



The **Kickstarter** **Adversary Book**

An Expansion Book for
Tephra: the Steampunk RPG
by **Cracked Monocle**
and its many generous Kickstarter Backers

A Book of Imaginations

Welcome to Tephra's Kickstarter Adversary Book. This is a book full of imaginations at work. Over 50 creative and brilliant minds worked on this book, contributing unique and exciting characters to enrich the world of Tephra. These minds were our kickstarter backers. They contributed to Tephra's initial success, helped us get our books printed and into bookstores, and have worked to ensure that people all around the world can play Tephra with their friends. More than that, they have lent their creative minds to creating this book.

Each backer gave us a character (for some backers, 2, 3, or 4 characters), and we molded that character to fit within the broad world of Tephra. This diverse selection of characters can be used to fill any Tephra saga, bringing life and fun to any number of Tephra adventures. I dare you to try reading these adversaries and not becoming excited to play in a Tephra adventure.

These characters range from the ridiculous to the sinister and everything in-between. We start off with the Professor Li, an automaton-building mad scientist that rides around in a giant robotic girl. We will then take you on a ride through dozens of quirky characters. Maybe stopping aboard the *Anger of the Lustful Wench* to have some tea with Captain Walker de'Planc, and meeting up with the extraplanar, Spats the Antimime. Trying not to get into a brawl with the infamous (and well-armed) Erik Ryker, doing a spot of fishing with Marcoos, and acid-painting with Chloe. Then off hunting with Ghared Cornwall and some shopping at

the Mysterium. Then we wrap up the selection with Jessica Black, the woman who married and later tried to kill one of Tephra's foremost iconics, Sir Henry Black. (And, for a fun side-story, Jessica Black is the character of Jessica White, the woman that married our lead system developer, Henry White. Now, go read her character with that in mind. It gets dark!)

This is an adversary book, but nearly every character can be used in multiple ways. Many will make great villains, but some might fit into your story better as a rival, a helper, or an enigmatic employer. We encourage you to dream up great ways to use these characters, then let us know about them so we can steal your ideas!

I would like to take a moment to thank all of Tephra's kickstarter backers. We put forward our dream of publishing Tephra: the Steampunk RPG and you all made it happen. The support was overwhelming—so overwhelming that we sometimes didn't know how to handle it. We've grown a lot, made our fair share of mistakes, and now we're excited to watch Tephra grow: something that you made happen.

Let's all welcome these characters to the world of Tephra, and—thanks to you—we can welcome Tephra to our world. Thanks for playing and may your dice always roll 12s.

Cheers & Gears,
Daniel A. Burrow

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Cracked Monocle



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This expansion is designed for Tephra: the Steampunk RPG using the Clockwork System.

Professor Li

Submitted by John Baird

Race: Farishtaa

Level: 11

AP: 5

HP: 77

Wounds: 12

Priority: +0

Speed: 30 feet (flight)

Note: Professor Li always wins on tied rolls.

Guard

Mecha-Suit (medium metal armor)

Eva: +3

Def: +2

Soak: 3 | 6 | 9 | 12

Wounds: 30

Note: Li cannot be targeted directly unless his suit is out of wounds.

Attacks

Suit Attack (2 AP)

Acc: +7

Stk: +19

Damage: 10 | 20 | 30 | 40

Note: Enemies have 2 lower soak class than normal, for the purposes of soaking the damage from this attack.

Sidekick Attack (reflexive, see below)

Acc: +0

Stk: +0

Damage: 10 | 20 | 30 | 40

Range: 30 feet

Note: This activates when Li is attacked by someone within 30 feet of him. If someone attacks Li, both of his companions will chase them down and attack them (as long as they're attacking Li within 30 feet of the companions).

Combination Attack (1 AP)

Acc: +7

Stk: +19

Damage: 14 | 28 | 42 | 56

Note: Enemies have 2 lower soak class than normal, for the purposes of soaking the damage from this attack.

Separation Attack (3 AP)

Acc: +7

Range: 300 feet

Damage: 12 | 24 | 36 | 48

Note: Using Separation Attack launches the two companion robots off of the suit like cannonballs. As such, this attack can only be used while the three automatons are combined and separates them after being used. This attack uses accuracy to determine damage.

Special Actions

Combination! (2 AP)

Whenever Li's suit and Li's automaton companions are adjacent to each other (which they always seem to be) Li can order them to combine. The two smaller girls curl up into balls and metal spikes come out of them as they shift into the form of spiked spheres on the larger suit's hands. It is only when they are combined that Li can use his Combination Attack and his Separation Attack. The two girls will still protect the main suit as best they can, pulling themselves in the way of incoming attacks.

Separate (2 AP)

It costs Li 2 action points to have his combined robots separate.

Skills

Ace: +4

Alchemy: +1

Automata: +15

Engineering: +12

Swashbuckling: +19

Tactical: +1

Attributes

Brute: +0

Cunning: +3

Dexterity: +23

Spirit: +0

Sciences: +18

Reference

Specialties: Advanced Analytics, Lightning Slashes, Steamer Operator

Stories & Traits: Unexplained Memories

Equipment: Mecha-Suit and two Robot Companions (20 wounds, always adjacent to him even if he moves)

Description

Professor Li is a male farishtaa mad scientist with a lab coat, glasses, and black hair (save for a single white streak in the front). He's rarely seen outside of his large, 10 feet tall mecha designed to look like an adorable school girl (which he can survive inside of for weeks on end). When he wants to eat or store something out of sight, the mecha will swallow it and it ends up in his cockpit.

With him are two companion automatons that are human-sized and look like realistic redheaded women wearing glasses. One dresses in lacy gowns, the other preferring the garb of traditional naval pirates.

Backstory

Professor Li has had a long and storied time in the world of Tephra. A second-generation farishtaa born to wealthy, winged parents. Li did not want for parental affection or material needs. However, his personality was a bit "off." His main flaw is agoraphobia, which made him stay away from his farishtaa brethren and become a shut-in. At the same time, though, he loves the idea of flying - he just doesn't want to be out in the open when he does it - leading to his love of science, particularly robotics and engineering. These he combined to create his mechanical body suit with internal systems that self-regulated like an automaton but with the piloting capacities of the newest airships. This allows him to walk and fly around as he pleases without having to actually be "outside."

After his suit's creation, Li decided to travel the land to explore, gain new perspectives, and find out about the newest discoveries. This led him to the life of being an adventurer. He quickly established a reputation for being affable (if odd), intelligent, and, most of all, reliable. His strong, scientific background made him a regular fixture at Tephra's many science fairs, where he would sometimes compete against other intellectuals and share ideas.

Years spent on the road garnered Li a small fortune, allowing him to open his own lab (the only place on the planet you'll regularly find him outside of his suit). Now, he hires other mad geniuses and sends them out on adventures for resources or sometimes just for fun. He also sponsors his own scientific competitions to attract new talent.

Li's mecha and the two automata appear organic. His body suit is obviously unusual, especially since it speaks with his voice. They're all easily repairable regardless of how badly damaged they get. Li carries spare parts, builds in redundant systems, and is adept at requisitioning what's around him.

All three devices can fly. When his companion automata fly, their feet retract and helicopter blades extend from their heels. His suit, however, converts its legs into rocket engines with graviton spheres in each thigh as wings release from its back.

Using Professor Li in Battle

Li's twin automata are programmed to auto-defend Li if someone attacks from behind or long range, even going so far as to sacrifice themselves to protect him. The three can combine to enhance their attacks. The two automata curl up into spiked spheres that attach to the ends of the mecha's wrists. The suit can then wield them as maces.

Li sponsors competitions between scientists, but is also the avid bounty requester. Whether you encounter him while trying to prove your worth in a battle of crafted items or seeing him for potential jobs, the esteemed professor is always going to leave an impression.





Maximilian Gottfried Alexander Lucian Von Faust

Mephistopheles

Submitted by Jared Barge

Race: Human (Evanglessian)
Level: 11 AP: 5
HP: 103 Wounds: 10
Priority: +10 Speed: 40 feet
Note: Max always wins on tied rolls.

Guard

Noble Adventurer's Wear (light textile armor)

Eva: +4 Def: +2
Soak: 2 | 4 | 6 | 8

Note: Chaos Energy protects Max, flowing around him and pushing away the momentum of incoming attacks. When attacked, Max rolls (+12) versus the attacker's Cunning or Spirit. If he ties or beats their roll, their attack is diverted, taking a -12 to accuracy.

If his passive Chaos Energy fails to negate an attack, Max can manipulate it more aggressively to ensure the attack fails. For 1 action point per tier of damage the attack is about to deal, he can roll (+29) versus the attack's accuracy. If he succeeds, the attack fails.

Attacks

Mephistopheles's Alchemical Potions (2 AP, 1 AP to draw)

Acc: +14 Range: 25 feet

Effect: Anyone hit by his poison must make a Tier 4 Cunning resist every time they attempt to take any action for the three turns after they are hit. If they fail, their hallucinations drive them in a random direction for the length of their full movement speed.

Chaos Energy (2 AP)

Acc: +14 Range: 300 feet
Damage: 14 | 28 | 42 | 56

Notes: Max ignores 6 points of evade bonuses granted by cover by blasting the Chaos Energy straight through it for no additional action point cost. For 1 extra action point, Max can double his range.

Special Actions

Chaos Implosion (3 AP)

Max rends the "Chaos Energy" from everyone adjacent to him, sapping their strength and their essence. This causes everyone adjacent to him to take 8 unsoakable damage per turn until they spend 8 AP (can be spent over multiple turns) to focus their will and stop the draining process. They can choose to attempt to resist the initial effect with their Dexterity; for every tier above tier 1 they receive, the damage per turn and the action point cost to get rid of it is decreased by 2.

Travel Denial (chaos energy +1 AP)

Max can ground enemies no matter how they move. For an extra action point while shooting someone with Chaos Energy, he can knock them off their mount or disable their ability to fly until they hit the ground. He rolls Marksmanship (+6) versus their Brute (if flying via physical means), Dexterity (if flying via a mount), or Sciences (if flying via mechanical means).

Skills

Alchemy: +15
Espionage: +1
Marksmanship: +6
Showmanship: +12
Swashbuckling: +15
Tactical: +1

Attributes

Brute: +0
Cunning: +14
Dexterity: +21
Spirit: +0
Sciences: +15

Reference

Specialties: Beta Poisons, Distance Parry, Experienced Parry, Knock-Off, Longshot, Parry, Poison Brewer, Seeker, Snap Reload, Stable Shot, Unmarred Perfection, Wing Clipping

Stories & Traits: Noble, Veteran

Equipment: His skull-topped cane, a strap of poisons across his body, and an infusion of essence he refers to as "Chaos Energy."





Description

Mephistopheles usually wears a black coat plus a black dress shirt, dark grey vest, red cravat, black top hat, grey dress pants, and riding calf boots. He usually has a cane with a skull head, and a variety of vials and bottles across his body. He has long, black wavy hair, and a mustache with a goatee. He has green eyes and a pale complexion. Naturally, he wears eyeliner and typically black nail polish.

Mephistopheles was born Maximilian Gottfried Alexander Lucian Von Faust, son of a lesser baron in Evangless. He rose to prominence in his early 20s, as he was a brilliant tactical mind serving as an officer on the front lines in the Loveless Wars, helping to conquer the nations now part of Evangless. In his mid-20s he volunteered for the Evanglessian Royal Navy and became a commander. A natural fit, Max quickly became a national hero. The Emperor, not willing to face the loss of morale due to the death of a hero, forced Max to retire from the military but remain a national icon.

On his 30th birthday, the Emperor approached Max (now the Baron of Creed, the estate he lived upon) with a job. A land off to the east was recently discovered and it was filled to the brim with trading opportunity. The Emperor provided Max with the resources to establish a trading company and the rights to do whatever he wished, in the interest of the Empire. Over the next ten years Max established commerce with eastern lands. He spent the decade subjugating native populations, establishing trade routes, and making deals in the name of the Empire.

A decade passed and Max had built a colonial empire in the eastern lands. However, strange armies from the lost continents threatened to take that away from him. His colonies had been waging war for over twenty years now and the weariness had started to show. The colonists had no connection with the Emperor of Evangless and were tired of working under a stranger's rule. With the support of his old military battalion, Max declared independence from Evangless, naming his new nation Aesir.

Five years later, Max had achieved peace in his realm. However, not everyone was pleased with the newfound tranquility. A few of Max's generals began to plot against him and planned his assassination. The attempt almost succeeded. Just before they could kill Max, his most loyal companion Six Arrow grabbed him and took him back to Evangless, where Max took on a job as an undercover alchemy student through the Church of Tailemy. By the time of his 70th birthday, Max had taken the title of Monsignor: the most powerful alchemist within the Church. Though he mastered all aspects of alchemy, his primary focus was anything that manipulated the mind. His many experiments caught the attention of Morrigan, the original farishtaa, who sought him out and promised him power. Nearing the end of his life, he accepted. She bio-fluxxed Max, granting him the ability to manipulate a specific resonance of essence Max nicknamed "Chaos Energy," but in return stole Max's personal essence, which many on Tephra consider the soul. Changing his name to Mephistopheles, Max became reborn through his newfound power. His body reverted to his twenty year-old self, but he retained his mind and memories.

At present Max adventures with his partner Lux, the daughter of a king from the lost continents to the east, on the Airship Constantine. While Max remains susceptible to aetherial and alchemical attacks, Lux is high immune to such effects and, as such, they form a deadly team.

Using Mephistopheles in your Game

Despite Mephistopheles's abilities, he possesses two personality flaws. His first is his tendency for getting bored easily. If he loses interest in what he is doing, even including a fight, he will leave to do something else. His main motivation to doing anything is because it is interesting at the time, but that tends to quickly fade. There have been several written Constantine stories where they are engaged in a fight with Mephistopheles but he had lost interest, even if he was winning, and left the battlefield. His other flaw is his love of deals. He will stop a fight if someone offers him a deal. Naturally he will not accept a deal if it is not in his own favor, but he cannot resist making deals.

Battle Tactics: Max uses Chaos Energy to avoid taking as much damage as possible as well as to blast enemies away. If enemies get close, Max will toss some of his personally crafted poisons in their direction, making them hallucinate incredibly vividly. If his partner Lux is around, you can bet the two will stand back-to-back fending off enemies as much as they can.

Orion Aristides

Submitted by Austin Blevins

Race: Human (Evanglessian)

Level: 6 AP: 4

HP: 44 Wounds: 12

Priority: +3 Speed: 30 feet

Note: When an ally is endangered, Orion cannot begin a battle fatigued.

Guard

Mail-Lined Vest (minimal metal armor)

Eva: +3 Def: +0

Soak: 1 | 2 | 3 | 4

Note: Orion rolls his evade twice and takes the higher result when being attacked by someone who is blinded or in poor lighting. At such times, he also gains a +1 on the evade roll.

Attacks

Cane Sword (2 AP)

Acc: +6 Stk: +4

Damage: 6 | 12 | 18 | 24

Notes: To notice that the cane Orion carries is actually a sword, a cunning resist of tier 3 is required.

Revolver (2 AP, 1 AP to ready or 0 AP to ready if using two hands)

Acc: +4 Range: 100 feet

Damage: 4 | 8 | 12 | 16

Notes: Orion may deliver his explosives through his firearm at a range penalty of -25 feet, making the revolver's range when firing explosives 75 feet. If the explosive is augmented with the Launching augment, the penalty is reduced to -15 for a range of 85 feet.

Special Actions

Aim (1+ AP)

Orion can give himself a bonus on a ranged accuracy roll by aiming. For every AP spent aiming, he gains a (marksmanship +4: +1 | +2 | +3 | +4) bonus that cannot exceed +4 total. If he is hit once he has started aiming, the bonus is lost.

Distract (2 AP reflexively)

If anybody takes an action against Orion, he can make them think that he is in a different spot within 10 feet. They may negate the distraction with a cunning resist against his showmanship (+4).

Efficient Strike (melee attack +1 AP)

Orion may add the number by which he exceeds a target's evade roll as a bonus to his strike roll.

Encouragement (1 AP reflexively)

Orion can grant a (showmanship +4: +2 | +4 | +6 | +8) on any accuracy, strike, evade, or defense roll within 50 feet before the roll is made.

Parry & Riposte (1 AP reflexively)

When Orion is hit in melee with an attack that deals tier 1 damage, he may roll his accuracy and add his Swashbuckling skill (+17 total). If he exceeds the initial accuracy roll, he negates the attack. If Orion successfully parries an attack, he can make an immediate attack against his assailant for no AP cost.

Skills

Espionage: +4

Gadgetry: +3

Marksmanship: +4

Showmanship: +4

Swashbuckling: +11

Tactical: +4

Attributes

Brute: +0

Cunning: +12

Dexterity: +15 (Orion still adds bonuses to rolls of 1)

Spirit: +0

Sciences: +3

Reference

Specialties: Aim, Distract, Efficient Strike, Encouragement, Flowing Shadow, Parry, Pyrotechnician, Riposte

Augments Known: Damaging (explosives Mq.I), Delay (explosives Mq.I), Launching (explosives Mq.I), Melter (explosives Mq.I)

Stories & Traits: Airborne, Emotionally Driven, Favored Attribute (Dexterity), Innovative

Equipment: Cane Sword (medium metal melee weapon hidden in cane [requires Tier 3 cunning to notice]), Revolver (medium metal firearm, Delivery Mq.III) mail-lined vest (minimal metal armor), handkerchief, knife, 190 princes

Note: Orion can have up to 6 explosives prepared.

Backstory

Tall and slender yet corded with lithe musculature, Orion Aristides cuts an imposing and impressive figure. From his forward brushed brown hair that points past lean facial features to the sharp goatee he wears, he exudes an aura of control and a powerful presence. Never separated from him is his walking cane, an ornate length of polished wood capped with a golden point and a golden handle. Gold leaf cover the length of the cane alongside a name, "L.E. Watkins," and the date March 14th, 833, about ten years ago.

Two tattoos decorate his left hand, one about the wrist and another about the ring finger. The ring finger appears as a wedding band, from a time when he was too poor to afford a proper band, and the wrist reads "I'm over the norm - time to

dream and remember purpose.” He wears somber colors, black boots and trousers, a white button-down shirt with the sleeves rolled up, and a gray vest. From one pocket projects a neatly folded handkerchief and a folding knife.

Orion, a scion of the Aristides noble family in central Evangless, wanted for nothing during his formative years. Still, he yearned to escape, just for the sake of exploration and discovery, to learn of the world and its peoples and places. His desire was nursed by his part-time labor at the docks working with incoming vessels and their goods, his family of the opinion that an heir ought to appreciate what they were inheriting. His childhood friend Pandora Nyx also encouraged these dreams, and when Orion came of age he was determined to set out with her. He left the Aristides estates and was en route to the docks when he came upon a pretty slip of a girl strumming a lyre.

Orion would never admit to any casual acquaintance, but he possessed a fine singing voice. The two musicians bounced their trade off of each other for hours and Orion found himself smitten. Her name was Persephone and they were soon engaged and wed shortly thereafter. As with the great tragedies, though, Orion was torn from his newlywed wife by war. The Hurricane Wars were reaching their fevered pitch and Orion was drafted into the new-born air navy.

