Range 9–15–18)
 Cloaksense Brooch
 Adventurer's Kit
 Ancient Tomes and Scrolls
 Orichalcum Pledge Coin (3 Damage Points)
 Climbing Kit
 Elfweave Robe
 Mapmaking Tools
 Navigation Maps (in map/scroll case)
 Quiet Pouch
 Trail Rations (1 week)
 Wealthy Traveler's Garb
 Writing Kit

Loot

130 silver pieces (in quiet pouch)

Legend Award

495 Legend Points

Notes

Tirzenalos possesses the elf Low-Light Vision racial ability.
 Tirzenalos is a Thief spy specialist.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests



OUTSIDE KRATAS

The following characters appear in the **Outside Kratas** chapter of the **Kratas: The City of Thieves** sourcebook.

SAGRAMON STEELTOE

Sagramon Steeltoe is one of Garlthik's most powerful lieutenants besides Terricia and Bleritis. Hiding from Sagramon in Daiche is practically impossible for most Name-givers, as his considerable experience as a fence and supervision of the construction of the port town means he knows almost every alleyway and warehouse. He works closely with Glanis Trul and K'tryklen in order to move stolen goods from Kratas to Daiche to be loaded on ships and sold at other ports or loaded on caravans and taken to other cities.

Sagramon is an Eighth Circle dwarf Thief and Fourth Circle Warrior.

Attributes

Dexterity (19): 8/2D6

Toughness (17): 7/D12

Willpower (11): 5/D8

Strength (16): 7/D12

Perception (16): 7/D12

Charisma (12): 5/D8

Characteristics

Physical Defense: 14

Spell Defense: 9

Social Defense: 9

Initiative: 7/D12

Physical Armor: 8

Mystic Armor: 5

Death Rating: 35 (80)*

Wound Threshold: 11

Unconsciousness Rating: 27 (63)*

* These values have been modified for blood magic.

Combat Movement: 34

Full Movement: 68

Karma Points: 25

Karma Step: 4/D6

Thief Talents (Knacks)

Avoid Blow^D (9): 17/D20+D10

Climbing (9): 17/D20+D10*

Detect Trap (8): 15/D20+D6

Detect Weapon (8): 15/D20+D6

Disarm Trap^D (8): 16/D20+D8

Disguise Self (8): 15/D20+D6

Durability (5/4) (9): 9

Fast Hand^D (9): 17/D20+D10

Fence^D (10): 15/D20+D6 (Covet Item)

Karma Ritual (8): 8

Lock Picking^D (8): 16/D20+D8 Lock Sense^D (8): 15/D20+D6

Melee Weapons (9): 17/D20+D10

Missile Weapons (8): 16/D20+D8

Picking Pockets^D (9): 17/D20+D10 (Offguard)

Silent Walk^D (9): 17/D20+D10 (Shadow Hide)

Slough Blame (3): 8/2D6

Sprint (8): 16/D20+D8

Surprise Strike^D (8): 15/D20+D6

Thread Weaving (Thief Weaving)^D (8): 15/D20+D6 (Thread Masking)

Throwing Weapons^D (8): 16/D20+D8 (Improvised Missiles, Lightning Throw, Placed Throw)

Trap Initiative^D (8): 16/D20+D8 (Act on Instinct)

^D Indicates a Discipline talent.

* *Italicized* talents require Karma.

* Talents modified by Climbing rank +1 from thread boots.

Warrior Talents

Acrobatic Strike (4): 12/2D10

Air Dance (4): 11/D10+D8*

Anticipate Blow^D (4): 11/D10+D8

Down Strike^D (4): 11/D10+D8

Tiger Spring (4): 4

Unarmed Combat^D (4): 12/2D10

Wood Skin^D (4): 11/D10+D8

^D Indicates a Discipline talent.
* Talent modified by -1 Initiative penalty.

