

Name Aket-ten

Witchbreed Mummy

Nationality Hyphrates

Height 5'8" Weight 130#

0	Charisma	0
6"	Pace	6"
6	Parry	6
7	Toughness	9

Acceptance/Defiance



Attributes

6 / 8 / 10 / 12	Agility
8 / 8 / 10 / 12	Smarts
6 / 8 / 10 / 12	Spirit
8 / 8 / 10 / 12	Strength
6 / 8 / 8 / 12	Vigor

Skills

6 / 8 / 10 / 12	Fighting
6 / 8 / 10 / 12	Intimidation
6 / 8 / 8 / 12	Knowledge (Witchcraft)
8 / 8 / 10 / 12	Notice
6 / 8 / 10 / 12	Repair
6 / 8 / 10 / 8	Witchcraft
6 / 8 / 10 / 12	
6 / 8 / 10 / 12	
6 / 8 / 10 / 12	
6 / 8 / 10 / 12	
6 / 8 / 10 / 12	
6 / 8 / 10 / 12	
6 / 8 / 10 / 12	
6 / 8 / 10 / 12	
6 / 8 / 10 / 12	
6 / 8 / 10 / 12	

Powers

Armor

Bolt

Telekinesis

Gear

Survival Gear

Assorted alchemical and witchcraft components

Writing materials and journal

Hindrances

Arrogant (Major)

Unwitting Tool (Major)

Edges

Arcane Background (Witchcraft)

Multipurpose Sacrophagus

New Power

Royal Tradition

Sweep

Improved Sweep

Weapon

Short Sword

Range

-

RoF

-

Damage AP

Str + d6

-

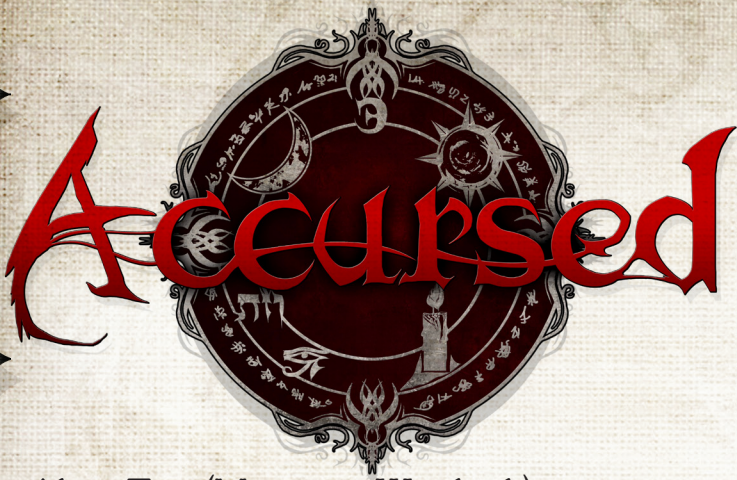
Wt Notes

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MELIOR VIA



Aket-Ten (Mummy Warlock)

Once, you were a petty thief and tomb robber, stealing to survive amongst the harsh deserts of Hyphrates. You discovered a particularly rich tomb and found a golden cartouche within a sarcophagus of stone. Touching the cartouche passed on to you an ancient curse, and you found your soul sucked into the unliving form of a Mummy. You rose from the crypt, aghast at your newfound state. In time, you made your way across the desert to the Luxarra, ruled by a fellow Mummy who styled himself Pharaoh: Memmon.

In Memmon's city, you discovered a talent for witchcraft, and before long, you mastered many simple charms. You desired more power, and Memmon offered you an opportunity. He commanded you to infiltrate the Order of the Penitent, to find a way to spoil their plans at the right moment and cause disaster, for the Accursed and their Order had troubled him for many years.

You have lurked like a cancer at the heart of the Order for months, pretending to work with other Accursed. All the while you remember Memmon's promises of wealth and power if you succeed in your treachery. Thus far, no one knows you are a spy for the Pharaoh, and it is likely you would be destroyed if this truth were ever discovered. In the meantime, you demand respect from the other Accursed, for they are lesser than you—and you intend that they should never forget that.