He served aboard the ERA Eos, a reconfigured merchant’s galley that relied on a small flotilla of ironbirds to guard its flanks and blind spots. Orion swiftly grew to lead this flotilla, a promotion that spared his life when an ayodin vessel of unknown type rose from the sea and lashed at the Eos with a savage barrage. The barrage, centered on the captain’s quarters, killed most of the command cadre and Orion took command as the remaining senior officer. He was able to repel and destroy the vessel and turned the Eos back to safer skies and home.

Word reached shore ahead of them and Orion received a warm hero’s welcome. The pride lasted a dozen steps before a messenger brought him ill news; Persephone had perished in a fire which had overtaken their home, and his friend Pandora was reported as dead due to a prolonged absence of over a year’s time. Orion withdrew from the public eye, the Eos put in dry dock for extensive repairs. While he waited, he delved into the occult and the mystical, looking for some kind of sign that there was a law or meaning behind it all that could explain the aching void in his life.

He was at the end of the rope when a visitor appeared on his doorstep. Pandora, apparently returned from the dead, stood there with a smile and a gleam in her eye. She had acquired an older, though highly refined, airship through a wager with her grandfather. She had abandoned her journeys in favor of re-purposing the airship, known as the Atropos. It possessed a powerful aether engine, and a similarly old and unrefined yet functional clockwork automaton with the name Demeter emblazoned on its carapace, a model apparently programmed exclusively for the treatment and medical aid of various injuries and wounds.

Pandora spent much of the year Orion was gone aboard her airship, trapped well-beyond reach. A traveling engineer and scientist, Dr. Magnus Von Stahl, happened upon the Atropos and

became fascinated by it. With his help, Pandora was able to bring the ship home. But, just before returning home, Captain Pandora discovered a spiritual being named Erebus, who now seemed to be intrinsically tied to her.

Pandora offered Orion a place as first-mate on the now fully functional Atropos. Orion accepted quickly; the Hurricane Wars were dying and his term of service had just ended. As time passed, Orion found himself drawn closer and closer to the eccentric crew and warm orbit of his oldest friend. He was able to accept Persephone’s passing and vowed to live on, for her and his new family.

Using Orion in your Game

Orion is a quiet fellow, given to contemplation and introspection. He is a listener and observer and the quiet right hand of Pandora, obliging her requests whatever they may be. He is polite and well-mannered, and, while chivalrous, is at times awkward in the presence of women.

He is fiercely protective of his crew mates, Pandora especially, and often takes threats a step further, treating them as outright hostility. Many have been left in wreckage by his handling of such threats, though he does not value nor enjoy bloodshed. It is a simple principle, an almost pack mentality, and what threatens one, threatens the pack.

While affable and peaceful, his values are his own, and he does not sway his ideas of right and wrong idly.

Battle Tactics: Orion is a combatant who excels at hugging the fringe of the battle, lending his aid where he can while remaining within reach of any ally who may require his assistance. He prefers the heft of his sword but can utilize his revolver just as well. His explosives can have other detrimental effects on the opponent and his tactical acumen is not to be dismissed.





Captain Walker de'Planc

Submitted by Josh Blick

Race: Human (Evangelian)

Level: 6 AP: 4

HP: 64 Wounds: 12

Priority: +9 Speed: 55 feet (25 feet without prosthetics)

Notes: Walker always wins on tied rolls. His prosthetics allow him to jump 40 feet higher than normal. Once per turn, Walker can move (agility +8: 10 | 20 | 30 | 40) feet for no cost. Walker can mount or dismount a vehicle or animal for no AP cost. When Walker kills or deals a fatal effect, he recovers (frenzy +3: 3 | 6 | 9 | 12) hit points.

Guard

Flamboyant Pirate Attire (minimal textile armor)

Eva: +4 Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

Cutlasses (2 AP)

Acc: +6 Stk: +4

Damage: 6 | 12 | 18 | 24

Flintlock Carbines (2 AP, 0 AP to Ready)

Acc: +6 Range: 100 feet

Damage: 4 | 8 | 12 | 16

Note: These firearms are stored in Walker's leg prosthetics.

Special Actions

Blinding Flash (2 AP)

Walker's eyepatch can release a blinding flash that stuns foes. When activated, everyone within 20 feet must make either a Dexterity or Spirit resist of tier 3 or be stunned for 4 AP. (A tier 2 result reduces the stun to 2 AP.) Anyone wearing protective or tinted eyegear will automatically ignore this effect. He can only do this once every other turn as the eyepatch recharges.

Flickering (one-handed melee attack +1 AP)

Walker can flicker his blade, acting as though he had landed (swashbuckling +9: 2 | 3 | 5 | 7) attacks that each deal tier 1 damage. Each attack may be independently soaked.

Head Popper (1 AP reflexively)

When a foe leaves cover, Walker can immediately make a reflexive ranged attack. If there is any dispute over who attacks first, Walker wins.

Smokescreen (1 AP reflexively)

Walker can create a smokescreen which covers the space he is in and conceals his actions until his turn ends. If he moves, the smokescreen disperses.

Wild Slash (as a melee attack)

Walker can make a wild slash in place of an attack. Instead of rolling and adding his accuracy bonus to determine if he hits, he rolls twice and adds them together. If either die rolls a 1, the result is a 1. Two 12s must be rolled to continue rolling as if they had exploded.

Stances

Counter-Stance

Walker chooses a single opponent. If the opponent attacks Walker, he can make a reflexive attack against the target for 1 AP. This is handled before the opponent's attack.

Skills

Ace: +3

Agility: +8

Frenzy: +3

Marksmanship: +4

Showmanship: +3

Swashbuckling: +9

Attributes

Brute: +3

Cunning: +3

Dexterity: +24 (Walker still adds bonuses to rolls of 1)

Spirit: +0

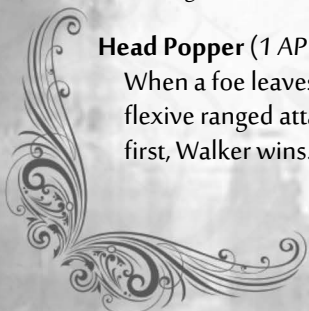
Sciences: +0

Reference

Specialties: Adrenaline Surge, Counter-Stance, Flickering, Free Movement, Head Popper, Quick Mount, Smokescreen, Wild Slash

Stories & Traits: Favored Attribute (Dexterity), Peerless, Quick Feet

Equipment: 2 Leg Prosthetics (extreme speed Mq.IV, hidden blade [concealing his firearms], weapon mounting, springs Mq.IV), 2 Cutlasses (medium melee weapons), 2 Flintlock Carbines (medium firearms), 25 feet of rope, grappling hook, eyepatch equipped with flash mechanism. 140 prances



Backstory

Captain Walker de'Planc is a notable figure in the skies over Rilau-sia simply for the fact that he made his name on the high seas, though the transfer of terrain is far and away from his most notable success. He and the crew of the *Anger of the Lustful Wench* made their names as privateers at the start of the Hurricane Wars, as they were one of the few vessels to risk sea engagements with the ayodin. But they quickly realized that the open seas offered them greater freedoms as pirates, and so a career change was in order.

During their brief tenure as agents of Evangless, Walker and the *Anger of the Lustful Wench* made their debut by striking an ayodin convoy, bringing supplies to their few established beach heads. They overwhelmed the convoy with a barrage of cannon-fire and Walker himself swung onto an ironbird and dueled the commanding officer of the military component protecting the cargo. The *Anger of the Lustful Wench* took a huge haul of booty that day and abandoned their ties to Evangless in the same breath.

Unknowingly, Walker had caused a certain amount of trouble and danger. The officer he slew was the son of an ayodin general normally called Deepdweller. Upon receiving news of his son's death, Deepdweller took his fastest ship and spent a month chasing down the *Anger of the Lustful Wench*, which had begun pillaging the coastline indiscriminately. Disregarding the traditional rules of warfare, Deepdweller leapt from the waves one evening as the sun was setting and took both of Walker's legs before he was cored by Walker's pistol. Walker's crew rushed him to the shore and held a hospital hostage until a surgeon could guarantee the captain would live.

Walker spent a long period in recovery before seeking out a prosthetician. He had mechanical legs fashioned for him to unusual specifications: legs that were capable of reaching the mid-point of ship's masts by running and leaping and could conceal firearms. With his mobility restored, Walker and the *Anger of the Lustful Wench* went on a renewed rampage, one that hasn't stopped since. During his convalescence, he had the *Anger of the Lustful Wench* refitted to carry graviton sphere technology and propulsion systems, taking he and his crew's career of thieving to the skies, as well as the waves.

Captain Walker is instantly recognizable, even without the mechanical legs (though they are the most eye-catching part of him). He dresses in flamboyant and romantic pirate attire, complete with epauleted shoulders on an enormous sea coat. A magnificent tricorner hat crowns his head and accents the mean scar that traces from his right temple to the chin and then towards the mechanical eyepatch. Slicked-back jet hair and an oiled goatee frames a square jaw that matches the rest of his powerful physique. Paired cutlasses ride on his hips and a suspicious smell of gunpowder comes from his legs: prosthetics that split apart at the knee to reveal a flintlock carbine in each leg.

Walker also has a monkey, though no one knows anything about it, even its name. The crew of the *Anger of the Lustful Wench* has only ever heard the monkey called various insults and slurs.

The *Anger of the Lustful Wench* has a secret port off the coast of Evangless that Walker rarely retreats to, except to perform repairs and to stash large amount of unusual plunder.

Using Walker de'Planc in your Game

Walker de'Planc is the perfect pirate captain villain. He raids villages both by air and sea. He is a great combatant due to his eyepatch and whole crew of pirates and isn't afraid to make enemies. The adventurers could easily be hired to hunt down Captain Walker, or they might just run into him at a rather unexpected and unfortunate time.

Roleplaying: Walker is larger than life and twice as vicious. Yet despite his piratical nature, the crew of the *Anger of the Lustful Wench* stands by him through thick and thin. Be they like souls or truly loyal, no one can say. Regardless, the crew views Walker as an inspiration.

Battle Tactics: Walker is a tough combatant, especially with his eyepatch. He uses his eyepatch to stun large swaths of enemies, then cuts them down with his fast cutlass. When nobody expects it, he can also pull out his duel flintlock carbines which he keeps stored in his knees. He's extremely fast, capable of moving quickly and freely all over the battlefield (he can jump 50 feet straight up if need be!), so he's unlikely to stay still for long.



Sirius Louvel

Submitted by Timothy Boyte

Race: Human (Evangellesian)

Level: 8 AP: 4

HP: 74 Wounds: 12

Priority: +15 Speed: 40 feet

Note: Once per turn, Sirius can move (agility +4: 10 | 20 | 30 | 40) feet for no cost. Once per turn, Sirius and all of his allies can make a single 5 foot move. If he moves during his turn, Sirius gains a (swashbuckling +12: +1 | +2 | +3 | +4) on accuracy and evade rolls until the end of his next turn. When Sirius is piloting a vehicle, his passengers do not suffer an accuracy penalty for turbulence.

Guard

Mesh Armor Coat (medium textile armor)

Eva: -1 Def: +0

Soak: 3 | 6 | 9 | 12

Gunner's Sword (1 AP Deflection)

Eva: +4 vs Melee & Ranged

Attacks

Kindajal (2 AP)

This short, gently-curving dagger bears a delicate staining of tracing spirals, whorls, and other patterns across the blade.

Acc: +6 Stk: +2

Damage: 4 | 8 | 12 | 16

Note: The kindajal is always concealed within Sirius's voluminous coat.

Gunner's Sword (2 AP)

As he pulls it from the scabbard, the guard fans out across the back of his hand and closes again, forming a small shield. The keen-edged blade is serrated along the back, frayed rope fibers dangling from them before the breeze carries them away.

Acc: +6 Stk: +2

Damage: 4 | 8 | 12 | 16

Note: Sirius may use the back of the blade to instantly cut through any rope for 1 AP.

LeMat Revolver (2 AP, 1 AP to ready or 0 AP to ready if using two hands)

The firearm is a hefty piece of iron with the body of a revolver with another slightly wider barrel protruding from the chamber under the primary barrel. The main barrel and body of the gun function identically to a revolver while the secondary barrel front loads with a series of thin-walled brass canister rounds that deliver gases and acids, at a range.

Acc: +6 Range: 100 feet, 75 feet with potions shot

Damage: 6 | 12 | 18 | 24

Notes: This revolver is concealable if Sirius is wearing his coat as is normal for him. The weapon uses high damage cartridges (+2 damage class, +1 ready AP). The weapon has two barrels, one for firing normal rounds and the other for firing alchemic gases.



Special Actions

Lockdown Gunner (as a ranged attack reflexively)

Sirius can reflexively make a ranged attack any time someone pulls or uses an item. He may substitute a called shot to the hand in place of the attack in order to disarm the target.

Precise Attack (melee attack +1 AP)

Sirius may roll (swashbuckling +12: 2 | 3 | 4 | 5) dice and take the highest result for his accuracy roll.

Side-Swipe (as a Melee Attack reflexively)

When Sirius successfully evades a melee attack, he can make a reflexive attack against his attacker with a bonus to his accuracy equal to difference between the accuracy and evade rolls of the original missed attack. He may also optionally move 5 feet around the target for no AP cost.

Skills

Ace: +2

Agility: +4

Alchemy: +11

Marksmanship: +7

Swashbuckling: +12

Tactical: +4

Attributes

Brute: +0

Cunning: +2

Dexterity: +25 (Sirius still adds bonuses to rolls of 1)

Spirit: +0

Sciences: +11

Reference

Specialties: Beta Gases, Free Movement, Footwork Training, Gas Brewer, Level Flying, Lockdown Gunner, Malleable Formation, Precise Attack, Side-Swipe, Snap Reload

Augments Known: Area of Effect (gases Mq.II), Confusing (gases Mq.II), Corrosive (gases Mq.II), Internal Burning (gases Mq.II), Sticky (gases Mq.II), Thick

Stories & Traits: Favored Attribute (Dexterity), Hardy & Stout, Innovative

Equipment: Gunner's sword (*medium metal melee weapon with deflecting and saw tooth*, LeMat revolver (*medium fire-arm with delivery Mq.III*), kindajal (*light metal melee weapon*), clothing, 3 doses of acid (*augmented with flesh burner Mq.II*, *Splash Mq.II*, *Burns*), 4 gases (see below), gasmask, 200 princes

Note: Sirius has 4 gases with the following augments applied to them:

- 1 gas with Area of Effect (Mq.II), Sticky (Mq.II), Confusing (Mq.II), and Thick
- 1 gas with Corrosive (Mq.II), Internal Burning (Mq.II), Sticky (Mq.II), Confusing (Mq.II), and Thick
- 2 gases with Area of Effect (Mq.II), Corrosive (Mq.II), Sticky (Mq.II), and Confusing

He utilizes a special brand of acidic alchemy known as Liptakular's, a vintage whose origins he shares with no one but he always returns from stays in port with a replenished supply.

Backstory

Sirius Louvel was born in Varsylis as a scion of the well-established Vieux Carre family. He was raised with the heights of society but also learned to move through the dregs well-enough (especially considering the prevalence of the criminal element within Varsylis). He followed his family's long-standing tradition of entering active duty in the Evangellesian military at a younger-than-average age and excelled at it. He served for many years, and rose to the rank of lieutenant, all while learning many useful skills as his captain's aide. He served in the private air forces of Dalvozzea alongside the border pilots and learned to pilot an ironbird as well as serving with the sea going vessels of the Tordryoni navy and many others through officer exchange programs. As a result there are few languages he cannot converse fluently in.

During the early years of his service, Sirius was decorated for bravery against the ayodin forces during the Battle of the Ebbing Tide, a period during the Hurricane Wars where the fighting at sea and coastline was at its bloodiest. The engagement he was decorated for, the Field of Bones, was actually fought primarily on land. It was recorded in the textbooks as a land-locked engagement, but Sirius and the rest of the crew of his first posting were the force that prevented the ayodin from reinforcing by holding a tall coral reef with both ships' armaments and infantry posted to the reef top. Casualties were high, but Sirius held the line after his commanding officer's death in the third wave of attack, despite his newly elevated officer status and inexperience at command. He suffered extensive damage to his right arm while attempting to counter-push the ayodin by capturing one of their ironbirds. He still has issues working his arm through the full range of motion it once possessed.

Sirius was married for a short time before his wife perished while he was serving with the Tordryoni fleet. Her death was one of the causes leading to his departure from service. He retired and took command of the private vessel EPA Nocturne, a free vessel of Evangelles. Sirius developed a new type of anti-ship weapon known as the Frangible Sphere Steam Catapult, a sling-esque weapon that relied on simple mechanics and steam motors to fire ballistic spheres of shrapnel that fragment on impact, filling an area with high velocity shards of debris and shredding most ships' and buildings' super-structures. In addition

to the FSSC, he also helped to develop a safety measure utilizing baskets and parachutes as escape vehicles in the event of the Nocturne's neutralization.

The EPA Nocturne is a free vessel that carries out all kinds of missions and jobs across all of Evangelles and sometimes Dalvozzea, as Sirius is known to the border patrol. A retrofitted heavy military transport, she can hold a crew of 120 as well as a substantial armory of both personal and anti-ship weapons. Like many reconfigured vessels following the Hurricane Wars, the Nocturne is a sailing vessel adapted with lift and propulsion technology brought ashore by the ayodin exodus. It utilizes a graviton sphere system for lift and a steam engine and turbines for propulsion in addition to its sails.

Sirius is a well built man with a long torso and slightly shorter than average legs that support a barrel chest. His skin is a light complexion, though his unusually-sharp blue eyes suggest a hint of Paldoran heritage belied by his short cropped brown hair. Quicker by far than his appearance would suggest, his clothing accentuates these features with patterns reminiscent of the uniforms worn by the air navy of Evangelles. Over the uniform he wears a great coat lined with mesh and wire to dissipate impacts braced with epaulets on the shoulders of the coat, reinforced with steel plating under the gold wire decoration to give a better range of protection of the upper shoulders and neck area. Tall boots, similarly lined with mesh and fiber as well as soled in rubber to better ground, and accompanied by a swashbuckler's pair of fencing gloves. At the top of it all is a round officer's hat like a cut-down top hat, banded with spectrometer goggles and magnifier lenses of his own device.

Known for his tight ship and militaristic command style, Sirius is often considered a stern and distant figure, a mask which conceals the regard and concern he holds for his crew. Almost in spite of these misconceptions of him, Sirius is exceptionally quick-witted and good humored, though this side of him is rarely shown to strangers and new recruits. Since his wife's death he has been seen in the company of many ladies (of both high and ill repute), though of late he has been seen exclusively within the company of a red-headed femme fatale whose natural talents and skillset complement his own for their disparity. Her presence may be turning into something more than mere companionship, or so say many of his crew and command cadre.

Using Sirius Louvel in your Game

Sirius will often be encountered in the air, captaining the Nocturne while on missions he chooses to take on. Though Sirius has a military background and runs his vessel appropriately, they have no official ties to any nation or power save their own vessel. As such, they can be found all over the country while flying and often times in port.