Skills

Artisan:

Acting (5): 10/D10+D6

Calligraphy (1): 6/D10

Craftsman: Mason (5): 13/D12+D10

Mapmaking (5): 12/2D10

Knowledge:

Architecture and Engineering (5): 12/2D10

Caravan Trade Routes (5): 12/2D10

Construction Administration (5): 12/2D10

Daiche History (5): 12/2D10

Force of the Eye Lore (5): 12/2D10

Gangs of Daiche (5): 12/2D10

Gangs of Kratas (3): 10/D10+D6

Negotiation (4): 11/D10+D8

Security (2): 9/D8+D6

Serpent River Trade Routes (3): 10/D10+D6

Tylon River Trade Routes (5): 12/2D10

General:

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (5): 12/2D10

Speak Language (3): 10/D10+D6

—Dwarf (Throalic), *Or'zet*, T'skrang

Streetwise (5): 12/2D10

Tracking (4): 11/D10+D8

Trading (4): 9/D8+D6

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Dagger (Damage 9/D8+D6; Range 9–15–18)

8 × Throwing Daggers (Damage 9/D8+D6; Range 15–25–35)

2 × Hawk Hatchets (Damage 11/D10+D8; Range 24–40–48)

Medium Crossbow (Damage 12/2D10; Range 70–140–280)

Quiver (with 30 medium crossbow bolts)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Cloaksense Brooch

Amulet of the Eye (2 Damage Points)

Adventurer's Kit

Calligraphy Tools

Climbing Kit

Forge Tools

Healing Potion

Last Chance Salve

Mapmaking Tools

Masonry Tools

Quiet Pouch

2 × Smoke Bombs

Thieves' Picks and Tools

Trail Rations (1 week)

Wealthy Traveler's Garb

Loot

490 silver pieces (in quiet pouch), 4,000 silver pieces hidden in his castle

Legend Award

5,265 Legend Points

Notes

Sagramon possesses the dwarf Heat Sight racial ability.

Fourth Circle: Thief: Thieves' Tongue (1 Damage Point);

Warrior: Karma on Willpower-only Tests

Fifth Circle: Karma on Perception-only Tests

Sixth Circle: Karma on Dexterity-only Tests

Seventh Circle: +1 Physical Defense

Eighth Circle: Evaluate Item (2 Damage Points)



SECRET SOCIETIES

The following characters appear in the **Secret Societies** chapter of the **Kratas: The City of Thieves** sourcebook.

U'KITALANK

U'kitalank is a t'skrang Eighth Circle Illusionist and Fifth Circle Thief.

Attributes

Dexterity (15): 6/D10

Toughness (14): 6/D10

Willpower (20): 8/2D6

Strength (11): 5/D8

Perception (16): 7/D12

Charisma (15): 6/D10

Characteristics

Physical Defense: 8

Spell Defense: 10

Social Defense: 10

Initiative: 5/D8

Physical Armor: 8

Mystic Armor: 8

Death Rating: 34 (74)*

Wound Threshold: 10

Unconsciousness Rating: 26 (56)*

Recovery Tests: 3

Knockdown: 5/D8

* These values have been modified for blood magic.

Combat Movement: 30

Full Movement: 60

Karma Points: 25

Karma Step: 4/D6

Illusionist Talents (Knacks)

Astral Sight^D (8): 15/D20+D6

Dead Fall^D (8): 16/D20+D8

Disguise Self^D (8): 15/D20+D6 (Angelic Appearance)

Durability (4/3) (10): 10

Enhanced Matrix (8): 8

Enhanced Matrix (8): 8

False Sight^D (8): 8

Fast Hand^D (8): 14/D20+D4

Karma Ritual (8): 8

Leadership (10): 16/D20+D8

Questor of Vestrial (8): 8

—Deceit (8): 14/D20+D4

—Discover Desire, Manipulate Desire (8): 16/D20+D8

Read and Write Language (8): 15/D20+D6

—Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling

Read and Write Magic^D (8): 15/D20+D6

Slough Blame^D (8): 14/D20+D4

Speak Language (7): 14/D20+D4

—Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, Troll,

Winding
 Spellcasting^D (9): 16/D20+D8 (Gaping Wounds)
 Spell Matrix (8): 8
 Spell Matrix (8): 8
 Spell Matrix (8): 8
 Spell Matrix (8): 8
 Thread Weaving (Illusionism)^D (9): 16/D20+D8 (Thread Masking, Unraveling)
 True Sight^D (8): 8
 Willforce (8): 16/D20+D8