Your Allies:

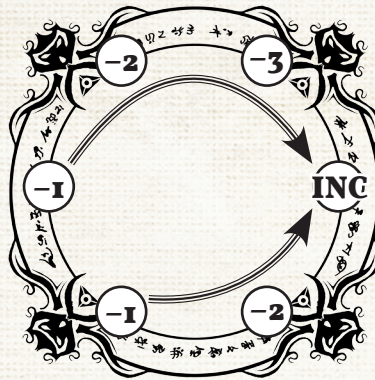
Zofia: The plodding golem pretends to understand honor, but you can tell she is merely playing a role to avoid harsh memories of her past. You play along with her plans, adding your own twists where necessary.

Julian: The Dhampir may suspect something of your true nature, so you try to be as diplomatic as possible around him in order to dissuade his clever mind from looking too closely at your affairs. He is the greatest threat to your true mission.

Mariah: The Shade is simple-minded—just aim her at an enemy and let her go. She'll likely get herself killed without any interference! In the meantime, she is perhaps the most pleasant of your companions to talk to, simply because she seems to readily believe your lies.

Caryn: She has some skills, but she is far too concerned with revenge. This is good, because it keeps her distracted from your own plans. You just need to keep an eye on her to make sure she doesn't decide to take vengeance upon you someday.

Leon: The scout is puffed up with pride for his pitiful homeland. He's useful to have around, to be sure, but he poses little threat to you as long as his keen senses are aimed elsewhere.



Name Caryn

Witchbreed Revenant

Nationality Cairn Kainen

Height 5'0" Weight 90#

-2 Charisma -2

6" Pace 6"

5 Parry 5

8 Toughness 10

Acceptance/Defiance



Attributes

4 8 10 12

Agility

4 8 10 12

Smarts

4 6 8 10 12

Spirit

4 8 10 12

Strength

4 6 8 10 12

Vigor

Skills

4 6 8 10 12

Alchemy

4 8 10 12

Athletics

4 8 10 12

Fighting

4 8 10 12

Guts

4 6 8 10 12

Healing

4 6 8 10 12

Intimidation

4 8 10 12

Notice

4 6 8 10 12

Throwing

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

Powers

Blast

Fear

Entangle

Invisibility

Gear

Assorted Alchemy Reagents

Writing Supplies and Journals

Survival Gear

10 power points of prepared potions (Player's Choice)

Brigandine (Torso / Arms)

Hindrances

Vengeful (Major)

Bad Luck

Edges

Arcane Background: Alchemy

Boundless Perseverance

New Power

No Need for Light

Weapon

Range

RoF

Damage AP

Wt Notes

Dagger

-

-

Str + d4

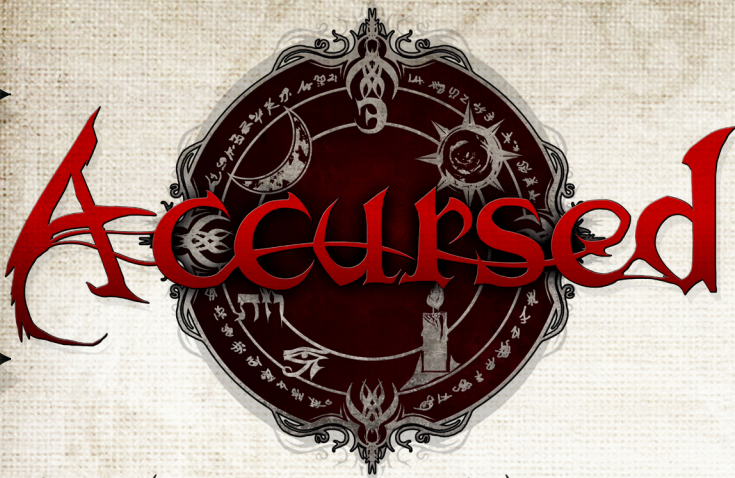
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MELIOR VIA



Caryn (Revenant Alchemist)

You lived in Caer Kainen amongst the Moonfar Clan for thirty years. You apprenticed to an Alchemist against the counsel of your father and became renowned as a crafter of potions and ointments. Through your skills, your clanhold prospered, and you earned the respect of your harshest critics—your own family. All of that ended when the Morrigan sent her ravens to demand tribute from the clanhold. Chosen by lottery, your own sister was to be offered up as the Witch's due, but you refused to bow to the black-winged messengers.