Battle Tactics: Sirius is an up-and-front combatant, albeit a speedy one. He will move around often to make use of his greater agility and put that speed to use in delivering enhanced blows from his sword and dagger. He will often soften up an area with his gases before entering the fray while wearing a gas mask to protect himself.



Evangeline La'Rayne

Submitted by Christina Brown

Race: Human (Evanglessian)

Level: 7 AP: 4

HP: 70 Wounds: 12

Priority: +4 Speed: 30 feet

Note: Evangeline can move her speed across horizontal unstable surfaces and through the air, though she must end her movement upon a solid surface, less she fall in. Evangeline can pass through spaces occupied by enemies without ever taking penalties or provoking reflexive attacks.

Guard

Body Armor (light leather armor)

Eva: +4 Def: +6

Soak: 5 | 10 | 15 | 20

Notes: Evangeline's armor has been built to protect her arms and shoulders (+6 to resist call shots to both arms). Evangeline can use her cunning (+12) in place of all called shot resists.

Attacks

Izedan Recurve Bow (2 AP)

Acc: +12 Stk: +8

Damage: 5 | 10 | 15 | 20

Range: 50 feet

Note: Evangeline's bow has been extensively modified to make it more quiet (requiring a Tier 4 Cunning roll to notice it based on sound), reinforced to resist being broken (counts as one step beyond Super Heavy), and shaped specifically for her odd hand placement (all other wielders suffer a -9 to accuracy and strike).

Curved Daggers (2 AP)

Acc: +9 Stk: +8

Damage: 2 | 4 | 6 | 8

Special Actions

Appraisal

Once per item, per downtime, Evangeline can appraise a valuable item. With a tier one result, she can guess nearly the exact market value of the item. With higher tier results, she can determine a more exact value, rare information on the piece, and who would be the most likely to want to buy it.

Flesh Biter (Bow Attack +1 AP)

Evangeline can use her bow to cause her opponents to bleed. They take (marksmanship +12: 2 | 4 | 6 | 8) points of bleeding damage from the attack. Unlike normal bleeding damage, her bleeding damage is twice as difficult to stop.

Flight of Arrows (Bow Attack +1 AP)

Evangeline can release several arrows with a single shot, shooting (marksmanship +12: 2 | 3 | 4 | 5) arrows at a time. Each attack deals tier 1 damage and can be soaked as an individual attack. In all other ways, it is treated as a single attack.

Stances

Captive Audience

When Evangeline enters this stance, she chooses a single adjacent target. Neither her nor the target can move away from each other unless the target makes a cunning resist against her cunning. If she moves away, she breaks her stance.

Lucky #7

While in Lucky #7 stance, any time she rolls a 7 she can pick up the die and roll again, adding the results.

Skills

Agility: +3

Expertise: +8

Grace: +4

Luck: +3

Marksmanship: +12

Showmanship: +4

Attributes

Brute: +0

Cunning: +12 (+16 to notice)

Dexterity: +15

Spirit: +7

Sciences: +0

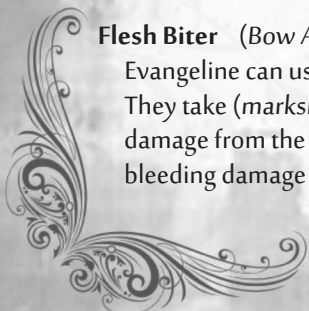
Reference

Specialties: Appraisal, Captive Audience, Combat Insight, Feather in the Wind, Flesh Biter, Flesh Piercing, Flight of Arrows, Lucky Number 7, Walk Over

Stories & Traits: Perceptive

Equipment: Izedan-designed recurve bow (wooden bow with Silent Mq.III, Reinforced Mq.III, Custom Mq.III, Accurate Mq.III), leather armor (light leather armor with Defensive Mq. II, Damage Soaking Mq. III, Reinforced Plating Mq. III [Arms]), rope and three grappling hooks, two curved daggers (light metal melee weapons), about 400 princes

Notes: Evangeline is incredibly gifted in the use of her ears from her period of convalescence with the elves. She gains an additional +4 to Notice against sound-based things in addition to her +4 to Notice from the Perceptive human story.



Backstory

Evangeline La'Rayne is a rare breed of pirate. She likens herself to an anthropologist more so than a buccaneer, reflecting her rather unusual views concerning the piratical life and plunder. A sailor since her early teens, Evangeline served aboard the *EPA Cloudbreaker* for many years. She rose to the position of first mate by the age of 22, taking the duties of disciplinarian and quartermaster. Her first captain, a man known as Hunt, was a mentor in many ways, and the one who imparted to her a love of anthropology, archeology, and history. In addition, he instilled in her the eye for detail and the patience a scholar needed for those fields.

Her early years were far and above the most piratical of her career. Evangeline engaged in over a hundred raids against all manner of vessels. Through it all her true yearning was for a career in the field of anthropology. Her chance came when disaster struck the *Cloudbreaker*. The *Cloudbreaker* attempted to raid an Evanglessian shipping vessel, unaware that it was more heavily armed and armored than its appearance suggested. The *Cloudbreaker* was scuppered in a matter of moments as a single barrage destroyed her main mast, primary engine, and maneuvering wings. Most of the crew was slaughtered as the ship fell apart around them and Evangeline was barely spared herself. She made it to the life boat and launched it just as a piece of debris struck the tiny craft, causing it to spin out of control and crash. Only the well padded interior kept her from being crushed as well.

Marooned in an elven settlement of Evangless, Evangeline was long in recovery from a nearly broken back. Investigators on behalf of the central government came but the elves sheltered her, claiming that such a wisp of a thing could never be associated with piracy. She suspected the elders of the settlement's knowledge of the contrary, but the topic was never broached again after the investigators left. She languished in the settlement for the better part of a year. The elves treated her major and minor injuries with mild labor and an almost spiritual involvement with her surroundings. Under their influence, Evangeline came to share their appreciation for the wild places and came to adopt much of their habits and dress, cloaking herself in the elves' culture entirely.

Towards the end of her recovery an old friend happened upon Evangeline while passing through the settlement. Stark Kurukoro Pimbrook-Hill, an acquaintance from her early years before she joined the *Cloudbreaker*, had come into possession of a schematic detailing some of the lesser functions of a legendary airship of unique and possibly pre-exodus ayodin design known as the *Daedalus*. After Evangeline was released by her guardians, the two enlisted a small crew and launched the *EPA Genevieve* in order to pursue the *Daedalus* and recover it. Two years passed and calamity struck when a storm caused the *Genevieve* to lose its way and collide with a pirating vessel.

The two vessels fought for three days before Evangeline, irritated by the worthless bloodshed, put an arrow through the pirate captain's eye. With the pirate's manpower and gold, she rebuilt the *EPA Genevieve* and continued her search—now with an emboldened crew and larger coffers.

The *Genevieve* covered most of the Evanglessian coast line in its search. Eventually, the crew discovered the *Daedalus* adrift over the Maselos Sea, a venture that nearly claimed the lives of both crews and saw the *Genevieve* sunk. The *Daedalus* rested over the heart of the ayodin kingdom in the area, and the deep sea nationality hated all outsiders with equal fervor. Working quickly, they were able to take the *Daedalus* and escape with the crew largely intact. Eventually, the *Genevieve* was abandoned, and the crew took on the larger *Daedalus*.



Since then the *Daedalus* has become an exceptionally profitable enterprise, engaging in discriminatory piracy and treasure hunting in equal measures. Evangeline serves as the captain aboard the vessel, taking care of matters of discipline, moral, inventory, and more.

Evangeline is often taken by morose and melancholic moods, her studies of past civilizations and cultures leaving her a touch maudlin. When these moods come she can stop a job in its tracks. These reactions typically come at the sight of one of a kind artifacts that would be better preserved in other hands. The plunder they do take, though, Evangeline and the rest of the crew protect and guard zealously, often studying it for days or weeks at a time before pawning it off to worthy collectors.

Evangeline La'Rayne is a slender beauty who dresses in elven clothing, bright colors associated with the wild places and forests that evoke images of wild and regal power. She wears leather armor of a lighter nature with extra protection built in across the shoulder and bicep, a shirt with a hood that can be pulled over her features, and multiple bracelets and trinkets of wood, beads, and feathers. She carries a recurve bow of Izedan make, augmented with subtle steam and clockwork technology to increase its potency and accuracy using similar technologies to that of the steam-powered crossbows the desert dwellers carry.

Using Evangeline in your Game

Evangeline will often appear as an emissary of the *Daedalus*. She will hesitate to treat with representatives of the authorities within Evangless or other nations, but will follow her gut if the job or situation seems sincere and the plunder worthy.

Battle Tactics: Evangeline will keep her distance, using her bow exclusively unless she is somehow deprived of it. She will make extensive use of Flight of Arrows and Flesh Biter specialties to increase certain attack's effectiveness.

Riaka Naqui

Submitted by Nichole Buckner

Race: Human

Level: 12 AP: 6

HP: 78 Wounds: 12

Priority: +2 Speed: 25 feet

Note: Riaka takes no penalties for extreme environments. She can see in complete darkness, gains a +9 to notice poisons, and can notice the heat signature of people hiding behind medium or lighter cover.

Guard

Tunic (minimal textile armor)

Eva: +1 Def: +5

Soak: 1 | 2 | 3 | 4

Note: Riaka is immune to all spider venom.

Rapier (1 AP Deflection)

Eva: +4 vs Melee & Ranged

Attacks

Shotgun (2 AP, 0 AP to ready)

Acc: +6 Range: 500 feet

Damage: 8 | 16 | 24 | 32

Rapier (2 AP)

Acc: +2 Stk: +0

Damage: 6 | 12 | 18 | 24

Special Actions

Appraisal

Once per item, per downtime, Riaka can appraise a valuable item. With a tier one result, she can guess nearly the exact market value of the item. With higher tier results, she can determine a more exact value, rare information on the piece, and who would be the most likely to want to buy it.

Nothing Up My Sleeve

Once between downtimes, Riaka can draw a previously uncrafted item out of her sleeve. This item must be concealable and she must be capable of crafting it.

Protect the Monarch (2 AP to begin, 1 AP to continue)

Riaka can call upon her spiders to protect her. They improve her soak class by (shamanism +21: +1 | +2 | +3 | +4) until she dismisses them.

Skills

Automata: +15

Expertise: +1

Faith: +1

Gadgetry: +15

Grace: +1

Shamanism: +21

Attributes

Brute: +0

Cunning: +1

Dexterity: +0

Spirit: +23 (Riaka still adds bonuses to rolls of 1)

Sciences: +30

Reference

Specialties: Appraisal, Beta Clockworks, Beta Eyewear, Beta Steamers, Clockwork Crafter, Devoted Drones, Learn Augments, Nerve Crafting, Nothing Up My Sleeve, Optician, Prosthetician, Protect the Monarch, Steam-Powered Crafter, Trinket Crafter

Known Augments: Clockworks (Mq. III): Avenge-Me Directive, Follow-Me Directive, Protect-Me Directive, Hit-Them Subdirective, Hurt-Them Subdirective. Eyewear (Mq. III): Dark Adaptor, Heat Detection, Poison Detection. Prosthetics (Mq. III): Extreme Speed, Poison Injector, Reinforced. Steamers (Mq. III): Automated Boiler Repair, Fire Absorbing, Lightning Resistant, Reinforced Boiler, Resilient Boiler. Trinkets: Messenger Sphere, Metal Cutter, Mostly-Universal Lock, Palm Injector, Porta-Bull, Pulse Detector, Reasonable Doubt, Spring-Loaded Sleeve, Toolbelt.

Stories & Traits: Adaptable, Handy Craftsman, Innovative, Favored Attribute (Spirit)

Equipment: Shotgun (heavy metal firearm augmented with accuracy Mq. IV, automatic reload Mq. IV, scope Mq. IV, and using high-damage rounds), rapier (medium metal melee weapon augmented with deflecting), a seemingly unlimited amount of spider poison (irresistable Mq. IV, instant, painful Mq. IV), toolbelt (containing 6 light items), reasonable doubt (Mq. III), porta-bull (Mq. III), metal cutter (Mq. III), pulse detector (Mq. III), spring-loaded sleeve (0 AP to retract, Mq. III), palm injector (2 AP to reload, Mq. III), messenger sphere (Mq. III), mostly universal lock (7 AP to pick, Mq. III), goggles (augmented with dark adaptor Mq. III, poison detection Mq. III, and heat detection Mq. III)

Backstory

The rumors that surround the tall and pale Riaka Naqui are unusual, without a doubt, but the most farfetched part of them is how readily people believe them. Riaka is certainly not from this world. Pieced together, the rumors paint a fascinating story:

Riaka Naqui was a powerful priestess that worshipped a spider god from another dimension. She had fantastical powers, magic beyond anything in Tephra, and spiders did her bidding. She was evil, idolized, and in a position of great respect. Yet one day,

Clockwork Spiders (2)

Riaka has two automated clockwork spiders that follow her everywhere. The each have eight legs and are capable of moving 300 feet per turn. If the clockwork spiders are standing next to her, they'll each automatically intercept up to three attacks against her per turn.

If Riaka or the spider is attacked, the spider will retaliate, attacking the assailant if it is adjacent. The attack is at a +9 to accuracy and +12 to strike, has a damage class of 4, and also injects poison if it hits. The poison instantly does 24 damage, acting as Mq. IV painful, and decreases the target's brute resist by 1 tier.

The clockwork spiders have 20 wounds and no hit points. They have a +0 on all rolls (not listed above).

Steam-Powered Spiders (2)

Riaka has two steam-powered spiders that follow her everywhere. They each have eight legs and are capable of moving 100 feet per AP that Riaka spends directing them.

If Riaka attacks with a spider, the spider will have a +0 to accuracy and strike, a damage class of 8, and inject poison into the victim. The poison instantly does 24 damage, acting as Mq. IV painful, and decreases the target's brute resist by 1 tier.

The steam-powered spiders have 90 wounds and no hit points. Every turn, they automatically regain 3 wounds. They have a +0 on all rolls (not listed above). The spiders have a soak class of 3. Heat- and fire-based damage heals the spiders, and the spiders can soak all electrical damage.

a teleportation spell was warped on her. She was supposed to be teleporting home, but her enemies altered her spell and sent her across dimensions and to Tephra.

She awoke in our world unable to talk with her spider deity and her clerical powers stripped of her. Her family—most notably her beloved daughter—were at the mercy of her enemies from her home dimension, and she had no ability to return. She panicked, wandering Tephra and trying to find a way to get back. She had read about other dimensions, but her textbook knowledge did not begin to prepare her for the strange contrast of this new mechanical and busy place, the exact opposite to the desolate sand-land from whence she came. But she did discover one advantage: even though she was separated from her god, her ability to speak with spiders had not waned. All spiders, it seems, speak the same language.

Riaka learned the way of Tephra. She worked her way up the ranks of society—her natural skill as a mechanic and inventor were uncanny, and her affinity for spiders gave her a reputation overnight. Her cruelty waned, but her ruthlessness did not. She soon became wealthy and at the top of society. Everyone knows who Riaka Naqui is.

She will stop at nothing to find a way to rescue her daughter, either by bringing her to Tephra or by going back herself.

Using Riaka in your Games

Riaka is known for her spiders and spider machines. She's often seen driving a large spider-like device, capable of crawling up buildings, and a swarm of mechanical spiders always accompany her. She is tall, nearly albino, and wears deep and vibrant colors. Spiders mark every piece of her clothing.

Riaka owns many mechanical and tinkering shops throughout Evangless. Her shops sell and fix automatons, trinkets, goggles, and all sorts of things. Her business is growing rapidly, and her wealth is accruing.

Riaka isn't a person who fights hard for the law, per se, but it isn't unheard for her to work with the constables in order to remove a particularly nasty lifeform. Riaka is exceedingly shrewd and intimidating, and she is unforgiving of people who transgress her or her spiders.

Riaka is looking for a way of teleporting between dimensions, and she will pay any cost for information.

Battle Tactics: Riaka's spiders both protect her and kill for her. She is prepared for nearly anything, with a huge slew of trinkets on her person. Her clockwork spiders will protect her while her steam-powered spiders attack her foes, and their poisons can be very dangerous. When she's in danger, she'll call upon spiders in the area to protect her, granting her extra soak class, but her clockwork spiders are her real defense.

Riaka is a very intelligent woman and will avoid combat when possible. She'd much rather hire assassins to take out her foes than do it herself.



Cantus

Submitted by Thozmp Corris

Race: Human (Paldoran Exile)

Level: 8 AP: 5

HP: 89 Wounds: 12

Priority: +11 Speed: 25 feet

Notes: Cantus can choose to gain 1 action point this turn, losing it on his next turn. Cantus is able to jump 25 feet high. Cantus can shift 5 feet for free at the end of anybody's turn, though only once between his AP refreshing.

Guard

Breastplate (light organic armor)

Eva: +7 Def: +8

Soak: 5 | 10 | 15 | 20

Note: In addition to the normal attribute bonus, Cantus gains a +7 when resisting stun effects.

Shield (1 AP Deflection)

Eva: +5 vs Melee & Ranged

Note: While Cantus will normally wield his great blade and hand cannon, he is able to switch out his great blade for his shield instantly. Even when not wielding his shield, he is still able to make shield deflections.

Attacks

Note: Cantus can use heavy and super-heavy weapons one-handed. He can use a super-heavy firearm without being in footing stance.

Great Blade (2 AP)

Acc: +7 Stk: +8

Damage: 12 | 24 | 36 | 48

Hand Cannon (2 AP, 1 AP to ready)

Acc: +7 Range: 300 ft.

Damage: 8 | 16 | 24 | 32

Skills

Attributes

Agility: +16

Armsmith: +1

Engineer: +1

Expertise: +8

Gadgetry: +1

Overpower: +5

Shamanism: +5

Brute: +5

Cunning: +8

Dexterity: +16

Spirit: +5

Sciences: +3

Reference

Specialties: Armored Ease, Astounding Leap, Battlefield Flow, Concentrated Focus, Instant Draw, Naturalist, One-Handing It, Stable Shot, Time Stop, Titanic Strength

Stories & Traits: Airborne, Chef, Great Height, Kinematician, Repairman

Equipment: Great Blade (super-heavy metal melee weapon augmented with accuracy Mq. II and damaging Mq. II), Hand Cannon (super-heavy metal firearm augmented with accuracy Mq. II and auto reload Mq. I), Breastplate (light organic armor augmented with damage soak Mq. II), Goggles (alert Mq. II, dark adaptor Mq. II), shield (improved deflection Mq. II)



Backstory

The Paldoran known as Cantus is nobody's friend. At first glance, one might say that he is wandering the land, taking odd contracts to survive. This would only be half true. Cantus spends much of his time in Zelhost and Evangless, going from city to city and does offer his hand at mercenary work, but there is much more to it.

Cantus was born and raised in Paldorus, coming from a town on the edge of the sea. When the Hurricane Wars began, he saw them first-hand. His town barely survived the first year of the war, and so Cantus enlisted on the day that he came of age. He took the train into Erodin, pledged himself to Paldorus's glory, and that was the last day of his innocence.