^D Indicates a Discipline talent.
italicized talents require Karma

Thief Talents (Knacks)

Avoid Blow^D (5): 11/D10+D8
 Climbing (5): 11/D10+D8
 Detect Trap (5): 12/2D10
 Disarm Trap^D (5): 11/D10+D8
 Fence^D (5): 11/D10+D8
 Lock Picking^D (5): 11/D10+D8
 Lock Sense^D (5): 12/2D10
 Melee Weapons (5): 11/D10+D8
 Picking Pockets^D (5): 11/D10+D8
 Silent Walk^D (5): 11/D10+D8 (Shadow Hide)
 Surprise Strike^D (5): 10/D10+D6
 Trap Initiative^D (5): 11/D10+D8

^D Indicates a Discipline talent.

Skills

Artisan:

Acting (4): 10/D10+D6
 Robe Embroidery (4): 10/D10+D6

Knowledge:

Courtiers of Valvidius Lore (5): 12/2D10
 Force of the Eye Lore (3): 10/D10+D6
 Gangs of Kratas (4): 11/D10+D8
 Kratas History (4): 11/D10+D8
 Legends and Heroes (5): 12/2D10
 Passion Lore (5): 12/2D10

General:

Read and Write Language (1): 8/2D6
 —Dwarf (Throalic)
 Research (4): 11/D10+D8
 Search (4): 11/D10+D8
 Speak Language (2): 9/D8+D6
 —Dwarf (Throalic), T'skrang
 Streetwise (4): 11/D10+D8
 Unarmed Combat (5): 11/D10+D8

Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
 Thread Leather (Rank 4; Phys 5; Myst 3)
 Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range 6–10–12)
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
 Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)
 Cloaksense Brooch
 Adventurer's Kit
 3 × Booster Potions
 Climbing Kit
 Embroidered Robe
 Embroidery Tools
 Grimoire

Quiet-Fingers Gloves
 Rope (6 yards)
 Trail Rations (1 week)
 Wealthy Traveler's Garb
 Writing Kit

Spells

Astral Nightmare^E, Astral Shadow, Best Face, Blazing Fists of Rage^M, Catseyes, Clarion Call^M, Clothing Gone, Conceal Tracks, Crafty Thought, Disaster, Disguise Metal, Displace Image^M, Encrypt, Enter and Exit, False Enchantment, False Floor, Form Exchange, Fun With Doors, Impossible Knot, Impossible Lock, Innocent Activity, Light, Memory Blank, Memory Scribe^M, Mind Fog, Noble Manner, Nobody Here, Pauper's Purse, Pleasant Visions^M, Reversal of Passion^E, Rope Guide, Send Message, Silent Stampede, Switch, Tailor, True Blazing Fists of Rage, Unseen Voices

^M Denotes a spell currently in a Spell Matrix.

^E Denotes a spell currently in an Enhanced Matrix.

Loot

550 silver pieces (in quiet pouch)

Legend Award

5,315 Legend Points

Notes

U'kitalank possesses the t'skrang Tail Attack (Damage 5/D8) racial ability.

Fourth Circle: Illusionist: Glamour (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point)

Fifth Circle: Illusionist, Thief: Karma on Perception-only Tests

Sixth Circle: Karma on Willpower-only Tests

Seventh Circle: Karma on spell Effect Tests

Eighth Circle: +1 Spell Defense

KLAR TREGON

Klar Tregon is a Fourth Circle dwarf Warrior.

Attributes

Dexterity (14): 6/D10	Strength (16): 7/D12
Toughness (16): 7/D12	Perception (10): 5/D8
Willpower (14): 6/D10	Charisma (10): 5/D8

Characteristics

Physical Defense: 8	Initiative: 5/D8
Spell Defense: 8	Physical Armor: 6
Social Defense: 8	Mystic Armor: 2

Death Rating: 39 (75)	Recovery Tests: 3
Wound Threshold: 11	Knockdown: 7/D12
Unconsciousness Rating: 31 (59)	

Combat Movement: 28	Full Movement: 56
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Karma Points: 19	Karma Step: 5/D8
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Talents (Knacks)