The Witch's ire was roused, and she visited the clanhold personally the next night. Your sister, your father, and everyone you ever called a true friend were drained of life in an instant. As for yourself, the Morrigan placed you into her dark cauldron, where you were cursed with undeath. Somehow, you managed to keep your free will, your mind entirely bent upon one ideal: revenge.

In the wake of the Bane War, you realized that alone, you stood no chance of striking back effectively at the Witches or their servants. Your quest led you to join the Order of the Penitent, where you stood shoulder-to-shoulder with other Accursed who shared your desire for vengeance. However, even amongst the Penitent, you were known to be single-minded, and easy to rouse to anger over any slight. Some pitied you for your ill fortune, and in your heart, you ache to relieve yourself of the burden of your vow—to end your quest by defeating the Witches once and for all.

Your Allies:

Zofia: She is a good leader for your group, and you respect her sense of fair play and honorable conduct. It frustrates you that she does not have your passion for striking back at the witches.

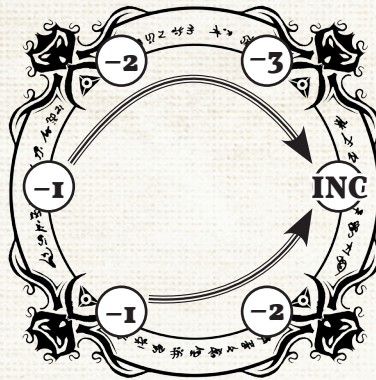
Julian: You wish you could like Julian (he is charming and quick-witted), but you often think he doesn't have his priorities straight. How can he save a few when so many others are threatened by the Witches' existence? If only he could devote as much time as you do enacting revenge. Such a waste.

Mariah: She's simple-minded, which you like, and she's dedicated her life to fighting Witches. Mariah is the closest thing you have to a sister, although she's sometimes so reckless it makes you shake your head in amazement and despair.

Aket-ten: He's undead, like yourself, and he seems to understand what is truly needed in this world—an end to the Witches. He's definitely stuck up and narcissistic, but you can forgive that if he helps you reach your goal.

Leon: You consider the scout to be a tool. His Vargr abilities are useful in your struggle against the Witches. You think that if he follows your lead, he could go far, and you imagine a future where he leads you right to the Morrigan's own lair.





Name Julian

Witchbreed Dhampir

Nationality Valkenholt

Height 5'9" Weight 145

+3 Charisma +3

6" Pace 6"

7 Parry 7

5 Toughness 7

Acceptance/Defiance



Attributes

4 6 8 10 12

Agility

4 6 8 10 12

Smarts

4 6 8 10 12

Spirit

4 6 8 10 12

Strength

4 6 8 10 12

Vigor

Skills

4 6 8 10 12

Athletics

4 6 8 10 12

Fighting

4 6 8 10 12

Guts

4 6 8 10 12

Investigation

4 6 8 10 12

Knowledge (History)

4 6 8 10 12

Notice

4 6 8 10 12

Persuasion

4 6 8 10 12

Streetwise

4 6 8 10 12

Subterfuge

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

Powers

Gear

Reference materials

Writing Supplies and Journal

Survival Gear

Brigandine (Torso / Arms)

Spirit Lantern

Hindrances

Obligation (Order of the Penitent), Major

Heroic

Edges

Attractive

Block

Blood Fury

Call the Blood

Dirty Fighter

Investigator

Quick

Weapon

Range

RoF

Damage AP

Wt Notes

Short Sword (Cane)