Cantus soon took assignment on one of Paldorus's infamous World-Burners. The great airship was designed to go high above the clouds, gathering pure sun-infused aether, and launch it as a ocean-boiling beam straight downward. Many say that the World-Burners were the reason that Paldorus did so well during the Hurricane Wars. And Cantus served honorably aboard his post.

But Paldorus's days were numbered. The radiation began soaking the lands, and people fell victim to it en masse. Soon, the Infernal Church announced its plans on building six massive colony ships—ships that would soon be called the Stormships—and Cantus was reassigned to the ICS *Jinzi's Hammer*, the stormship that would host the religious leader of the church, Lucius Yaroslav. Cantus took it as a great honor and re-doubled his efforts to serve Paldorus, especially in its darkest hour.

Aboard the *Jinzi's Hammer*, Cantus worked to secure the ship. After a few months, however, a new military group was formed, and Cantus was among the first asked to join. This group would be known as the Knowledge Keepers, and they would be tasked to go among the grounded Paldorans and kill any who shared the secrets of the Stormships. Though he hated the idea of the assignment, he immediately said yes. His talents and devotion made him unusually suitable to the task at hand.

Cantus joined the Knowledge Keepers, a group informally referred to as the Kno-Kees and was grounded. His task was decidedly vague. He was to wander from one town to another, searching for Paldorans that had knowledge of the Stormships and were sharing that knowledge with enemies of the state, and he did so ruthlessly. Cantus rarely associates with other Kno-Kees, occasionally meeting with them in order to take down a larger conspiracy or group of grounded traitors.

Using Cantus in your Games

Cantus is most likely to show up as somebody else's hired help. The Stormships can barely afford to pay him, so he is authorized to work-for-hire in order to keep himself fed and pay for his travels. When he takes on a contract, he follows it to the letter, never stepping above or beyond that contract. If he encounters the adventurers when his contract does not specify how to deal with them, he will likely just ignore them entirely. That is, unless there is a Paldoran in the group... then he might become suspicious.

Cantus will work for another person until he is paid, then move on immediately. Cantus can be hired, but it comes at a steep price, and you won't get any good will or loyalty from the man.

Cantus could also show up in your saga when he is searching for a Paldoran traitor. He is likely to be working alone, but if there is a large enough threat, he could call in reinforcements from his fellow Knowledge Keepers. Each of the Kno-Kees is well-equipped to handle problems on their own; together, they can be overwhelming.

Battle Tactics: Cantus is a straight-forward and powerful character. He wields a massive sword and an enormous hand cannon, each with one hand and with apparent ease. He can switch between the weapons and his shields in less than a second, swapping his sword for a shield when he needs to.

Cantus is extraordinarily agile. He's able to jump 25 feet straight up. When he's in pursuit of an enemy, he's quick to jump to rooftops and follow them that way. If that's not an option, his enormous hand cannon is sure to make a hole in any crowd large enough for him to get through. Cantus can also steal an action point from his next turn, so if he ever needs to make a quick strategic maneuver, he can always take an extra action point from his next turn.

Roberta "Bob" Medico

Submitted by Dayle Davenport

Race: Human (Evangelian)

Level: 9 AP: 5

HP: 101 Wounds: 12

Priority: +13 Speed: 25 feet

Note: Bob can draw any item for 0 AP and doing so does not leave her open to reflexives.

Guard

Thick Leather Worksuit (medium organic armor)

Eva: -2

Def: +9

Soak: 3 | 6 | 9 | 12

Attacks

Scalpel (1 AP while in Invisible Blade stance)

Acc: +8

Stk: +7

Damage: 6 | 12 | 18 | 24

Note: The damage class goes up by 1 for every 5 points Bob's accuracy exceeds the target's evade.

Syringes (1 AP while in Invisible Blade stance)

Acc: +5

Stk: +7

Damage: 4 | 8 | 12 | 16

Notes: The damage class goes up by 1 for every 5 points Bob's accuracy exceeds the target's evade. Bob has a number of poisons and medicines that she keeps primed for combat, as follows:

Push-Back Poison: If hit with a push-back, any pushes that the target takes over the next hour will count as damage. This poison also deals 18 damage, but deals 6 less damage for every tier of their Brute resist the target gets above tier 1.

Attack Poison: This poison deals 18 damage, but deals 6 less damage for every tier of their Brute resist the target gets above tier 2. This poison also stuns for 3 AP, but stuns for 1 less AP for every tier of their Brute resist the target gets above tier 2.

Improved Push Medicine: This medicine heals 42 damage. If used on a target effected by push-back, it deals 42 damage but deals 14 less damage for every tier of their Brute resist the target gets above tier 1.

Special Actions

Crimson Weapon (Melee Attack +1 AP)

If the target takes damage from the crimson weapon, they will start bleeding (frenzy +3: 2 | 4 | 6 | 8) damage per turn. A brute resist tiers down the effect.

Field Surgeon (3 AP)

Bob can restore (expertise +14: 1 | 2 | 3 | 4) wounds to a target that was taken from a single attack. The target must also reflexively give up 3 AP. Doing this leaves Bob and the target open to reflexives.

First Aid (Move + Field Surgeon reflexively)

If any of Bob's allies take wounds damage within a single move of her, she can reflexively move to them and use field surgeon.

Patch the Bleeding (1 AP)

Bob can stop 10 points of bleeding for 1 AP and for every AP that Bob spends treating a wound, it counts as treating 3.

Remove Poison (2 AP)

Bob can remove (expertise +14: 1 | 2 | 3 | 4) poison effects from an adjacent target.

Soulless Blade (2 AP reflexively)

If Bob deals somebody a wound, she may convert it into a fatal effect.

Skills

Alchemy: +15

Agility: +1

Espionage: +7

Expertise: +14

Frenzy: +3

Marksmanship: +1

Attributes

Brute: +3

Cunning: +21

Dexterity: +2

Spirit: +0

Sciences: +15

Reference

Specialties: Crimson Weapon, Critical Hits, Field Surgeon, First Aid, Instant Draw, Invisible Blade, Medicine Brewer, Poison Brewer, Patch the Bleeding, Remove Poison, Soulless Blade

Augments Known: Improved Push (medicinal Mq.III), Irresistable (poison Mq.III), Painful (poison Mq.III), Push (medicinal Mq.III), Push-Back (poison Mq.III), Stunning (poison Mq.III)

Stories & Traits: Innovative, Reactionary, Relentless

Equipment: Scalpel (Light Metal Melee Weapon, Accurate Mq.III, Damaging Mq.II), 11 Syringes (Light Metal Melee Weapon, Accurate Mq.I, Alchemic Tube Mq.I), Attack Poisons (Irresistable, Painful Mq.III, Stunning Mq.III), 5 Improved Push Medicines (Improved Push Mq.III, Push Mq.III), 2 Push-Back Poisons (Painful Mq.III, Push-Back Mq.III), thick leather worksuit (medium organic armor), 140 princes

Backstory

Bob's parents were both successful doctors that ran a busy medical clinic. Her father was a skilled hunter and taught her how to hunt and skin various game. At age 9 or 10 she was on a vacation with her

parents when the ship they were on was attacked by unknown forces. The family was trapped in their cabin and her parents shoved her in a closet with her father's hunting knife. Bob witnessed her parents being tortured for information and eventually murdered. One of the attackers was a medic trained to prolong the torture. The attackers had known she was there the entire time but just ignored her. Needing to finish the job, one of them went to grab her to dispose of her. She lashed out and got a lucky slice. She killed their medic using her father's hunting knife, making a clean cut straight into his throat. The surviving attackers subdued her and took her to replace the medic she killed.

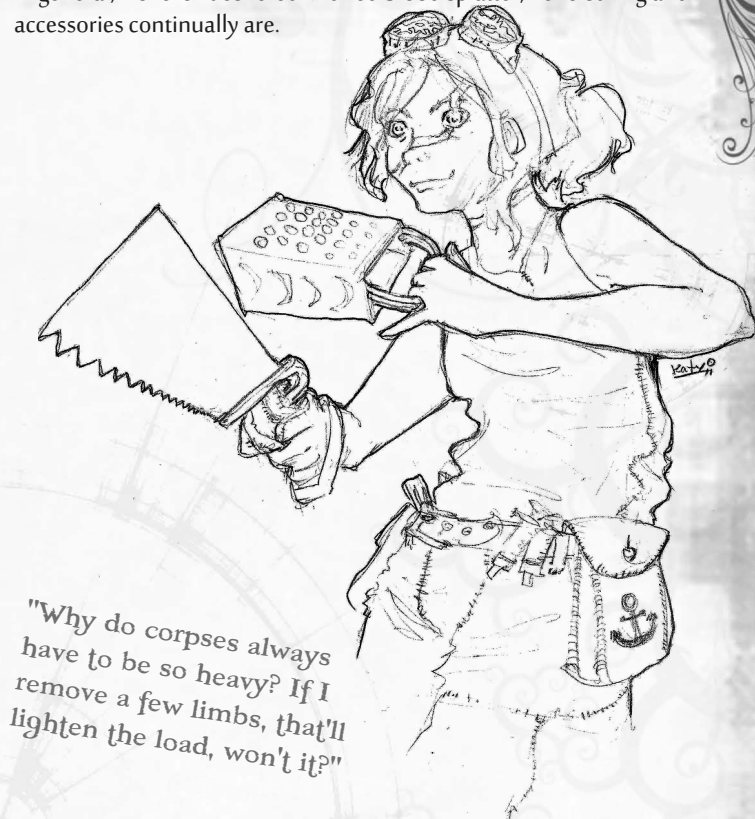
Bob was extremely mentally damaged by the incident and became very cold and dead-pan. She went along with the attackers as she had nothing else in her life and could not muster up the "give a damn" to fight them. She did not fear them. The incident just caused her to lose all ability to care. As a result of being taken in by the mercenaries, she was trained in poisons and espionage, using her syringes and scalpels for close quarters combat. She's lived and worked for the mercenaries all over the known world, carrying out various basic missions. She still works for the mercenaries and often poses as a traveling medic to gain passage onto ships or into caravans to glean information or gain "inventory" for her people: she sometimes harvests organs to sell on the black market. Because of her cold nature, she doesn't see anything wrong with skinning dead victims. She won't let anything go to waste, especially if it's someone she's killed in combat.

Even as a child, Bob was always kind of distant. It's not that she didn't love her parents, but she never really gained the ability to see human life as anything special after having been exposed to her parent's clinic from a young age and seeing so much death. She has always been very cold in that sense, but witnessing the horrific torture and murder of her parents made her fear pain. Any time she hears someone screaming in agony, all she wants to do is make the screaming stop and will do anything to end it. If the screaming is not stopped before she hits her limit, she will go into a blind rage and attack everything and anything in her way until she can get to the source and stop it.

Very few people know that Roberta is Bob's actual name. When she was taken in by the mercenaries, she was given the name "Bob" as that was the name of the medic she killed. She later took the name "Medico" to represent her profession.

Bob is an average human woman of between 25 and 30 years old. She is neither attractive nor unattractive. She is of average height, has a slightly athletic build, and wears her shaggy, medium length brown hair pulled back. She has blue eyes and fair skin. Though her appearance is common, she has two very obvious scars: one that runs diagonally across her face from the right side of her forehead starting at the hairline, over her right eye and across the bridge of her nose, continuing over her left cheek to end under the left side of her jaw. The other is a nasty scar that spans across her throat. She wears leather patchwork pants, that she made herself, out of skinned victims - a myriad of shades of skin tones as a result. She wears knee-high patchwork boots and a brown leather tank top. She also wears a tool belt with pouches made of patchwork leather that sit on each hip. The tool belt in and of itself is inappropriate for medical practice, but she also carries in it tools that are also just as inappropriate: a wood saw, screwdrivers, an awl, pliers, a wooden cheese grater she calls her "de-dermatizer." She does carry little bit of medical paraphernalia like forceps, scalpels readied with blades, syringes and needles, and vials with nefarious contents like chloroform and some poisons. The vials and syringes are positioned at the front of the belt in little holders for easy access. She also wears a pair of heavy leather gloves and goggles on her head to keep at the

ready for when she needs to protect her eyes from flying body fluids. In general, if she isn't covered in dried blood splatter, her clothing and accessories continually are.



Using Bob in your Game

Bob Medico would be a great opponent as part of a greater group of mercenaries. Her wheelings and dealings on the black market could attract the adventurer's attention. Likewise, they might be in a sore spot and need help from a local, talented surgeon.

Battle Tactics: Bob Medico can be a frightening combatant. Not only do her medicines and high hit points let her keep fighting for a long period of time, her poisons can quickly kill opponents.

If Bob wants to quickly dispatch a target, she'll hit him with her push-back poison, then follow up with a slew of her attack poisons and improved push medicines. Her push-back poison causes her medicines to deal damage, which makes her medicines all very lethal.

Bob is also great in a support role, as her medicines and surgeon abilities can keep her allies alive for a long fight. She works well in groups, and, if she's the last person standing, she'll make a great final fight.

Roleplaying: Typically, Bob is very unassuming and can be sarcastic and snarky. She does have a sort of frightening appearance but seems lazy. Seeing as most of her medical tools are simply bits and pieces she's picked up, she certainly can be seen as inept, but she actually knows what she's doing. She can fix you up properly, but you won't necessarily like her methodology ("Hmm...You need stitches but I'm out of proper needles. Will a fish hook do?") She isn't the type to start a fight, but if you look like you have nice organs, she might take a shine to you...just don't follow her into a dark alley alone or you might find yourself waking up to a missing kidney. In general, she's morbid in a detached sort of way and might scare others off by her appearance alone (since she's always covered in dried blood splatter and has nasty scars), but generally she's easy-going. The only thing that sets her off is others screaming in agony, a facet that completely transforms her into a terrifying unstoppable ball of fury.



Murdstone Quintus Nobbleobsicopolis

Submitted by Brandon M. Dees

Race: Gnome (Evanglessian)

Level: 8 AP: 6 (5 without his pocket watch)

HP: 61 Wounds: 12

Priority: +0 Speed: 15 feet

Guard

Thick Smithing Clothes (minimal textile armor)

Eva: +3

Def: +0

Soak: 1 | 2 | 3 | 4

Long Coat (1 AP Deflection)

Eva: +3 vs Melee

Attacks

Gnarled Shillelagh (2 AP)

Acc: +3

Stk: +5

Damage: 6 | 12 | 18 | 24

Note: Once Murdstone hits with the Gnarled Shillelagh, he can have it dig in, dealing 2 more damage per AP spent.

Special Actions

Control Beast (3 AP)

Murdstone can calm or redirect the anger of an animal.

Murdstone rolls his Shamanism (+4), and the higher the tier he receives, the more effective he is.

Skills

Attributes

Alchemy: +5

Brute: +3

Automata: +5

Cunning: +5

Bio-Flux: +16

Dexterity: +0

Expertise: +5

Spirit: +7

Overpower: +3

Sciences: +26

Shamanism: +4

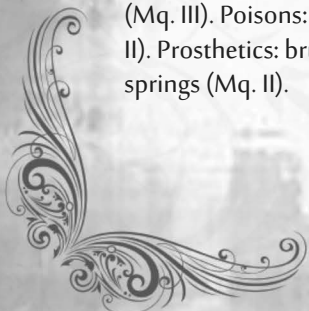
Reference

Specialties: Beta Essence, Control Beast, Fuse Box Builder, Manipulate Essence, Personality, Poison Brewer, Prosthetician, Prototype Essence, Quality Weapon, Weapon Appropriations

Augments Known: Brainworks: animal implant, brute physics (Mq. II), linguistics (Mq. II). Essence: acidic spit (Mq. III), performance enhancer (Mq. III), unusual size, wall-crawler (Mq. III). Poisons: hallucinogenic (Mq. II), undetectable (Mq. II). Prosthetics: brute enhancement (Mq. II) precision (Mq. II), springs (Mq. II).

Stories & Traits: Blacksmith, Equine Ire, Growth Intensity, Metal-Deranged, Ripcord Muscles

Equipment: Gnarled shillelagh (light wooden melee weapon augmented with chainsaw Mq. II and damaging Mq. II), thick smithing clothes (minimal textile armor), 4 hallucinogenic poisons (hallucinogenic Mq. II), pocket watch (Mq. I fuse box augmented with focused support specialty, family heirloom, fuse box specialist Mq. II, and master fuse box), smith's hammer (medium improvised metal melee weapon)



Description

Murdstone Quintus Nobbleobsicopolis is a wild-eyed gnome with the build of a blacksmith and average gnome height. He wears, most notably, a battered tophat of ludicrous size, which appears to be made about halfway out of patches. His tophat covers long, unkempt hair which he keeps tied out of his eyes. His eyes are constantly bolting out, dilated, one of which is green, and the other grey. On his body he wears a half-ragged smithing apron and shirt with rolled up sleeves, showing his burnt and scarred arms from countless forging burns. He wears thick pants and boots that are patched in a way that is fascinatingly both elaborate and haphazard.

He was raised briefly by his father, another eccentric blacksmith, but who died when Murdstone was young after suffering an accident while attempting to work with graviton spheres. Murdstone then spent a great deal of time traveling between sanatoria, repeatedly being declared harmless and then being caught again and re-admitted. Several years ago, he was released from his last sanatorium and moved to Aldamiir, using his remaining money to buy a smithy above the vast sewer system.

In his left hand he carries a gnarled oak shillelagh with painful-looking spiked gears running up its top, which he uses as a bat and grinder. In his right hand, when he is not doing something else with it, he carries an elaborate, tarnished silver pocketwatch, which he keeps meticulously timed and shined. On his leather tool belt, he keeps a regular smith's hammer that seems a mite larger than would suit him. Sometimes when he is at home, he can be spotted with his large, part-mechanical and bio-enhanced, intelligent rat, Ignatius, with whom he carries lengthy conversations.

Using Murdstone in your Game

Murdstone is a very eccentric sort and mostly tries to keep to himself. When someone tries to talk to him, they will likely be spurned, and if they persist they may become a candidate for a whomping on the head (or, more often, the shin) with his walking stick. Even if he is in a situation where he is forced to work with others, he is unlikely to trust them at all. If someone irritates him, he may resort to anything from petty prankery to outright sabotage or feeding the object of his irritation to his "precious little fluffsies."

Most of the time when he is walking around, he can be seen muttering incoherently to himself and incessantly checking, re-checking, adjusting, triple-checking, re-adjusting, then quadruple-checking his pocket watch (which appears to douse him with excessive bursts of speed and energy). When he is not doing that, he will at least be clicking at the grinding gears of his shillelagh very evenly once per second. His entire home is timed exactly in this way, and he will throw a fit if even one clock or mechanical device is ticking out of time.

Much of Murdstone's day is taken up with schizophrenically managing his horde of wild giant rats. He no longer creates giant rats since they are difficult to manage and have a nasty habit of snatching children from dark alleyways, but he still alternates much of his time capturing townsfolk to feed to his "precious

little fluffsies" and forcing those "damnable furry demons" back into the sewers from whence he raised them. He tends to capture townsfolk by dosing their food with an undetectable hallucinogenic poison and leaving them to wander about the city and get captured by the rats.