Acrobatic Strike (4): 10/D10+D6
 Air Dance (4): 9/D8+D6^{*}
 Avoid Blow^D (4): 10/D10+D6
 Durability (9/7) (4): 4
 Forge Blade (2): 7/D12^V

Karma Ritual (4): 4
Item History (2): 7/D12^V
Melee Weapons^D (5): 11/D10+D8 (Improvised Weapons)
Throwing Weapons (4): 10/D10+D6
Thread Weaving (War Weaving)^D (4): 9/D8+D6
Tiger Spring (4): 4
Unarmed Combat^D (5): 11/D10+D8 (Pin Down, Head Butt)
Wood Skin^D (5): 12/2D10
Versatility (2): 2

^D Indicates a Discipline talent.
^V Indicates a talent learned through the Versatility talent.
Italicized talents require Karma.
* Talent modified by -1 Initiative penalty.

Skills

Artisan:

Cooking (2): 7/D12
Craftsman: Woodworker (2): 8/2D6

Knowledge:

Ancient Weapons (2): 7/D12
Botany (2): 7/D12
Creature Lore (2): 7/D12
Farming (2): 7/D12
Greenmarkets Lore (2): 7/D12
Kratas History (3): 8/2D6
Legends and Heroes (3): 8/2D6
The Magisterium Resurgent Lore (3): 8/2D6
Military History (1): 6/D10
Redtree Lore (2): 7/D12

General:

Evaluate (2): 7/D12
Haggle (2): 7/D12
Read and Write Language (1): 6/D10
—Dwarf (Throalic)
Read and Write Magic (2): 7/D12
Research (2): 7/D12
Search (2): 7/D12
Speak Language (2): 7/D12
—Dwarf (Throalic), Human
Streetwise (2): 7/D12
Surprise Strike (2): 9/D8+D6
Tactics (2): 7/D12
Wilderness Survival (3): 8/2D6

Equipment

Buckler (Phys 1; Shatter 17)
Hardened Leather (Phys 5; Init 1)
2 × Daggers (Forged +1; Damage 10/D10+D6; Range 9–15–18)
Hoe (Forged +2; Damage 13/D12+D10; Size 5; Cannot use shield; Improvised Weapon)
2 × Torches (Damage 10/D10+D6 + Fire 4/D6; Improvised Weapon)
Thread Ring (Rank 4; SpellDef +2; SocDef +2)
Adventurer's Kit
Belt Pouch
Farming Tools
Forge Tools
Iron Pot
Peasant's Garb
Trail Rations (1 week)
Woodworking Tools

Loot

70 silver pieces (in belt pouch)

Legend Award

365 Legend Points

Notes

Klar possesses the human Versatility racial ability.

Fourth Circle: Karma on Willpower-only Tests

SARGAN THE BLUE

Sargan is a dwarf merchant. His black beard and mustache are trimmed short and neat, and he wears luxurious dark blue robes, hence his Name.

Attributes

Dexterity (10): 5/D8
Toughness (13): 6/D10
Willpower (10): 5/D8

Strength (12): 5/D8
Perception (14): 6/D10
Charisma (12): 5/D8

Characteristics

Physical Defense: 6
Spell Defense: 8
Social Defense: 7

Initiative: 5/D8
Physical Armor: 4
Mystic Armor: 0

Death Rating: 35
Wound Threshold: 9
Unconsciousness Rating: 27

Recovery Tests: 2
Knockdown: 5/D8

Combat Movement: 16

Full Movement: 32

Skills

Artisan:

Acting (3): 8/2D6
Calligraphy (3): 8/2D6
Storytelling (3): 8/2D6

Knowledge:

Caravan Trade Routes (6): 12/2D10
Gangs of Kratas (6): 12/2D10
The Hand of Corruption Lore (6): 12/2D10
Merchants' Row Lore (3): 9/D8+D6
Negotiation (3): 9/D8+D6

General:

Bribery (6): 11/D10+D8
Conversation (3): 8/2D6
Evaluate (3): 9/D8+D6
Fence (3): 8/2D6
Forgery (3): 8/2D6
Haggle (6): 11/D10+D8
Melee Weapons (3): 8/2D6
Read and Write Language (1): 7/D12
—Dwarf (Throalic)
Speak Language (9): 15/D20+D6
—Dwarf (Throalic), Human, Obsidiman, Or'zet, Sperethiel, Theran, Troll, T'skrang, Windling
Streetwise (6): 12/2D10
Unarmed Combat (4): 9/D8+D6
Trading (3): 8/2D6

Equipment

Padded Leather (Phys 4)
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)
Dwarf Sword (Forged +2; Damage 10/D10+D6)
Adventurer's Kit
Calligraphy Tools
Quiet Pouch

Wealthy Traveler's Garb (with dark blue robe)

Writing Kit

Loot

100 silver pieces (in quiet pouch)

Legend Award

145 Legend Points

Notes

Sargan possesses the dwarf Heat Sight racial ability.

ELIANA THROM

Eliana is a Sixth Circle dwarf Traveled Scholar.

Attributes

Dexterity (14): 6/D10

Toughness (13): 6/D10

Willpower (14): 6/D10

Strength (12): 5/D8

Perception (18): 7/D12

Charisma (16): 7/D12

Characteristics

Physical Defense: 8

Spell Defense: 10

Social Defense: 12

Initiative: 6/D10

Physical Armor: 3

Mystic Armor: 2

Death Rating: 35 (71)

Wound Threshold: 9

Unconsciousness Rating: 27 (57)

Recovery Tests: 2

Knockdown: 5/D8

Combat Movement: 24

Full Movement: 48

Karma Points: 25

Karma Step: 4/D6

Talents (Knacks)

Arcane Mutterings (6): 13/D12+D10

Astral Sight (6): 13/D12+D10

Avoid Blow (6): 12/2D10

Book Memory^D (6): 12/2D10 (Remember Conversation)

Book Recall^D (6): 13/D12+D10

Durability (6/5) (6): 6

Engaging Banter^D (7): 14/D20+D4

Evidence Analysis (6): 13/D12+D10

Graceful Exit^D (6): 13/D12+D10

Item History^D (6): 13/D12+D10

Karma Ritual (6): 6

Melee Weapons (6): 12/2D10

Questor of All Twelve Passions (1): 1

—No Powers

Read and Write Language^D (6): 13/D12+D10

—Human (Dinganni), Obsidiman, *Or'zet*, *Sperethiel*, Troll,

T'skrang

Research^D (7): 14/D20+D4

Search^D (7): 14/D20+D4

Speak Language^D (6): 13/D12+D10 (Secret Language)

—Human (Dinganni), Obsidiman, *Or'zet*, *Sperethiel*, Troll,

T'skrang

Thread Weaving (Lore Weaving)^D (6): 13/D12+D10 (Thread

Masking)

^D Indicates a Discipline talent.
Italicized talents require Karma.

Skills

Artisan:

Craftsman: Bookbinding (3): 9/D8+D6

Storytelling (3): 10/D10+D6

Knowledge:

Ancient Texts (6): 13/D12+D10

The Darks Lore (3): 10/D10+D6

Followers of the Twelve Lore (6): 13/D12+D10

Gangs of Kratas (3): 10/D10+D6

Great Library of Throal Lore (4): 11/D10+D8

Kratas History (3): 10/D10+D6

Negotiation (3): 10/D10+D6

Passion Lore (6): 13/D12+D10

Safehearts Lore (3): 10/D10+D6

Tylon Mountain Geography (3): 10/D10+D6

General:

Conversation (3): 10/D10+D6

Etiquette (3): 10/D10+D6

First Impression (3): 10/D10+D6

Flirting (3): 10/D10+D6

Haggle (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Rhetoric (3): 10/D10+D6

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (3): 10/D10+D6

Equipment

Leather (Phys 3)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Dwarf Sword (Forged +2; Damage 10/D10+D6)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Adventurer's Kit

Arcane Tomes and Scrolls

Bookbinding Tools

2 × Booster Potions

Dwarf Winternight Cloak

Cloaksense Brooch

Mapmaking Tools

Navigation Charts (in map/scroll case)

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

Loot

160 silver pieces (in quiet pouch)

Legend Award

345 Legend Points

Notes

Eliana possesses the dwarf Heat Sight racial ability. Eliana has Rank 1 in all twelve questor talents, but they effectively cancel each other out, and so she is unable to use any questor abilities. Moreover, as her devotions were performed to the ideals and in the Name of Rashomon and Erendis, it is unclear if Raggok or Dis would have granted her any abilities anyway.