-

-

Str + d6

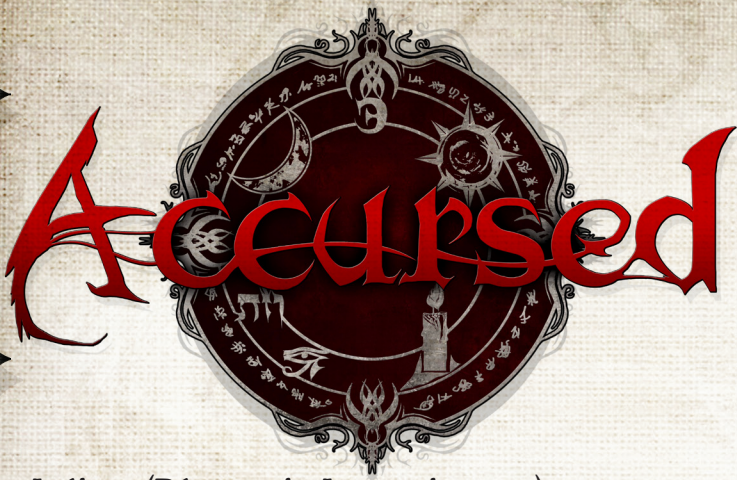
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MELIOR VIA



Julian (Dhampir Investigator)

You were a young man when you first caught the attention of the Blood Witch. Beautiful beyond measure, she found some favor in you and gave you her witchmark that transformed you into a Dhampir—half man and half vampire.

At first, you served Sanguinara faithfully, but over time her petty cruelties became apparent, until you realized her true nature was nothing but the most selfish kind of evil. You made your way to Manreia, and there put your cleverness and speed to work as an investigator. You found fulfillment in helping people find lost loved ones or achieve justice, even as the rest of Morden became little more than a plaything for the Witches.

Eventually, you discovered the presence of a secret organization called the Order of the Penitent: a group of Accursed who sought to free Morden from the Witches' grasp. This became your true calling, and your training as an investigator proved invaluable. You soon joined other Accursed, aiding them with your knowledge and your deductive abilities to find clues others missed. You recognize the dangers, but accept them knowing they are necessary for all of Morden.

Your Allies:

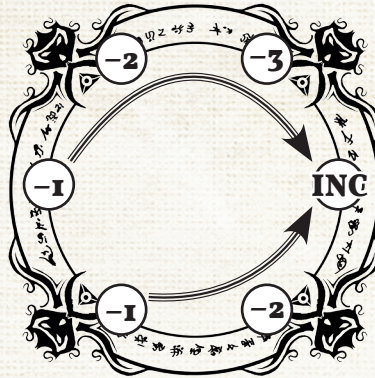
Zofia: Although she's somewhat slow and single-minded, you like Zofia's commitment to honor. She makes a good leader, although you believe that her plans lack finesse and subtlety.

Mariah: She may be dim-witted, but you find something charming about Mariah's bold, brash attitude. You despair that she'll ever be able to think her way out of a wooden box!

Aket-ten: This cunning Mummy wields occult powers that come in very handy, but you're certain that he has extended motives to his actions, you just haven't been able to deduce them. You keep a wary eye on Aket-ten whenever you can.

Caryn: When you need alchemical support, Caryn is always ready to help. However, she's got the worst luck you've ever seen. Perhaps her curse is simply stronger than she knows? She obsesses over revenge, and you worry that she may place her vow of vengeance above the best interests of the Order.

Leon: The best tracker you've ever met, Leon is unstintingly proud of his Gradniki heritage. When he's focused on the task, he's good to have on your side—and he's an impressive marksman, to boot. If only he could stay focused on the mission...