In his free time, he tends to retreat into the vast network of sewers beneath his smithy and muss with the rats, or create clockwork in the smithy, or have a conversation with Ignatius. Ignatius is his most cherished experiment, and he has quickly made good friends with the gnarly but highly intelligent giant rat which appears to be equally as protective of him.

Finally it should be noted that Murdstone has a mutually hateful relationship with horses. Horses are put on edge when around him, and he will fly quickly into an irate tantrum if forced to be too close to one, hissing and muttering about their "vile hoof-hands," and "They started by hurting me, but I'll finish them. Oh yes, I'll get them good!" Murdstone's unfortunate history with horses remains unknown, but his equine ire is feared within his neighborhood nonetheless.

Battle Tactics: Murdstone rarely engages in frontal conflict and will be unlikely to engage in combat unless agitated. If agitated, he will often resort to attacking with his hallucinogenic potions and trying to throttle opponents with his shillelagh. Even then, his attention span is very short and he will often find himself deciding mid-battle to run off and do something else.

Anybody who has truly earned his ire, however, may find themselves in a truly undesirable situation. Murdstone will first poison them when they are not expecting it, tie them up, and throw them into the sewers or alleyways, allowing a horde of his precious rats to have supper. Being that he is constantly in a place with rats, if he is attacked, he will simply call out and they will be at the aid of the hand that feeds.

Be aware that during any time in which he is in battle, his pocket watch will be giving him an extra action point per turn as a bizarre effect sends him slightly out-of-sync with the time stream.

Maddigan Marsias

Submitted by Nathan Doughty

Race: Farishtaa (Paldoran)

Level: 11 AP: 5

HP: 102 Wounds: 12

Priority: +2 Speed: 30 feet

Notes: Maddigan takes no penalty for fighting in unusual terrain or positions.

Guard

Suit (minimal textile armor)

Eva: +8 Def: +1

Soak: 1 | 2 | 3 | 4

Note: Maddigan may re-roll any called shot resist for 1 AP, and when he does so, he gains a +12 on the roll.

Attacks

Rapier (2 AP)

Acc: +16 Stk: +10

Damage: 9 | 18 | 27 | 36

Notes: Maddigan's rapier deals an additional 3 unsoakable electrical damage with every hit. The target takes 6 damage if in metal armor or submersed in water, or 12 damage if both.

Lightning Slash with Rapier (1 AP)

Acc: +16 Stk: +23

Damage: 9 | 18 | 27 | 36

Notes: Maddigan can only make lightning slashes while in En-Garde stance. A lightning slash cannot be upgraded by any specialty or trait. Maddigan's rapier deals an additional 3 unsoakable electrical damage with every hit. The target takes 6 damage if in metal armor or submersed in water, or 12 damage if both.

Special Actions

Circle Attack (1 AP reflexively when attacking)

If an enemy attempts to deflect one of Maddigan's attacks, he can spend 1 action point to negate the deflection.

Ki Flow (2 AP)

Enemies within (grace +12: 5 | 10 | 15 | 20) feet are pushed 5 feet away. They may resist with a Brute or Spirit roll against Maddigan's grace (+12).

Noble Creature (Melee Attack +1 AP)

Maddigan may increase his strike roll on an attack by his level (+11).

Precise Attack (Melee Attack +1 AP)

Maddigan may roll (swashbuckling +23: 2 | 3 | 4 | 5) dice and take the highest result for his accuracy roll.

Stunning Blow (Melee Attack +1 AP)

Maddigan stuns the target for (overpower +12: 0 | 1 | 2 | 3) AP. The target may resist with a Brute roll. For every tier above Tier 2 the target receives, they are stunned for 1 less AP.

Stances

Maddigan can be in up to 4 stances simultaneously.

Counter-Stance

Maddigan chooses a single opponent. If the opponent attacks Maddigan, he can make a reflexive attack against the target for 1 AP. This is handled before the opponent's attack.

En-Garde

Maddigan may enter En-Garde stance when he is only wielding a single medium melee weapon. He can take no penalties to accuracy rolls and gains a +4 on accuracy rolls for any reflexive attacks. Attacks made while en-garde effectively lower the opponent's soak class by 2.

Saluted Opponent

Maddigan chooses a single opponent. He gains a +23 on melee accuracy rolls against the target, but suffers a -2 on evade rolls against all other assailants.

Dominating: When Maddigan salutes an opponent, he starts dominating the target. Maddigan rolls the dice to determine the target's evade and defense. The target can never roll multiple dice on an evade or defense roll or use dice-manipulating abilities. The target can make a Cunning resist against being dominating for 1 AP, opposed by Maddigan's swashbuckling (+23), to stop being dominated. Maddigan cannot re-dominate a saluted opponent until he takes a breather.

Skills

Ace: +2

Agility: +1

Espionage: +1

Grace: +12

Overpower: +12

Swashbuckling: +23

Tactical: +1

Attributes

Brute: +12

Cunning: +2 (+4 when interacting)

Dexterity: +26

Spirit: +12

Sciences: +0

Reference

Specialties: Circle Attack, Counter-Stance, Dispel Pain, Dominating, En-Garde, Fight Anywhere, Find the Gap, Ki Flow, Lightning Slash, Master of Forms, Precise Attack, Saluted Opponent, Stunning Blow

Stories & Traits: Prominent Host (Noble Creature), Signs of Radiation

Equipment: Rapier (hidden in cane [requires Tier 4 cunning to notice], Accurate Mq.III, Damaging Mq.III, Electrical Mq.III), suit (minimal cloth armor), 2,200 princes



Backstory

Tall and slender, Maddigan spares no expense on his outfit, wearing only the finest suits money can buy. He's well-known for his ornate and rather intimidating mask. He walks with a slight limp and uses an intricately-detailed cane that, with the push of a button, becomes a beautiful rapier.

Maddigan is a farishtaa coated in radiation burns - a fact that he conceals under his mask. He was once an elf, born to one of the very few Highborne Elven families living in Paldorus. His name was Nathaniel Marsias, the eldest son and heir to the family fortune, but that was a destiny for somebody else. The elf known as Nathaniel was kidnapped when he was 23 and subjected to synthetic essence injection against his will. The farishtaa that emerged took the name Maddigan. His elven family abandoned him, but it mattered little to him.

Over time, Maddigan became one of the best known fencing instructors in Paldorus. He was known for taking on a single student at a time and transforming them into master swordsmen. Unfortunately, the Paldoran radiation disaster struck, and it struck Maddigan hard. Though he survived, his skin was horribly burned, giving it an ashen appearance. He escaped north, spending his considerable wealth to adorn himself in clothing that would hide the radiation scars.

Yet the radiation unlocked something in his mind. His original personality, Nathaniel, emerged. As Maddigan struggled northward into Evangless, Maddigan fought a long mental battle for dominance with Nathaniel. The trek was tough, not due to physical hardship but because his mind was at war. Eventually his two personalities reached equilibrium and compromise, and Maddigan Marsias was born.

Maddigan is slow in making decisions, as his two minds must decide among themselves before he takes action. Two minds are better than one, he says. Though Maddigan Marsias continues to be a well-respected maestro of fencing, his unique mask, unusual demeanor, and slow social responses have all become part of his reputation.

And though he does spend much of his time training students, the mind of Nathaniel has given Maddigan a new goal: to hunt down and take revenge upon those who took him from his family and turned him into a farishtaa.

Using Maddigan in your Game

Maddigan is an extremely honorable man who won't let a slight against his honor go unanswered. He is quick to challenge men to duels, often to the death, and he has a perfect (and long) record. Maddigan is determined to figure out why he was kidnapped and turned into a farishtaa and to punish those responsible. Adventurers might get wrapped up in his quest for vengeance, or they might be hired to protect the villains from Maddigan Marsias. Since Maddigan often has a pupil under his watch, the adventurers might make friends or enemies with Maddigan's pupil, then wind up facing the wrath of Maddigan Marsias himself.

Maddigan could also take the mentor role within a party of adventurers, as his knowledge of fencing is unparalleled. He is likely to be the mysterious wildcard, taking actions both good and evil. He is, after all, a masked villain with two personalities at odds within his mind.

Battle Tactics: Maddigan Marsias is a master at taking out a single opponent. If possible, he will focus all of his energies on killing his saluted opponent. He'll use saluted opponent and counter-stance on the same person. When he's in all three stances and his target attacks him, he can make an attack with his rapier with a frightening +43 on the accuracy roll and for only 1 action point.

Though each attack will only do moderate amounts of damage, he's unlikely to ever miss and he can attack fast. He hates to be out of stance and will enter into all three of his stances as fast as possible.

If he's fighting multiple people, he'll use his ki flow to push them away while he focuses on one of them. He'll use his stunning blow on anybody who's too fast, then hit them multiple times with lightning slashes.

Martin Doyle

Submitted by Martin Doyle

Race: Human

Level: 9 AP: 5

HP: 86 Wounds: 8

Priority: +7 Speed: 45 feet, 30 feet jumping

Note: No one can block Martin's way; he can freely move through any space without fear, as no one can reflexively attack him for moving near or past them.

Martin also takes no penalties for being prone and can stand up for no action point cost.

Guard

Thief's Outfit (minimal textile armor)

Eva: +10 (roll twice and take the higher) Def: +0

Soak: 1 | 2 | 3 | 4

Note: Enemies within 10 feet of Martin are blinded by the smoke released by his steam-powered limbs, causing them to act as though blinded (normally -4 to accuracy and evade).

Attacks

Flame Flamberg (1 AP)

Acc: +12 Stk: +16

Damage: 8 | 16 | 24 | 32

Pistol Shot (2 AP)

Acc: +12 Range: 100 ft.

Damage: 4 | 8 | 12 | 16

Special Actions

Flame Burst (melee attack +1 AP)

Enemies hit by Flame Burst must roll Dexterity to resist catching on Tier 3 fire (8 unsoakable damage per turn; leather, cloth, and wooden items are destroyed; 8 action points to extinguish). For every tier above 1 they receive, they reduce the tier of fire by 1, to a minimum of tier 1 fire. Regardless of the tier of fire, it costs 3 action points more than normal to put out (bringing the amount of action points to put out Tier 3 fire to 11 action points).

Opening (1 AP reflexively)

If anyone adjacent to Martin gets a 1 or lower on their evade, he can attack them without them being able to re-roll evade.

Skills

Automata: +5

Espionage: +12

Expertise: +1

Showmanship: +7

Swashbuckling: +16

Tactical: +1

Attributes

Brute: +0

Cunning: +21 (Martin still adds bonuses to rolls of 1)

Dexterity: +21

Spirit: +0

Sciences: +5

Reference

Specialties: Beta Prosthetics, Flowing Shadow, Groundfighting, Lightning Slash, Opening

Stories: Hardy & Stout

Equipment: flame-injected flamberg, steam-powered limbs



Description

In short, Martin Doyle is an engineer-turned-burglar who has replaced his limbs with clockwork- and steam-powered equivalents. He has done so in a weird quest for, what he calls, 'perfection' in rising above human limitations. Martin's sword uses alchemical injections to coat itself in fire and has a gun concealed in its hilt, which he only uses at close range when swordmanship alone won't suffice. He utilizes parkour, both in and out of combat, to outrun and outmaneuver those who would wish to do him harm, which his prosthetic limbs assist with.

After stealing several pieces of rare art from a wealthy merchant, and subsequently having a sizable bounty placed upon his head, he proceeded to (again) break into the merchant's house the very next night. He passed the heightened security, not to steal anything, but to sign an autograph for the merchant's daughter, who is an admirer of the outlaw.

He also prides himself on the theft of a priceless statuette from a heavily guarded museum. He scaled the outside to the 3rd floor, but unfortunately he was 2 floors short. He somehow managed to outrun guards up 2 floors, grab the prize, then leaped out of a window, escaping capture and (seemingly) personal injury.

Using Martin in your Game

Craftsman, cat burglar, and casanova, Martin Doyle captures the hearts of his female admirers while robbing their noble husbands of their priceless heirlooms. While willing to build various mechanisms for a fee, Martin really wants prestige—whether it's through infamy, material wealth, or scientific achievement.

Roleplaying: His primary motivations are perfection, (in)fame(y), and renown. He initially resorted to thievery to fund his research further, but soon gained recognition and a certain amount of notoriety for the thefts. This in turn spurred him on to attempt more and more daring break-ins, and soon it became less about the money and more about the thrill of the act itself.

If sought out to construct something for someone using his crafting capabilities, he would most likely agree to it—for a fee of course, and perhaps if brought the required materials. If anyone attempts to arrest him, he would flee, attempting to avoid seriously injuring anyone unless he deemed it necessary to escape or make a great story. As for aggressively attacking someone, they may be in possession of something that's either valuable enough to warrant taking and attempting to sell, or invaluable enough to warrant taking just to say he did. Or maybe after gaining fame and recognition, they would be hired by a mysterious benefactor to guard something, only to be shown up by a petty thief... (spoiler alert: it was a setup). He's rather neutral, so flexibility is the keyword.

Battle Tactics: Martin's sword uses alchemical injections to coat itself in fire and has a gun concealed in its hilt, which he only uses at close range when swordmanship alone won't suffice. He utilizes parkour, both in and out of combat, to outrun and outmaneuver those who would wish to do him harm, which his prosthetic limbs assist with. He can also emit a thick fog from his steam-powered limbs at will to help him conceal himself.

If he feels overpowered or if there is any real risk of him being arrested, Martin will use his massive movement abilities to quickly escape into the night.

Spats the Antitime

Submitted by Matt Esteem

Race: Human

Level: 12 AP: 6

HP: 121 Wounds: 12

Priority: +15 Speed: 25 feet

Note: Spats always wins on tied rolls.

Guard

Mismatched Suit (minimal textile armor)

Eva: +13 (+21 in Epic Dance) Def: +4

Soak: 1 | 2 | 3 | 4

Note: Spats can roll his Cunning (+50) in lieu of all Called Shot resists, and he can spend 1 AP reflexively to use his Cunning (+50) in lieu of any other resist.

Cane (1 AP Deflection)

Eva: +4 vs Melee

Attacks

Cane (2 AP)

Acc: +7 Stk: +2

Damage: 6 | 12 | 18 | 24

Note: For 1 extra AP, Spats can hit a target up to 15 feet away. When doing so, the target can choose to use their spirit instead of their evade.

Special Actions

Appraisal

Once per item per downtime, Spats can appraise a valuable item. With a tier one result, he can guess nearly the exact market value of the item. With higher tier results, he can determine a more exact value, rare information on the piece, and who would be the most likely to want to buy it.

Blindside (2 AP to begin, 1 AP to continue)

Spats can choose one person within 25 feet to make both blind and deaf to everything coming from one direction of the target. If the target is attacked while blindsided, the blindside is ended.

Catchphrase (1 AP)

Spats can say his catching, letting him use his skill in showmanship (+25) in place of the skill he'd normally use on his next tiered roll.

Distract (2 AP reflexively)

If anybody takes an action against Spats, he can make them think that he is in a different spot within 10 feet. They may negate the distraction within a cunning resist against his showmanship (+25).

Epic Dance (2 AP to begin, 1 AP to continue)

Spats can dance, granting him a +8 to his evade.

Observe (2 AP)

Spats can observe a target. Their next attack made against him is treated as a normal attack, even if improved with specialties. This ability can be resisted with a Cunning resist made versus his Expertise (+12).

Protect the Mimearch (2 AP to begin, 1 AP to continue)

Spats can call upon the shadows to protect him. They improve his soak class by (shamanism +1: +1 | +2 | +3 | +4) until he dismisses them, he loses the ability to speak, or he is in the area of an explosion.

Trick Counter (1+ AP reflexively)

Spats can spend AP to negate upgrades that an enemy has spent on an incoming attack. For example, if an enemy has spent 1 AP to make his attack into a called shot, Spats can negate it for 1 AP. The enemy can resist with their cunning against Spats's expertise (+12).

Stances

Captive Audience

When Spats enters this stance, he chooses a single adjacent target. Neither he nor the target can move away from each other unless the target makes a cunning resist against his cunning. If he moves away, he breaks his stance.

Unmarred Perfection

When Spats is in this stance, anybody who attacks Spats must make a cunning resist against Spats's showmanship (+25) or suffer a -25 to their accuracy roll. While in this stance, Spats must roll his strike twice and take the lower result.

Note: Unmarred Perfection is a permanent stance due to Spats's Adaptable specialty. He can be both in Unmarred Perfection and Captive Audience at the same time.

Skills

Expertise: +12
Grace: +2
Shamanism: +1
Showmanship: +25
Swashbuckling: +1
Tactical: +13

Attributes

Brute: +0
Cunning: +50 (Spats still adds bonuses to rolls of 1)
Dexterity: +1
Spirit: +3
Sciences: +0

Reference

Specialties: Appraisal, Adaptable, Blindside, Captive Audience, Catchphrase, Combat Analytics, Combat Insight, Distract, Epic Dance, Observance, Protect the Mimearch, Trick Counter, Void Strike, Unmimed Perfection

Stories: Favored Attribute (cunning), Peerless, Reactionary

Equipment: Cane (medium metal melee weapon), mismatched suit (minimal textile armor)



Background

Oh, the stories he would tell.

Spats the Antimime is a loud, brazen, expressive, and indulgent man. He is everything that mimes are not. He hates silence and is always quick with a story, a few well-timed words, or some biting insults. He has a fervant distaste for mimes that are named after hats.

Spats would have you believe that he comes from the world of the antimimes. In his world, whatever you say becomes true. The society is woven together by what is said to be there. In his world, words have more than just an audible meaning, they mold the very fabric of the world around him. If an antimime de-

clares a building there, then by the sheer power of will a building will be there. But Spats was drawn out by the Great Undeclared Door. In the world of antimimes, everything needs a declaration to exist, but the door is the single thing that does not. Spats walked through the door, exiting the world of antimimes and entering Tephra.

Perhaps by luck or misfortune, Spats appeared right before the blind Lucius Amore. Spats's adventures with Lucius led him many ways. Occasionally crossing paths with Octavius Abensuer and a slew of other folk have left him known around the world as an international man of mystery.

Spats hates mimes. Though Spats's disdain for mimes drives him to battle immediately, he is otherwise a rather neutral character. While he does have a bit of a bounty on his head, it's still low because it mainly centers around him disturbing the peace with his excessive dancing and loud declarations.

Description

While he looks a bit like a Paldoran at a distance, Spats has jet-black skin and white facial markings resembling a handlebar mustache and goatee. His eyes are black with white pupils. His white pompadour is slicked forward, pointed 9 inches down and 3 inches angled to the right.

Spats wears a 3-piece suit that alternates between black and white. His coat is split black and white, his vest is white, his shirt black. He wears a white bow tie, carries a white cane, and is rarely found without his white bowler. His white shoes have spatter-dashes on them, giving him the antimime name of Spats.

Using Spats in your Games

Spats travels a lot but definitely has some favorite places. He loves to visit Dalvozzea, getting along with the night society and the Ashen Angels, but his favorite pastime is entertaining the elves of the cities with his antics and natural prowess in battle. He's not a big fan of politics, as he sees it as just a crude version of antimime magic. He's caused quite an uproar in Zelhost—most men want him dead and most women either find him fascinatingly erotic or like a horrible idiot. But he has a soft spot for satyrs, as he likes the "fluffy people." As he says, texture is a rather unusual thing in his world, so their fur is wonderful to him.