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Karma on Charisma-only Tests

Sixth Circle: +1 Social Defense

CHARACTER INDEX

B'rakorl	89	Quellandar	61
Berry Blossom	69	Rangor	22
Blagstern	18	Ranose Cutan	43
Bleritis	5	Reepnick	90
Brekul Denairastas	40	Rehellian	65
Caleb	15	Rigart Morbiculum and Slicant	72
Ck'tenal	59	Rivealani Neumani	36
Diona the Swift	34	Rogan, Logan, and Trogan	58
Dorelius Hobble	62	Roolan	80
Drannoquinn	74	Ryger Squinteye	88
Duchalia	47	S'lanthash	83
Duchalia's Bodyguards (6)	47	Sagramon Steeltoe	96
Eemala	73	Sargan the Blue	99
Elamian Sitalin	52	Scafali the Desperate	19
Eliana Thro	100	Serian	58
Eliander of the Sharpeye	57	Soliteris	83
Ergan the Alchemist	91	Surlnad the Silent	45
Fenghat	68	Syt Lianad	31
Finellianis	30	T'rebak	16
Firewind	54	Telewerian	44
Foranal the Lost	51	Terricia	4
Franicalis	63	Thront	77
Freywak Nosebreaker	76	Thumad Brokenthumb	50
Fuml Pierco	42	Tirzenalos The Lore Merchant	95
Garlthik One-Eye	2	Toomand	65
Gertan'kl the Eel	38	Tr'kalani	53
Ghagin	28	Turnarak Ironeater	66
Glanis Trul	8	Tuskeater	37
Glindella	86	Typical Addled Wretch	59
Gortoo Nargan	94	Typical All-Breakers Gang Member	26
Greasy Imgan	45	Typical Bloody Fist Gang Member	25
Green Tarl	93	Typical Brocher's Brood Gang Member	18
Gremor the Black	56	Typical Desperate Ones Gang Member	21
Herinta	25	Typical Force of the Eye Gang Member	9
Inosh Tem	75	Typical Forsaken Gang Member	28
Ionella	64	Typical Ghagin's Grandchildren Gang Member	29
Julericani	67	Typical Messenger Spy	33
K'tryklen	7	Typical Rangor's Reavers Gang Member	22
Klar Tregon	98	Typical Theran Spy	32
Kree'klin Silvertail	61	U'kitalank	97
Kroptark the Immense	17	Unctuous Nurm	20
Krugmaar	85	Urmunn	24
Liltom	35	Urranum	78
Llodona	71	Vistrosh	10
Madame Veniah Indirijan	84	Vooxona	66
Melarie	60	Vrenat the Keen	94
Morg Kneebreaker	6	Waliut	23
N'geliana	48	Woranga	49
Oliaris Tenist	38	Wuurliesaana	92
Ournuuu	64	Xelliana	81
Philank the Forsaken	27	Yoolgano	60
Queaana	79	Zoradan	55

THE CITY OF THIEVES

Home to the clever and the desperate, the wealthy and the destitute, the fallen citadel of Kratas is the center of all mercenary and illegal activities in Barsaive. The legendary ork Thief, Garlthik One-Eye, controls the city through his gang, the Force of the Eye. Kratas is a veritable hub of information and stolen goods. Adventure and intrigue—both can be found here, in the dirty streets of the City of Thieves!

Kratas: The City of Thieves offers gamemasters and players an in-depth look at Barsaive's most disreputable city. This file adds game statistics to dozens of gamemaster characters featured in the sourcebook: from simple thieves, greedy merchants and vicious gangmembers, offering gamemasters a handy ressource for adventures based in the City of Thieves. Requires use of the **Player's**, **Gamemaster's** and **Name-giver's Compendiums**.



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