Name **Leon**

Witchbreed **Vargr**

Nationality **Steppengrad**

Height **5'11"** Weight **210#**

0	Charisma	0
6"	Pace	6"
6	Parry	6
5	Toughness	7

Acceptance/Defiance

○ ○ ○ ● ○ ○ ○

Attributes

Agility ☐ 6 ☒ 8 ☐ 10 ☐ 12

Smarts ☐ 6 ☒ 8 ☐ 10 ☐ 12

Spirit ☐ 8 ☒ 10 ☐ 12

Strength ☐ 8 ☒ 10 ☐ 12

Vigor ☐ 8 ☒ 10 ☐ 12

Skills

☐ 8 ☒ 10 ☐ 12 **Athletics**

☐ 6 ☒ 8 ☐ 10 ☐ 12 **Fighting**

☐ 8 ☒ 10 ☐ 12 **Guts**

☐ 8 ☒ 10 ☐ 12 **Knowledge (Steppengrad)**

☐ 6 ☒ 8 ☐ 10 ☐ 12 **Notice**

☐ 6 ☒ 8 ☐ 10 ☐ 12 **Shooting**

☐ 8 ☒ 10 ☐ 12 **Subterfuge**

☐ 6 ☒ 8 ☐ 10 ☐ 12 **Survival**

☐ 6 ☒ 8 ☐ 10 ☐ 12 **Tracking**

☐ 6 ☒ 8 ☐ 10 ☐ 12

☐ 6 ☒ 8 ☐ 10 ☐ 12

☐ 6 ☒ 8 ☐ 10 ☐ 12

☐ 6 ☒ 8 ☐ 10 ☐ 12

☐ 6 ☒ 8 ☐ 10 ☐ 12

☐ 6 ☒ 8 ☐ 10 ☐ 12

☐ 6 ☒ 8 ☐ 10 ☐ 12

Powers

Gear

Ammunition and Powder Horn

Survival Gear

Brigandine (Arms / Torso)

Hindrances

Jingoistic (Steppengrad)

Obligation (Order of the Penitent), Major

Edges

Alertness

Dodge

Level Headed

Improved Level Headed

Quick Draw

Strength of the Motherland

Woodsmen

Weapon Range RoF Damage AP Wt Notes

Dagger	—	—	Str + d4	—	1	
de Acosta Model IV Rifle	24/48/96	1	2d8	1	15	1 Action to Reload





Leon (Vargr Scout)

You once fought for the Boyars of Dagerov, your home village. It was a prosperous place, but as the second son of a farmer, you had no prospects but to join the army. In time, you proved yourself adept as a scout and skirmisher, and you learned to carefully aim shots from your prized rifle.

However, the Bane War was no ordinary conflict. Although you and the Boyars you followed loyally fought well, the monsters created by the Witches could not be defeated. The pride of Steppengrad's armies fell in the final battle, and you were taken prisoner by Baba Yaga. The cruel witch imprinted her curse upon your flesh, making you into an ever-hungry Vargr. You fought against the bestial side of the curse with memories of your beloved homeland, and in time, you freed yourself from her control.

The land had always been your friend, and your woodcraft allowed you to survive. . . for a time. The unnatural hunger in your belly meant that you needed to find work, and the Order of the Penitent offered to feed you in exchange for your services. The Order may be filled with Accursed who are strangers and foreigners, but you have found some who are worthy to call friends. In the meantime, you make sure they know just what they are missing by describing how perfect the motherland is at every opportunity.

Your Allies:

Zofia: She's a solid fighter, and you like that she lives by a code. She's almost stoic enough to be a Boyar! You'd follow her into battle, but she's just too stubborn to admit that the Hebronites got lucky in the Bane War—the Gradniki of Steppengrad are the only real soldiers.

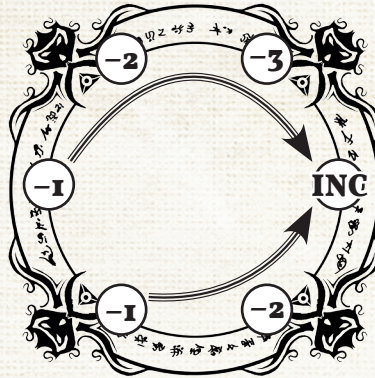
Julian: Julian is smart, almost frighteningly so. He's a fop from Valkenholm (you figure they must all be so in such a corrupt land), but a decent sort. Pity he's somehow not smart enough to realize that the Motherland is far superior.