Spats wants to gain control over the Great Undeclared Door. Currently, it only lets him travel into Tephra, though he's found ways of getting back to the antimime world over and over. But he wants to be able to travel at his own volition. Automaton bodies, bio-flux cloning, psychotherapy—name it and he's tried it. Spats cannot confirm or deny the existence of other worlds outside of his own and Tephra, but he's haunted and intrigued by the possibility of other versions of himself being in alternate worlds.

Battle Tactics: Spats is a smart guy. He's not a fighter, even though he's been in many fights. Spats has a ridiculous high evade, is nearly impossible to hit, and avoids damage quite well. He will always use his epic dance while staying in his unmarred perfection stance. Otherwise, he's just there to cause trouble.



Daniel Amado Figuereo

Submitted by Daniel Figuereo

Race: Human

Level: 6

AP: 4

HP: 71

Wounds: 12

Priority: +3

Speed: 15 feet

Guard

Cloaked Breastplate (*super-heavy metal armor*)

Eva: -3

Def: +2

Soak: 5 | 10 | 15 | 20

Tower Shield (1 AP Deflection)

Eva: +4 vs Melee & Ranged

Note: For 2 AP, Daniel can negate a explosive or blast in his space and (resilience +3: 0 | 1 | 2 | 3) more spaces around him. The originator of the blast can resist (tiering down Daniel's result) with their cunning.

Attacks

Steamthrower (2 AP)

Acc: +1

Range: 50 ft.

Damage: 6 | 12 | 18 | 24

Note: When hit by the steamthrower, the target suffers tier 2 burns (-3 to defense) until their next breather.

Mounted Axe (2 AP)

Acc: +1

Stk: +8

Damage: 6 | 12 | 18 | 24

Note: The axe is mounted on the steamthrower, allowing Daniel to switch between the two at will.

Special Actions

Blind Faith (as an attack)

Daniel can make an unaltered attack with blind faith, using his skill in faith (+9) in place of his accuracy.

Conviction (Melee Attack +1 AP)

Daniel can make an attack with conviction against corrupted creatures, causing the attack to bypass damage soak unless they succeed at a spirit resist against Daniel's faith (+9).

Crimson Weapon (Melee Attack +1 AP)

If the target takes damage from the crimson weapon, they will start bleeding (frenzy +5: 2 | 4 | 6 | 8) damage per turn. A brute resist tiers down the effect.

Stances

Proclaim the Heretic

Daniel can proclaim one enemy a heretic. When that enemy attacks Daniel or one of Daniel's allies, Daniel or Daniel's ally can spend 1 AP reflexively to use their spirit in place of their defense bonus.

Skills

Armsmith: +7

Faith: +9

Frenzy: +5

Gadgetry: +1

Luck: +1

Resilience: +3

Attributes

Brute: +8

Cunning: +0

Dexterity: +0

Spirit: +10 (Daniel still adds bonuses to rolls of 1)

Sciences: +8

Reference

Specialties: Beta Firearms, Blast Proof, Blind Faith, Conviction, Crimson Weapon, Gunsmith, Proclaim the Heretic

Augments Known: Automatic Reload, Combination, Damaging, Pyrothermal

Stories & Traits: Chosen by Jinzi, Favored Attribute (spirit), Inquisitor, Skewed Sense of Justice, Relentless, Ruckus Rowser (+3 to intimidates and provokes), Starborn Traditionalist

Equipment: Cloaked breastplate (*super-heavy metal armor*), tower shield, steamthrower & mounted axe (*medium metal firearm and medium metal melee weapon augmented with damaging Mq. II, pyrothermal Mq. II, auto-reload Mq. I, and combination*) 5 explosives (Mq. II explosives [deals 20 damage] augmented with Extended Blast [10 ft] and Flash [blinding for 4 turns]), 5 ornate knives (*light metal melee weapon*), metallurgy tools, adventuring pack, 3 days of rations

Description

Daniel Amado Figuereo is a formidably-built Paldoran man, most commonly seen wearing a hooded black robe, under which he wears plate mail and a welder's mask, which has emblazoned on it a red crest of Infernal Jinzium. He carries in his right hand an elaborately crafted weapon: an ornate steamthrower with the head of an axe protruding from beneath its nozzle, the entire head of the thing crusted with the blood of those previously slain. In his left hand he often carries a bolted red tower shield, with a slit in it so he can see while he has it planted. On his body, he carries belts of flash grenades and knives which appear to be mostly unused, as well as a pair of worn traveling boots. His armor is bulky and well-used, and he appears to not have access to the smith who created it anymore, leaving it a bit out of shape.



Using Daniel in your Games

Daniel likes to think of himself as a knight fighting for the power of good, but he has what many would consider to be a highly skewed sense of justice and what is right. He is a vigilante, but for each "heretic" or murderer he kills, he has also killed someone loitering near a "no loitering" sign or engaging in petty thievery. He travels from city to city, fighting wrongs "in the name of justice and Jinzi," killing or maiming anybody he marks as evil for whatever arbitrary reason he can come up with, or any person he can find to brand as a heretic. The meaning of what he considers to be a heretic is unclear, since it is thought that he was exiled and excommunicated as an Inquisitor from the clergy of Infernal Jinzium for murdering other clergy over a minor religious difference. Since his exile, he has been wandering the land, seeking what he refers to as "The Sunken Stone." It is unclear whether this is an actual artifact, an obscure legend, or something of his own imagination.

Figureo will be unlikely to confront the party until one of the members performs an act of even minor illegality. At this time, he will confront whoever performed the act, and begin to spout religious dogma. If the person is patient and waits through his entire speech, he will likely be satisfied and leave. However, any argument will prompt a violent response, leading him to challenge the entire group to "holy combat." Outside of this, he is unlikely to have any desire to talk to the party, preferring to work on his own. He has been known to engage in passionate debate with members of other religions, often ending the same way his lectures to sinners do.

Battle Tactics: Daniel is somewhat versatile in that he can use several different tactics to deal damage. When he is attacking at a distance, he will generally blow concentrated streams of scalding steam at his opponents, using his Blind Faith specialty to get better accuracy, using the 3 AP attacks to scald his opponents and keep them at range, using his third AP to intermittently provoke and intimidate his opponents with religious rhetoric, gaining a +3 to all rolls to do so. Against opponents who are less evasive, he will stop using Blind Faith and instead attack twice per turn, his scalding burns cutting at their defensive abilities.

He does not generally move much during battle, preferring to hold his ground and plant his shield, allowing opponents to come and attack him directly. He uses a similar tactic when the opponent reaches him, first cutting at their defenses with a scalding attack from his steamthrower, then using the attached axe to



gore at them. Against opponents that are evasive, he will use Blind Faith and taunt or move in small increments, whereas against less evasive opponents he will gore at them with his Crimson Blade specialty, draining them quickly with bleeding attacks.

Daniel does not fare well without his weapon, and if it is disarmed or sundered, he will retreat rather than make any attempt to fight hand-to-hand, since his hand-to-hand tactics consist of a great deal of flailing, and he's no idea how to use the knives he keeps on him. He will instead un-plant his tower shield and retreat clumsily, as quickly as he can, tossing flash grenades behind him to cover his trail.

Defensively, he is also somewhat versatile. He will prefer to risk it and use his shield against heavy damage dealers, negating his evade penalty from his heavy armor. Against opponents that deal smaller amounts of damage, he will soak it as best he can with his formidable armor.

The Lady Linda Ekaterina Bethmora

Submitted by Benjamin Forster

Race: Human (Evanglessian)

Level: 7 AP: 4

HP: 76 Wounds: 12

Priority: +16 Speed: 55 feet, 35 swim, 65 climbing

Notes: Lady Linda wins on tied rolls. She takes no penalties for poor lighting or total darkness, being able to see through them as if it were normal lighting.

She is able to jump forward the same distance that she can move (55 feet), and can jump 22 feet straight up. If she falls, she can ignore the first (agility +11: 30 | 60 | 120 | 200) feet of the fall. She ignores penalties for moving through rough terrain.

Lady Linda can draw any item for 0 AP without opening herself to reflexive attacks.

Guard

Thief's Suit (minimal textile armor)

Eva: +7 Def: +0

Soak: 1 | 2 | 3 | 4

Notes: Lady Linda rolls her evade twice and takes the higher result when being attacked by someone who is blinded or in poor lighting. At such times, she also gains a +3 on the evade roll.

Attacks

Cat's Claws (1 AP, 2 AP when not in Invisible Blade stance)

Acc: +8 Stk: +7

Damage: 7 | 14 | 21 | 28

Note: She gains a +3 on her accuracy when her target is in darkness or poor lighting.

Special Actions

Control Beast (3 AP)

Lady Linda can calm or redirect the anger of an animal. She rolls her Shamanism (+8), and the higher the tier she receives, the more effective she is.

Silent Kill (melee attack +1 AP)

Lady Linda can make an absolutely silent attack. If anybody tries to hear the attack, they roll their cunning against Linda's espionage (+12) in order to hear the attack.

Skills

Agility: +11

Espionage: +12

Expertise: +1

Grace: +1

Shamanism: +8

Swashbuckling: +1

Attributes

Brute: +0

Cunning: +13*

Dexterity: +12

Spirit: +9

Sciences: +0

* Lady Linda gets a +12 on her cunning rolls when hiding or disguising herself.

Reference

Specialties: Astounding Leap, Control Beast, Flowing Shadow, Instant Draw, Invisible Blade, Pierce the Darkness, Silent Kill, Slow Falling, Terrain Mastery

Essence Augments: Chameleon Mq.III, Dark Sight, Wall-Crawler

Stories & Traits: Burglar, Cut-Purse, Involuntary Animorphism (under duress), Momentum, Monkey's Uncle, Peerless, Perceptive, Quick Feet, Reactionary, Relentless

Equipment: Cat's Claws (light metal melee weapons augmented with Damaging Mq.III and Powerful Mq.III), thief's outfit (minimal textile armor augmented with Mobile Mq.III and Camouflage Mq.III)

Background

Lady Linda Ekaterina Bethmora is a well-regarded socialite, a beautiful and mysterious woman, and sole heir of a long and wealthy line of nobility. She has a number of estates across Evangless and is always impeccably dressed, although her disdain for fashion tends to create fashion trends. Darkly mysterious, with impeccable posture and poise, she commands attention.

But this is all just part of a facade, a role she plays for society. She is much more than just a beautiful noblewoman.

Few people know that the pristine Lady Bethmora is also the spy known as the Dark Kitten. A talented cat burglar, occasional assassin, and spy by trade, the Dark Kitten is a highly regarded member of the underground. Her skills come with a price, though, and she's considered one of the most successful spies-for-hire in the game.

The Dark Kitten was once a simple girl named Linda, growing up in the crevices of Evangless' capital, Aldamiir. She had no knowledge of ever having had a family. Her earliest memories are of pocketing loaves of bread while walking through the market, and stealing glass jugs of milk from deliverymen who had turned their backs. She was a guttersnipe, considered nothing more than litter in the poorest areas of the capital. Today, her

golden blonde hair forms soft waves around her face and her brilliant blue eyes can catch a man's attention from across any dance floor. Quite a contrast to the young orphan named Linda: constantly covered in soot and grime, hair dark from mud, hungry eyes gleaming out at the world.

Yet Linda was fast, she knew the area, and she worked twice as hard as anyone else. She started doing errands for older children, and even the adults began to pay attention. They used her talents slowly, at first. They taught her to distract people, pick pockets, and move along the rooftops. By the age of ten her skills in stealth and evasion made her an impressive cat burglar. A cigar-smoking thug started calling her, "his Dark Kitten," and the name stuck. The Dark Kitten, the first of her many aliases, was born.

Eventually she struck out on her own, flitting through the city like a morally ambiguous butterfly. If by age ten she was impressive, by her late teens she was a master. As a young woman, she was one of the top thieves in the metropolis. The Dark Kitten rose through the underworld with dizzying speed, eclipsing people twice her age. Seeing that the majority of her "superiors" were venal, greedy, stupid men, she created a slew of false identities with which to operate under. She decided that when she took a job, she'd do the job by her own rules. As a result she grew extraordinarily wealthy and influential very quickly.

From a young age, Linda has had a distinct connection with felines. The cats in the crevices of the city were always her friends, and she shared her spoils with them. At the age of thirteen, however, that connection started to become exponentially stronger. She had always talked to them, but to her amazement they started talking back. They became her lookouts, her silent spies, and her couriers. The dispossessed and ignored cats of Aldamiir became her own personal spy network. This ability grew, and now she can create a mental bond with the felines, going well beyond mere communication.

By the time she was twenty she could see through the eyes of cats, even at great distances, sharing their senses. This also extended beyond mere house cats, to any feline. To this day, her many sumptuous mansions are guarded by black panthers. Often-times, while at a party or other social engagement, her eyes will go briefly distant as an informant mentally drops off some useful intel. While prowling around or otherwise on a job the same effect can be observed, as dozens of eyes in her immediate vicinity are mentally rifled through, looking for potential dangers. Her heart will always belong to the strays, and they provide her the grandest, most thorough information network any spy could ever hope for.

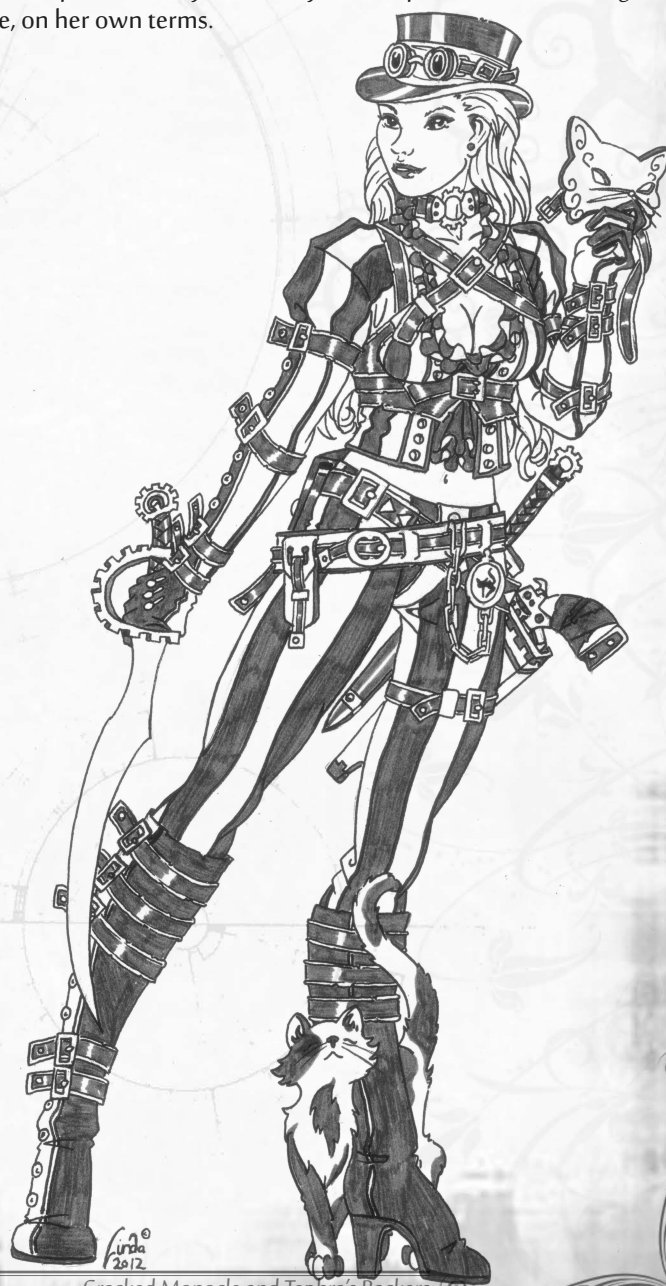
Her noble title was acquired with both precise care and a great deal of work. It was not married into or merely bought. It was created whole cloth via forgery, bribery, and a great deal of judiciously used and very convincing lies. She chose her bribed "ancestors" due to their advanced age, and as a result they've all passed on now, making her claim to nobility virtually indisputable. To her, her nobility is just as earned as those who have acquired their titles by force. Documents exist to attest to the lineage, and Linda intends to pass it on to an heir, if and when she finds someone worthy of the name.

Using Linda in your Games

Lady Linda, the Dark Kitten, can easily come in conflict with the adventurers in any saga. She is a thief, a spy, and her information network makes her both a broker and a collector of rare thoughts. She's unlikely to hire the adventurers, as she puts more faith in cats than she does her fellow people, but her and the adventurers could easily be hired for competing jobs.

Lady Linda has a number of lavish estates, all full of an army of servants, wide grounds, and secret passageways. Even with her feline spy network, she also has a wide variety of operatives that she employs. Affectionately, she calls them her "kittens," something that tends to confuse people.

Battle Tactics: The Dark Kitten is extraordinarily fast, agile, and will use her environment to great advantage. Her catlike abilities allow her to make astonishing leaps, climb faster than a man can run, and move through a battlefield untouched. She won't take people on in a straight fight. Instead, she'll retreat, only to show up another day while they're asleep and finish the things there, on her own terms.





Captain Tiffany Franzoni

Submitted by Tiffany Franzoni of Roll2Play

Race: Human

Level: 7 AP: 4

HP: 75 Wounds: 12

Priority: +10 Speed: 25 feet

Note: Tiffany Franzoni always wins on tied rolls. Tiffany can use and activate items without being open to called shots. When one of Tiffany's allies makes a called shot within 25 feet of her, she increases the called shot's resist by 3. Tiffany grants a +2 to any ally's cunning rolls to communicate.

Guard

Pirate's Garb (minimal textile armor)

Eva: +8 Def: +3

Soak: 1 | 2 | 3 | 4

Note: For 1 AP reflexively, Tiffany can use her Luck (+11) in place of any other attribute resist.

Cloak (1 AP Deflection)

Eva: +3 vs Melee

Attacks

Power Popper (2 AP)

Acc: +9 Stk: +8

Damage: 6 | 12 | 18 | 24

Damage vs. Built Things: 10 | 20 | 30 | 40

Wild Card Crossbow (2 AP, 0 AP to ready)

Acc: +9 Range: 25 ft.

Damage: 3 | 6 | 9 | 12

Note: When being wielded, Tiffany gains 2 hit points at the end of every turn.

Special Actions

Aim (1 AP)

Tiffany can aim at a target, gaining (marksmanship +3: +1 | +2 | +3 | +4) accuracy on her next ranged attack for every AP spent aiming, up to a maximum of +3.

Flying Fortress (2 AP to begin, 1 AP to continue)

Tiffany's piloted vehicle gains +2 defense while using Flying Fortress.

Roulette (Attack +1 AP)

Tiffany can make a special attack in which she picks a number, 1 to 12. She then rolls her die. If she gets that number or greater, she adds the number she chose as a bonus to her accuracy roll for the attack.