Mariah: The Shade is good at fighting, and although she seems hot-blooded, you secretly find her very lovely. The best way to win her heart is to tell her the good things about Steppengrad—perhaps she will return there with you one day!

Aket-ten: If the Mummy is anything like Hyphrates, the entire realm must be full of hot air. You admire his skill with magic, but you mostly tune him out when he talks.

Caryn: Her skills with alchemy are amazing, but she simply doesn't smell right. Her obsession with revenge could be dangerous, and you watch her carefully to make sure she doesn't put her vow ahead of the mission. Besides, she's from Cairn Kainen, a blighted place if you have ever heard of one.





Name Mariah

Witchbreed Shade

Nationality Manreia

Height 5'4" Weight 100

0	Charisma	0
6"	Pace	6"
8	Parry	8
6	Toughness	8

Acceptance/Defiance



Attributes

	4	8	10	12	Agility
	6	8	10	12	Smarts
	4	6	8	10	Spirit
	4	8	10	12	Strength
	4	6	8	10	Vigor

Skills

	6	8	10	12	Athletics
	4	6	8	10	Fighting
	4	6	8	10	Guts
	4	6	8	10	Investigation
	4	6	8	10	Knowledge (Witches)
	4	8	10	12	Notice
	4	6	8	10	Subterfuge
	4	6	8	10	
	4	6	8	10	
	4	6	8	10	
	4	6	8	10	
	4	6	8	10	
	4	6	8	10	
	4	6	8	10	
	4	6	8	10	

Powers

Gear

Writing Supplies
Survival Gear
Assorted talismans, tinctures, and holy items
Brigandine (Arms / Torso)

Hindrances

Overconfident (Major)
Clueless (Major)

Edges

Charge
Spectral Constitution
Spectral Flight
Witch Hunter

Weapon

Range

RoF

Damage AP

Wt Notes

Long Sword

—

—

Str + d8 (d6)

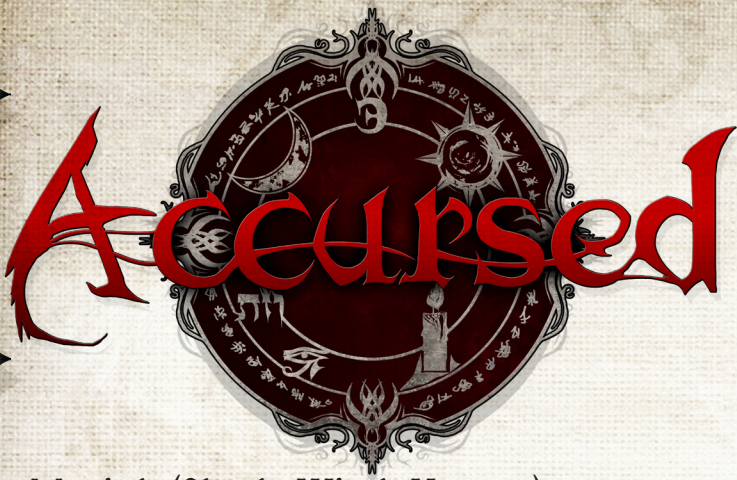
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MELIOR VIA



Mariah (Shade Witch Hunter)

You were once a dutiful daughter, engaged in an arranged marriage to a son of a merchant house. Against the odds, you found affection for your fiancé, but the wedding was ill-fated. Agents of the Dark Queen visited your village on the night of the new moon, and you were selected to bear Hecate's curse. You left behind your old life and physical form, cursed into the form of a ghost-like shade. Convinced you had become a monster, your fiancé turned his back upon you.

In despair, you wandered the Ash Plains for months, until you came across an old battle-site. There, you encountered some cauldron-born left over from the Bane War. You lunged at the undead creatures, finding some satisfaction in destroying the tools of the Witches. Ever since, you have honed your skills in locating and defeating the Witches' agents wherever they can be found.

The decades have removed you from the world of the living, and you find it difficult to focus on or even remember aspects of normal life that most folk take for granted. It has also made you reckless and headstrong, because you have found great success in believing in your own abilities to carry you through nearly any situation.

Your Allies:

Zofia: Ugh, she's so cautious! You chafe at the golem's insistence on honorable conduct, although you respect her experience. You just wish Zofia would lighten up and let you do what you do best—charge into battle against any odds.

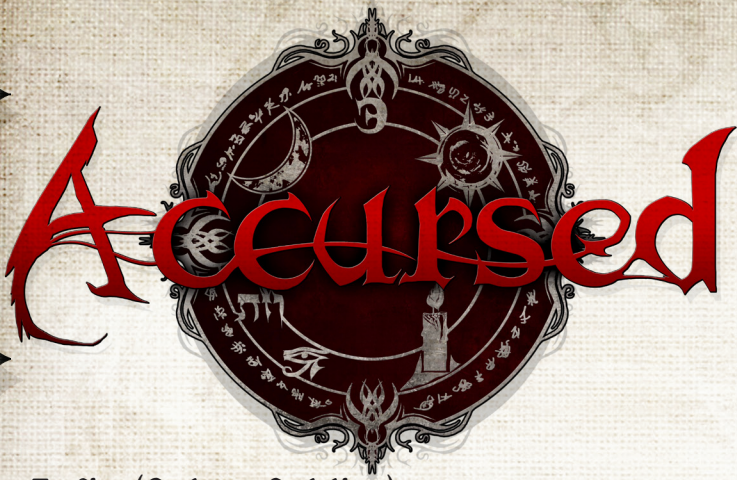
Julian: The charming Dhampir has the heart of a warrior, but he spends too much time thinking when he should be acting. Sometimes you wonder if he's a bit too soft-hearted for the Order.

Aket-ten: You judge the Mummy to be shrewd, even if he acts a bit high-and-mighty from time to time. On the other hand, he has a good reason to feel entitled, and you certainly understand what it feels like to be an outcast from your former life.

Caryn: You and Caryn have a lot in common, and you often confide in the Revenant. She's the only person you've ever met that wants the Witches destroyed even more than you do! You hope that her terrible luck isn't contagious.

Leon: The Vargr is a fun person to talk to, although he does go on and on about how great his homeland is. You like Leon's lively personality, even if he does spend too much time sniping at range rather than charging in like the wolf he really is!





Zofia (Golem Soldier)

Once, you were a strong and capable leader in one of Hebron's legions. You were a veteran soldier, and during the desperate battles against the Witches and their Banes, you took charge of your century (a unit of 100 soldiers).

Thanks in part to your sacrifices and courage, the walls of the city of Parnath never fell to the Witches. However, you were not so lucky—the Crone laid her curse upon you, and you became one of her Golems. Your soul was forevermore locked into the form of a crude clay statue, and the people you fought so hard to protect cast you out. You found a new home with the Order of the Penitent, assisting other Accursed and finding ways to strike back at the Witches who attacked your world.

Through all the hardship you've endured, you've clung to your sense of honor and fairness. You'd rather be destroyed than live a life of lies and treachery. You value nothing higher than loyalty and respect.

Your Allies:

Julian: He's clever and charming, but you think that sometimes he relies too much on thinking his way out of a problem. However, you admire his commitment to helping others.

Mariah: She's brash and headstrong, but she is quite skilled in combat. You've led soldiers like her many times in your life, and you think all she needs is a bit of guidance and discipline.

Aket-ten: The Mummy is quite full of himself, but his command of witchcraft is very useful. As long as he puts the group ahead of himself, you're willing to overlook his personality.

Caryn: Her obsession with revenge makes her a bit reckless, but you value her skills with Alchemy. The others consider Caryn a jinx, but you're not sure it's anything more than superstitious nonsense.

Leon: By the Creator, you wish Leon would stop extolling the virtues of his precious motherland! The Vargr's skills in the woods are excellent, and in his inhuman form, he's even stronger than you are—so as long as he doesn't run his mouth, you're convinced he's a good man to guard your back.