Wild Slash (as a melee attack)

Tiffany can make a wild slash in place of an attack. Instead of rolling and adding her accuracy bonus to determine if she hits, she rolls twice and adds them together. If either die rolls a 1, the result is a 1. Two 12s must be rolled to continue rolling as if they had exploded.

Stances

Direct the Battle

Tiffany chooses a single enemy to be the target. Now, once per turn, she can let an ally make a single "attack +1 AP" action against the target without spending the additional action point.

Free from Failure

While in this stance, Tiffany treats rolls of 1 as normal, so she can add bonuses to those rolls. For 1 AP reflexively, she can allow her allies to also add their bonus to a roll of 1.

Skills

Ace: +4

Luck: +11

Marksmanship: +3

Showmanship: +4

Swashbuckling: +3

Tactical: +9

Attributes

Brute: +0

Cunning: +14

Dexterity: +9

Spirit: +11

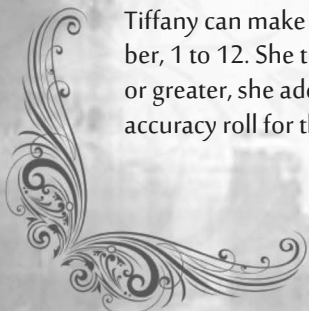
Sciences: +0

Reference

Specialties: Aim, Chime In, Confident in your Luck, Crippling Formation, Direct the Battle, Flying Fortress, Free from Failure, Roulette, Sleight of Hand, Steady Friends, Wild Slash

Stories & Traits: Bartender, Peerless

Equipment: Power Popper (medium metal melee weapon augmented with powerful Mq. II and Jackhammer Mq. II), Wild Card Crossbow (light metal crossbow augmented with automatic reload Mq. I and signature Mq. II), pirate's garb (minimal textile armor), cloak, a wide assortment of games, dice, cards, miniatures, figurines, rulesets, boards, playing matts, and accessories



Backstory

Tiffany Franzoni grew up wandering the decks of the Airship Fortuna, a massive flying entertainment galleon where Evangelists sated their need for diversion on week-long cruises. While her parents made their living as casino workers, her days were spent flitting between floors, observing the different classes in action. One day might be spent haunting the lower decks as pirates and dock workers traded insults and coins while throwing dice, and the next would find her marveling at the stylish clothes and wanton decadence encountered on the upper decks, as gents and ladies bet fortunes on the turn of a card. When she came of working age, she was a favorite of management as her natural ability to read a crowd and quick thinking allowed her to run every game offered on the Fortuna.

She might have continued on this career path, but for a chance meeting with a notorious pirate who infiltrated an exclusive game she was running. He was the first person she ever met who could outsmart her, and when he collected his winnings, he took her heart as well. At the tender age of 21, much to the dismay of her parents, she left the only world she had ever known to galivant around the open skies with her new love. Her pirate taught her many things about gunplay and swashbuckling, and she in turn helped him run cons and raid ships. But less than a year into her new life, her mother's admonitions proved true. Her new love showed himself to be the worst sort of blackhearted rogue; he left her alone and penniless in a backwater tavern, absconding with both all of their earnings from a recent con gone right, and the local tavern girl.

Too proud to return to her previous life, Tiffany worked hard to earn her keep at the tavern. Between tips as a barmaid and games with the locals, she managed to save enough money to do several key things: buy a train ticket to the town her erstwhile lover most frequented, and hire a few new friends. She may have been new to the game of revenge, but she knew enough to hit him where it hurt; under cover of night, she and her new companions managed to take control of his ship, separating him from the second most intrepid companion he had ever known.

Tiffany wasted no time in retrofitting the ship into a humble flying gaming platform, which she duly crowned the Airship Roll2Play. Today she is most often found traveling between small towns, stopping to let the locals forget their trials through fairly-run and innovative games. These activities have earned her the colloquial title Mistress of Games, and her reputation as a jovial and fair game runner precedes her wherever she goes. Admirers have gifted her with several unique weapons, but she has vowed to never give her heart away again until she meets a man who can best her at her favorite game, Weasels Over Warriors. She remains single.

Description

Captain Franzoni is of medium height, slender with brown hair. She wears colorful pirate's garb most of the time, and a cloak stitched with the backdrop of her favorite game board. Strapped to her wrist is a custom-built light crossbow that fires cards at her opponents, but her real damage dealer is the custom club at her side.

Using Tiffany in your Game

Due to her time on the Fortuna, Tiffany is comfortable interacting with all echelons of society. Much like a stage performer, she can blend into whatever role is required of her. She is exceptionally curious, and will often not be able to leave well enough alone. Naturally, she is always up for playing new or old games. On the rare occasion someone beats her in a game, she is a gracious loser. However, she will never throw a game to save someone's pride, regardless of the consequences. She actively avoids male pirates, as rumors have reached her ears that her ex seeks to reclaim his ship.

Battle Tactics: Tiffany prefers words above violence, but won't hesitate to jump into battle if her property or friends are threatened. She has strong tactical skills, able to discern battlefield advantages at the drop of a hat. Her commands should be listened to. While she isn't especially strong, she is known for her accuracy, either due to outright skill or uncanny luck.



Michael Wolfgang Volmar

Submitted by Michael Gonsalves

Race: Human (Evanglessian)
 Level: 7 AP: 4
 HP: 77 Wounds: 12
 Priority: +11 Speed: 25 feet
 Note: Volmar always wins on tied rolls.

Guard

Gray Overcoat (minimal textile armor)

Eva: +5 Def: +0
 Soak: 1 | 2 | 3 | 4

Note: If Volmar is about to be ambushed, he can roll his grace (+8) against his attacker's cunning. If he succeeds, Volmar becomes aware of the incoming attack.

Attacks

Electri-Blade (2 AP)

Acc: +6 Stk: +9
 Damage: 6 | 12 | 18 | 24

Note: The weapon deals 3 unsoakable electrical damage when it hits (double that to a person in armor or who is wet). That damage will spread to up to three more enemies within 10 feet of the target.

For 1 extra AP, Volmar can hit a target up to 45 feet away. When doing so, the target can choose to use their spirit instead of their evade.

Pulsing Electri-Blade (2 AP)

Acc: +2 Stk: +9
 Damage: 6 | 12 | 18 | 24

Note: Volmar can switch his electri-blade to pulsing for 1 AP. While pulsing, all damage dealt by the weapon is electric damage and thus unsoakable by people who are in metal armor or are wet. This does come with an accuracy penalty (noted above).

The weapon deals 3 unsoakable electrical damage when it hits (double that to a person in armor or who is wet). That damage will spread to up to three more enemies within 10 feet of the target.

For 1 extra AP, Volmar can hit a target up to 45 feet away. When doing so, the target can choose to use their spirit instead of their evade.

Back-up Revolver (2 AP, 0 AP to ready)

Acc: +3 Range: 100 ft.
 Damage: 4 | 8 | 12 | 16

Special Actions

Feeling Lucky (1 AP reflexively)

If somebody shoots Volmar, he can feel lucky. He rolls his luck (+4). At tier 1, he gets to roll his evade twice and take the higher result. At tier 2, the weapon fails to fire. At tier 3, the weapon fails to fire and must re-readied. And tier 4, the weapon backfires, dealing tier 1 damage to the user.

The attacker can lower the tiers of this specialty using their spirit resist.

Parry & Riposte (1 AP reflexively)

When Volmar is hit in melee with an attack that deals tier 1 damage, he may roll his accuracy and add his Swashbuckling skill (+11 total). If he exceeds the initial accuracy roll, he negates the attack. If Volmar successfully parries an attack, he can make an immediate attack against his assailant for no AP cost.

Volmar's Volter (2 AP for push-back, +1 AP for damage)

Volmar can release electricity around him, sending people flying away from him. He is able to affect people within (grace +8: 5 | 10 | 15 | 20) feet of him. They are pushed back 5 feet unless they make a brute or spirit resist (their choice) against Volmar's grace (+8).

Volmar can spend 1 extra AP to make them take (grace +8: 3 | 6 | 9 | 12) damage.

Skills

Ace: +1
 Armsmith: +15
 Grace: +8
 Luck: +4
 Marksmanship: +1
 Swashbuckling: +5

Attributes

Brute: +0
 Cunning: +0
 Dexterity: +7
 Spirit: +12
 Sciences: +15

Reference

Specialties: Beta Weapons, Danger Sense, Feeling Lucky, Ki Flow, Ki Rage, Parry, Riposte, Void Strike, Weapon Smith

Augments Known: Weapons (Mq. III): Accurate, Electrical, Electrical Archs, Lightning Pulsing

Stories & Traits: Momentum, Peerless, Relentless

Equipment: 2 Electri-Blades (beta medium metal melee weapon augmented with accurate Mq. III, electrical Mq. III, electrical archs Mq. III, and lightning pulsing Mq. III), revolver (medium metal firearm augmented with automatic reload Mq. I), gray overcoat (minimal textile armor)



Backstory

It's difficult to say whether Michael Wolfgang Volmar is a insane electrical scientist or a dashing and honorable captain, but he would probably agree that he's a bit of both (well, the "dashing" bit might be taking it a bit far).

Volmar was born in the Evanglessian capital of Razule, in the streets where people still believe themselves to be Tharmurian. He grew up there, learning to love the wilds of the street and the newly developing electrical sciences. When he was still a young lad, he was able to get a small job in Razule's Brass & Steel Institute. It didn't pay well, but it was enough for him to feel wealthy. He learned of electricity, how to generate and harness it, and how to weaponize it.

When the Hurricane Wars were at its height, Michael Volmar gained a weapon's manufacturing contract to design electrified weapons. He continued to work straight through the Hurricane Wars and into the Evanglessian Civil War (barely noticing when one war became another), but he soon realized that he had somehow wound up on the wrong side of the civil war.

Volmar worked hard to ensure that he wouldn't get in trouble, but the success of his experiments began to slide. As the civil war ended, he had a string of ill-fated experimental failures, so destructive that he gained quite a reputation in Razule.

He was captured, tried, and imprisoned with the Fort Malson Mental Asylum. If you ask him now, he's say that he nearly went crazy when he was there. But it was at the asylum that he

met an engineer. At first, Volmar thought the engineer was an absolute lunatic, but then he realized that sometimes genius can be mistaken as craziness. He and the engineer became friends, and soon hatched a plot to escape. They soon escaped the asylum. (Please note, gentle reader, that though this plot was successful, it did conclude with nearly a quarter of the asylum in flames and deranged folk scattering into the nearby cities.)

Once they had escaped, the pair commandeered a run-of-the-mill transport airship and renamed it the *Imperator Temporum*. The pair played rock-paper-scissors to determine who would have to be captain, and Volmar lost. Now "Captain Volmar," he and the engineer refitted the *Imperator Temporum*, turning it into a true airship and hired themselves a crew.

Today, the *Imperator Temporum* is well known as an airship full of soldiers of fortune, couriers, and treasure hunters. Painted on the back of the ship is the crew's motto: "Temporis Telas Iterum Faciamus."

Please note that it has not been proven whether or not this engineer friend of Captain Volmar's is actually real or not. It might just be a figment of his imagination.

Description

Captain Volmar wears a stout top hat with goggles, a leather mask often pulled up over his jaw in the face of the wind, and wears a thick, full chinstrap of facial hair. He stays dressed in a double-breasted grey overcoat with a high-necked black leather waistcoat beneath. Sometimes his red cravat peaks out of his overcoat.

Volmar has two electrified cavalry sabers on his left—his electri-blades, capable of shooting electricity across the battlefield. On his right is a pistol, just in case somebody breaks both of his sabers (or they decide they just aren't going to work today). On his right arm is a leather bracer outfitted with clockwork and glowing tubes, a device he calls Volmar's Volter.

Using Volmar in your Game

Captain Michael Wolfgang Volmar is the perfect soldier of fortune. He's not your typical captain, as he's almost more inclined toward being a mad scientist than he is being an airship captain. Nonetheless, he lets himself fit into the role of captain.

Volmar and his ship, the *Imperator Temporum*, could possibly be after the adventurers for one wrong or another, or Volmar could hire them to find some nice gadgetry he's looking for.

Battle Tactics: Volmar is a great fighter when he has a bit of back-up. His electri-blade is extremely versatile, as he can hit at a distance with it, and the electrical shocks can spread through enemies very quickly. He's much better at fighting multiple weak opponents than challenging a single person to a one-on-one. If too many people get too close to him, he'll use his Volmar's Volter to push them away (something that can be quite deadly in airship combat).

Dr. Barry deGurtin

Submitted by Barry D. Guertin

Race: Human

Level: 8 AP: 4

HP: 41 Wounds: 12

Priority: +4 Speed: 25 feet

Note: Anytime the doctor could make a reflexive attack, he can instead make a reflexive grab.

Guard

Lab Coat (minimal textile armor)

Eva: +0 Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

Rifle (2 AP)

Acc: +1 Range: 200 ft.

Damage: 6 | 12 | 18 | 24

Unarmed (1 AP)

Acc: +1 Stk: +2

Damage: 2 | 4 | 6 | 8

Skills

Attributes

Automata: +15

Brute: +9

Brawl: +5

Cunning: +6

Espionage: +6

Dexterity: +0

Gadgetry: +5

Spirit: +0

Overpower: +4

Sciences: +21

Reference

Specialties: Advanced Brainworks, Automaton Tinkerer, Automaton Upgrader, Clockwork Crafter, Grab Adept, Epic Brainworks, Optician, Prosthetician

Augments Known: Avenge-Me Directive, Back-Pack, Dexterity Directory, Extreme Speed, Fuse Box Specialist, Heat Detection, Hit-Them Subdirective, Installed Cunning, Inventory Investigator, Mass Propulsion, Master Fuse Box, Poison Detection, Realistic, Sensory Transmission, Springs

Equipment: Rifle (heavy metal firearm), lab coat (minimal textile armor), 2 KOALAs (automatons, see the sidebar), goggles (poison detection Mq. II [giving him a +6 to notice poisons], inventory investigator Mq. II [letting him roughly know how many concealed items a person has], and heat detection Mq. II [allowing him to see people through light cover]).

KOALA

AP: 3

Cunning: +31

Dexterity: +31

Speed: 55 feet

Jump Height: 25 feet up

The KOALA is incredibly adorable which makes it hard for others to bring themselves to hurt it. They must roll their Spirit versus the KOALA's tactical (+15) or fail the action and become stunned for one action point for even attempting to harm such an "innocent" creature.

If someone within 300 feet manages to pass through the KOALA's armistice of adorableness and attack it, miniscule cannons on metal arms extend out of the KOALA's backpack and attack the person trying to hurt the mechanized marsupial. This attack has an accuracy of +9 and a damage class of 12. It doesn't count as a called shot for someone to target the KOALA's backpack, which has no hit points but 20 wounds. The backpack can only do this two times per turn as it needs to rewind its clockwork.

When the KOALA moves, it seems to disappear and then reappear somewhere else, acting as if it hadn't moved at all. People trying to watch the KOALA can roll their cunning against the KOALA's agility (+15) to follow where it moved to; otherwise they're stumped.

Specialties: Armistice (Tactical), Phase Step (Agility), Leave No Trace (Agility)

Description

Dr. deGurtin is NOT a mad scientist; he is in fact only a miffed scientist at worst. He is never seen without his prized creations, the KOALAs (Kovert Occult Animal Life-like Appliance). Seemingly adorable and cuddly, these spies have been collecting military and political secrets for the miffed doctor for years, allowing him to use those secrets to gain some serious cash.

The doctor is a decent shot with rifle or pistol. He normally doesn't fair well in hand-to-hand combat unless he can turn the fight into an all-out wrestling brawl, though it's still not his preference.

Dr. deGurtin wants to become famous by any means necessary, but in the end he just wants some respect and love. Unfortunately, he feels that you need power, titles, and money to get that love and respect. He prides himself on his knowledge of medicine, engineering, optics, and the occult.



Often seen with a monocle when reading, or goggles when doing more devious work, the doctor is approximately 74.2 inches tall and weighs 231.8 pounds of good muscle. His brown hair is long with loose curls at shoulder length. His face is no longer youthful due to sun exposure, so he appears older than his 40 years of age might suggest. His bushy eyebrows are brownish with white streaks. His smile and charm seem genuine, but they are often tools to convince people that he means no harm. Sadly, that's not always the case.

When at home, he wears a lab coat over a gray suit with gloves in his lab coat pockets. His black boots are sturdy, and can be used for rough work, but are not really in keeping with his otherwise refined look. He would only wear a hat outside or when the need arises. Although not fashionable, his personal flair is only a few years behind the times. He usually carries a rifle when it might be prudent to do so (which is rather often).

Using Dr. deGurtin in your Games

Dr. deGurtin makes his money off collecting and selling information, and his KOALAs are his spies. You would most likely run into him by either finding one of his KOALAs and trailing it or by seeking him out personally for secrets only he can provide.

Roleplaying: His guiding paradigm is that he was born in a crappy place and he wants to leave. This requires cash and connections. The doctor isn't really a bad guy, he's just very self-interested. He would do a favor for a favor in the future but never too far in the future. He's no master tactician but his schemes have had some minor successes. He might say that his end goal is respect and love, but his current need for wealth and reputation is at odds with those goals.

Battle Tactics: Dr. deGurtin is handy with a rifle and isn't half bad at wrestling a man to the ground, but at the end of the day he specializes in science, not combat. He might be able to hold his own against one opponent, but small groups will quickly overwhelm him. The doctor will quickly suck up his pride and flee to fight another day.

Though much more resilient, his KOALAs are designed for reconnaissance, and while they excel at avoiding getting damaged, they can't last long in a fight. His KOALAs will run away if engaged for even a small amount of time, and they're incredibly difficult to track.

Marjorie Adair

Submitted by Heidi Gunvaldson

Race: Human (Evangellessian)

Level: 7 AP: 4

HP: 58 Wounds: 12

Priority: +13 Speed: 20 feet

Notes: Marjorie always wins on tied rolls.

Guard

High-Collared Jacket (light textile armor)

Eva: +2

Def: +2

Soak: 2 | 4 | 6 | 8

Note: If Marjorie fails an evade roll, she may attempt to step back for 1 AP. She rolls Agility (+3) and if the tier result is a tier higher than the enemy's damage tier, then she ignores the attack and moves to any adjacent square.

Attacks

Dragoon (2 AP, 0 AP to ready)

Acc: +7

Range: 100 ft.

Damage: 6 | 12 | 18 | 24

Notes: The firearm can only be heard firing if the character can make a tier 3 cunning result to notice. The firearm can also be broken down and made concealable or reassembled for 3 AP. The weapon is treated as unarmed for purposes of concealment. If Marjorie is the first to attack in combat, she gains a +7 on her accuracy roll.

Dagger (2 AP)

Acc: +7

Stk: +4

Damage: 4 | 8 | 12 | 16

Note: If Marjorie is the first to attack in combat, she gains a +7 on her accuracy roll.

Special Actions

Observe (2 AP)

Marjorie can observe a target. Their next attack made against her is treated as a normal attack even if improved with specialties. This ability can be resisted with a Cunning resist made versus her Expertise (+7).

Opening (1 AP reflexively)

If anyone adjacent to Marjorie rolls a 1 or lower on their evade roll when they are evading one of her allies, she can attack them for 1 AP using that same evade roll to determine if she hits.

Point Blank (Ranged Attack +1 AP)

Marjorie can make a point blank attack with a ranged weapon against any adjacent opponent, receiving a (marksmanship +6: +3 | +6 | +9 | +12) on her accuracy roll.

Skills

Agility: +3

Armsmith: +6

Espionage: +7

Expertise: +8

Marksmanship: +6

Swashbuckling: +3

Attributes

Brute: +0

Cunning: +15

Dexterity: +9

Spirit: +0

Sciences: +6

Reference

Specialties: Beta Firearms, Efficiency Expert, First Strike, Gunsmith, Observance, Opening, Point Blank, Snap Reload, Step Back

Augments Known: Accurate (firearms Mq.II), Automatic Reload (firearms Mq.II), Collapsible (firearms Mq.II), Damaging (firearms Mq.II), Scope (firearms Mq.II), Silent (firearms Mq.II)

Stories & Traits: Peerless, Innovative, Reactionary

Equipment: Dragoon (beta medium metal firearm, Accurate Mq.II, Collapsible Mq.II, Damaging Mq.II, Silent Mq.II), dagger (metal light melee weapon, Accurate Mq.II, Damaging Mq.II), high-collared jacket (light textile armor), 80 prunes

Note: If Marjorie spends her downtime working with others, she grants them a +3 to their DIY scores.

Backstory

Marjorie was born under a different surname than Adair. Her father, Walter Kelly, was a metallurgist of no small renown and a founding member of the Evangelless Brass and Steel armory and institute. Alongside his old friend and research partner, Harrison Bessemer, Kelly pioneered and premiered a new smelting technique that produced higher quality iron in a much quicker time. Bessemer grew disgruntled with what seemed like Kelly's piracy of the limelight, never seeing his old friend's attempts to draw him into it as well.

Bessemer began plotting Kelly's downfall, leaking the lesser of their new processes and ideas to quantity producers who began abusing the plans, driving Kelly through dozens of inconclusive court cases as he tried to regain control of his patents. Bessemer was at his side the whole time, orchestrating Kelly's slow descent into depression. Kelly was found dead one morning in his study, an open bottle of pills next to the half-empty bottle of his favorite liquor.

Marjorie, studying abroad in Tordryon, came home to see her father buried and to deal with exactors after the remnants of her father's estate. Kelly had hidden a sizeable fortune away as her inheritance though, along with documents that pointed suspicions at Bessemer. Marjorie took her new fortune and put it to use immediately, falsifying records and presenting herself to society

as Marjorie Adair. She began making overtures to underworld elements, leaking old blueprints Kelly hadn't revealed to Bessemer to mass producers who jumped at the chance to both put the squeeze on the upstart Bessemer and to make a tidy profit.

She formed a network of contacts within the world of industry that kept her appraised on Bessemer's activities. According to reports, he has become increasingly skittish and paranoid over the years. She started releasing blueprints signed 'MA' with a bold flourish, and apparently the sight of one of these schematics is enough to send Bessemer into a rage and a frenzy as he tries to pull all prototypes off the market and buy up the copyrights. These actions that have earned him no small amount of enmity from the criminal element.

Marjorie has made it her life goal to see Bessemer ruined like her father. She keeps her true identity hidden with an almost zealous passion, and many who have discovered her secret have been found in the harbors or the asylums of Evangless. More have simply disappeared.

Often dressed in elegant and elaborate dress, favoring full length silks, high petticoats, tall-collared jackets and fur striping, Marjorie is instantly notable within almost any crowd. Gold chains and pearl links often adorn her and she favors a unique pendant, a glass and iron pedal crest jeweled with precious gems. She wears her long fine blonde hair piled into a coiled chignon, pinned in place with gem-studded iron pins. A thick fur muff adorns her year round, even in abominable heat. What many never know or begin to suspect is that the muff is a combination accessory and kit bag, concealing her weaponry, artisans tools, and other effects.

Using Marjorie in your Game

Marjorie is at once both warm and callous, looking at every meeting, social engagement, and party as a stepping stone to her ambition. Her cold and analytical nature is often only revealed behind closed doors while maintaining her debutante attitude in public. She is the embodiment of the fair-weather friend—once someone's usefulness to her has been measured and found wanting, they simply disappear from her world, sometimes literally.

Battle Tactics: Quick and cunning, Marjorie despises fighting in any arena under anything less than her terms, from the political to the social to the back alleys. While an adequate duelist, her favored weapon is a heavily-augmented revolver she refers to as the 'Dagoon,' a piece that speaks its name with every use. Always aware and ever watchful, Marjorie is rarely taken by surprise.





Rhi

Submitted by Kathleen Rose Harvill

Race: Human (Izedan)
Level: 7 AP: 4
HP: 91 Wounds: 12
Priority: +1 Speed: 25 feet
Notes: Rhi always wins on tied rolls.

Guard

Robes (minimal textile armor)

Eva: +1 Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

Sunrage Fists (2 AP)

Acc: +8 Stk: +18

Damage: 10 | 20 | 30 | 40

Heavy Hitter: 12 | 24 | 36 | 48

Notes: Though this weapon is just Rhi's fist, it is effectively treated as a heavy melee weapon that must be drawn and is affected by her Druidic stance. Rhi is always in Druidic stance (by default) and can be in Heavy Hitter stance as well.

When Rhi is attacking an adjacent opponent that is prone, her damage tier result is automatically one higher.

If Rhi hits the same target two consecutive times in the same turn, the second attack does damage one tier higher.

Fists (1 AP)

Acc: +8 Stk: +18

Damage: 2 | 4 | 6 | 8

Special Actions

Colony of One (2 AP to begin, 1 AP to continue)

Rhi can make the sands swarm and grab at her enemies. She chooses one enemy within 50 feet and the sands attempt to grab (shamanism +15: 1 | 2 | 3 | 4) called shot locations. The sands use her accuracy (+8) to determine if they hit.

Once grabbed, the sands pull the target down to the ground, making them go prone, unless the target can make a brute resist against Rhi's shamanism (+15).

Solid Assault (melee attack +1 AP)

Rhi's solid assault will deal one tier of damage higher than normal.

Sunstone Adrenaline

Rhi is able to draw in the sun's power from the gems in her forehead. She can grant herself 3 extra action points on this turn (bringing her total to 7), but loses her next turn entirely.

Skills

Agility: +1
Frenzy: +8
Luck: +1
Overpower: +8
Shamanism: +15
Swashbuckling: +1

Attributes

Brute: +16
Cunning: +0
Dexterity: +2
Spirit: +16
Sciences: +0

Reference

Specialties: Adaptable, Colony of One, Drag Down, Druidic, Follow-Through, Heavy Hitter, Keep Them Down, One-Handing It, Solid Assault

Body Augments: Sunstone Adrenaline (Mq. IV)

Stories & Traits: Great Height, Peerless, Relentless

Equipment: Robes (minimal textile armor)



Backstory

Rhi is a traveler, hunting for the Haud soldiers that put her caravan to death.

Rhi was a child of the Vendune Caravan. Her mother was one of the freight engineers while her father served as the caravan's medicine man. It was a small caravan—only a few hundred inhabitants—and their chief was a man who had a knack for finding old Laquaian angel ray technology. He had found a number of buyers in Zelhost, and, with the help of the Vendune Caravan, the chief was always able to deliver a solid stockpile of angel ray weaponry. The Vendune Caravan thrived.

Rhi spent her younger years in the dunes, helping her parents scavenge through the ruins of the old Izedan empire, searching for useful trinkets and knickknacks to sell. Like most Izedan children, she became tough, accustomed to the heat of the desert, and able to spot salvageable junk from a ways off.

But her childhood was brief. When she was nine years old, her caravan traveled into Zelhost, near Chek Dekon, with an impressive supply of angel ray weaponry. Her caravan had gained a name for itself, and the demand for the unusual aetherial weaponry was rising. But many Hauds believed that the Vendune chief had a hidden surplus of the angel rays; it was the only possible explanation for how he could so reliably deliver the otherwise difficult-to-find weapons season after season. His normal buyers were paid off to take their business elsewhere, and a new group stepped in. The only thing that Rhi can remember about them is their red flags and the single white circle in the middle.

When the Vendune Caravan arrived, they were attacked. A hundred men jumped out, grabbing the women and children of the caravan, and put guns to their heads. They demanded, "Show us where you stash the angel rays, and we'll allow your spawn to live." The chief pleaded with them, getting down upon his hands and knees, telling them that there was no stash, he just knew where to look. The Zel Hauds wouldn't listen. They told him to leave, and, in one month, bring back the largest angel ray stash they had yet to see, or all of the caravan's children—Rhi included—would be executed.

Rhi spent several weeks as their prisoner, along with her mother and several dozen other women and children. One night, her mother caught a guard unaware and made an opening. She shoos Rhi out, told Rhi to run and hide. Rhi escaped back toward Izedan, though she didn't get far.

Rhi hid nearby, watching. She felt relieved when the Vendune Caravan returned, but the caravan's stash was barely half of what they had come with the previous month. And so she watched as her mother and the other captives were killed in front of the caravan. Then she watched as the Vendune Caravan tried to fight the Hauds, but were sorely out-matched. The bombs that took out the freighters left her deafened for weeks.

She wandered, lost, for weeks. She ate and scavenged what she could until she felt sand beneath her feet. Starving, she fell to the desert, unconscious.

When she again awoke, it was in the company of a group

of Sunrage elves. They had found her and nursed her to health. But her mind was still broken, and for that they had no cure. Not while she slept, at least.

Rhi joined the Sunrage's caravan in her near catatonic state. She followed them, shuffling her feet through the sand, until a massive elf named Ojuhar had seen enough. He walked over, kicked her down, and put his massive foot on her chest. Rhi didn't even squirm. Ojuhar knelt down on top of her and said, "Fight back. Thrash. Live!" Rhi gave a small show of force, but it was pathetic. Ojuhar spat on her face in disgust. She did nothing. So he helped her up, brushed her off, and took her in.

Ojuhar was one a disciple of the Severing. He believed pain made you stronger, the scars proved your worth. He was decorated in scars, and he knew that his ways could revive Rhi's soul. And so he used one of the oldest Sunrage rituals.

He took a dozen old sunstones—gems that grow extremely hot under the glow of the sun—and told Rhi, "You must fight me. You must fight against life. Every time you fail, you will feel the rage of the sun."

He fought her. At first, she did nothing. And then he took one of the sunstones, scalding from the Izedan sun, and pressed it into her forehead. Twelve times he did this until she was fully awake, fully ready to fight the massive elf. The twelfth time—though she did not beat him—she did fight him, as hard as she could. She had woken up.

She traveled with the Sunrage caravan for the rest of her childhood, training and living with Ojuhar. But the time came that she needed to move on and find her own way, and her way would lead her straight to the Hauds that had slaughtered her entire caravan.

Using Rhi in your Game

Rhi is a quiet girl, often times found wearing her robes close and a hood over her head. She searches for the Hauds with a flag of red and a white circle in the center, trying to track them down and fix their injustice. No matter what pain it might cause her, she will succeed.

Battle Tactics: Rhi looks like she's a small girl fighting unarmed, but she hits harder than a sledgehammer. She wields her fists as though they are heavy weapons.

Rhi's sunstones grant her excessive adrenaline when she allows it. They can draw in the sun, powering her body to fight beyond its normal capabilities. When she activates her sunstone adrenaline, she immediately gains 3 extra action points (putting her AP at 7 for the turn). When she enters combat, if she's only fighting a single person, she'll try to end the fight on the first turn. She'll use her 7 action points to activate her colony of one, pulling the opponent to the ground. Then she'll hit them once, then a second time as a solid assault. If both land, her second attack will be three damage tiers higher than normal (from the solid assault, keep them down, and follow-through). On average, that final attack will deal a whopping 72 damage, finishing most fights before they start.

Mitchell Quinncannon

Submitted by Jerod Highfield

Race: Human (Evanglessian)

Level: 8 AP: 5

HP: 84 Wounds: 12

Priority: +11 Speed: 50 feet

Notes: Once per turn, Mitch can move (agility +11: 10 | 20 | 30 | 40) feet for free. If he moves in a turn, Mitch gains (swashbuckling +12: +3 | +4 | +5 | +6) on all accuracy and evade rolls until the end of his next turn.

Guard

Duster (minimal textile armor)

Eva: +5 Def: +0

Soak: 1 | 2 | 3 | 4

Note: If Mitch successfully evades an attack, he can spend 2 AP reflexively to side-swipe. He can move 5 feet and make a melee attack, gaining a bonus to his accuracy equal to how much his assailant missed him by.

Cloak (1 AP Deflection)

Eva: +3 vs Melee

Attacks

Rapier (2 AP)

Acc: +6 Stk: +10

Damage: 6 | 12 | 18 | 24

Revolvers (2 AP, 0 AP to ready or 1 AP to ready if using only 1 hand)

Acc: +6 Range: 100 ft.

Damage: 4 | 8 | 12 | 16

Special Actions

Itchy Trigger Finger

Mitch can blindly shoot at any time. If there is anybody sneaking or hiding from him within range of his revolver, the attack is made against that person (with a -4 to accuracy from firing blindly).

Lockdown Gunner

Any time a person pulls out an item, Mitch can make a reflexive ranged attack against it or the hand holding it.

Parry & Riposte (1+ AP reflexively)

When Mitch is hit in melee with an attack, he can parry by spending 1 AP per tier the attack made. To parry, he rolls his accuracy and adds his Swashbuckling skill (+18 total). If he exceeds the initial accuracy roll, he negates the attack. If Mitch successfully parries an attack, he can make an immediate attack against his assailant for no AP cost.

Beat Parry: For 1 more AP, Mitch can make his parry into a called shot to the hand to disarm the attacking weapon. They resist with their dexterity against his Swashbuckling (+12).

Skills

Ace: +3

Agility: +11

Luck: +1

Marksmanship: +6

Swashbuckling: +12

Attributes

Brute: +0

Cunning: +0

Dexterity: +32 (Mitchell still adds bonuses to rolls of 1)

Spirit: +1

Sciences: +0

Reference

Specialties: Beat Parry, Experienced Parries, Fancy Footwork, Footwork Training, Free Movement, Itchy Trigger Finger, Lock-down Gunner, Parry, Riposte, Side-Swipe

Stories & Traits: Defector, Gambler, Estranged Noble, Favored Attribute (dexterity), Mercenary, Quick Feet, Relentless, Veteran

Equipment: Rapier (medium metal melee weapon), 3 revolvers (medium metal double-barreled firearms all attached to his gun belt), prototype goggles (alert Mq. II [+2 evade], dark adaptor Mq. I [can see in poor lighting], inventory investigator Mq. II [can tell how many concealed items a person has on them]), gun belt

Description

Mitchell Quinncannon, commonly referred to as "Mitch," is a battered and aged man. Visibly in his middle ages, he maintains a very athletic build. Yet his entire presence reeks of wear and a general abandonment of care for the world around him. He has a ragged face with a scruffy, unkempt five-o'clock shadow and long hair which he keeps beneath a tattered brown leather hat. His bright-green eyes maintain a scowl that has resided there for years, mixed with a more recent bout of complete indifference, and his entire visage reflects the look on his face. Upon his hat sits a very expensive-looking piece of eyewear, conspicuously clean, ostensibly a gift from an old friend.

On his body, Mitch wears a somewhat tattered brown duster, with clumsy patchwork over old gashes, and some clumsily sewn patches also covering holes torn conspicuously in places where military insignia would have resided long ago. Beneath this he has a white button-up collared shirt with a black cotton vest, both old and stained multiple times over. Atop this sits a complex belt, strapped to the butts of his guns with smaller leather belts and retractable cords. The belt has been patched and repaired, and appears to get a great amount of use. On his legs he wears tattered black cotton slacks, and a pair of leather boots that are well-shined and taken care of, giving an air of sad dignity.



At his hip is sheathed an elegant rapier. At the bottom of its handle, where the insignia of the maker would ordinarily be, is instead a series of scratches that appear to have been made in a time of desperation and rage. The weapon itself is shined and cared for very well, sharpened daily and cleaned, but its sheath is, like much of the rest of what he wears, old and well-worn. It is attached to a thick, dark belt which appears to have extra notches on it for some unknown, forgotten purpose, and appears to be too large, as if it was originally fitted to someone other than Mitch.

Finally, and most telling, on his finger, Mitch wears a golden, crested signet ring, with the sign of a rich and well-established house of nobles from far away.

Mitchell was born a rich noble under a different name, with everything he could want having been handed to him. He developed a taste for adventure in his youth, and joined the military to live the exciting life for which he craved. However, the horrors of war were not kind to him. When a dispute over leadership in his home town broke out into a rebellion, he realized quickly that his opponents had a reason to be fighting, and he did not. Realizing that he was in the wrong, he defected with a small troop of fellow soldiers and tried to win the war and renew his faith. When this failed, he found the lands of the "civilized" to be too great a hypocrisy for him, and the mistakes of his past to be too present in his home.

He abandoned his name and fled to the uncivilized wilds. In rural towns he tried to eke out a living with what money he had taken from home, failing at every available trade and gambling away his fortune. He quickly came into debt and found himself doing odd jobs for crime bosses near and far. When they were paid, he was stuck in the vicious cycle of mercenary living, and realized his only skill was violence. Now he takes riskier and riskier jobs, but he only does what he's paid to do.

Using Mitch in your Game

Mitch is generally guided by just a couple of principles. His main calling in life, he believes, is to fight; he knows what he does and he does it very well. Challenge or ethical ramifications of a mission are of little concern to him—he has long since abandoned the idea that anything he could ever do would do any good in the world. He gets a subtle thrill from battle, and a good fight is something he will not pass up if it means re-igniting the excitement that he gets. Going on a mission is kind of like a dance for him — combat gives him a means of escaping the world. But even this is but a minor reprieve for him.

The most common place to find Quincannon outside of a mission is anywhere that he can gamble. Gambling is Mitch's vice after fighting—he cannot resist the urge to deal his hand into the great unknown and see what he gets, hoping for the thrill of payout, even if this would only mean that he would have more money to gamble away at a later time. He is introverted and will be very unlikely to talk unless approached, and even then he is interested in little other than the prospect of another mission.

Battle Tactics: Mitch is an expert at speeding around the battlefield and getting in close with his opponents, negating their every attack with reflexive counter-strikes. Each turn, if possible, Mitch will make his free move in order to gain the bonus from his Fancy Footwork, giving him an even greater bonus to evade and accuracy. If he has any remaining AP, he will either use it dashing to another opponent or making an attack against an adjacent enemy, though as long as his opponents are attacking him, this will be rare. Most of the time, he will either be performing side-swipe attacks against opponents who miss him in melee attacks, or parrying and riposting and disarming enemies who manage to hit with powerful attacks. Any time someone pulls out a dangerous weapon or item, he will use his lockdown gunner ability to attempt to knock it out of their hand if he has the AP.

It is mostly just important to remember that Mitch specializes in reflexively disarming and attacking his opponents. Any time an opponent draws an item, he makes an attack on them. If the enemy attempts to get the jump on him, he will be able to make a reflexive attack of some kind. He is exceptionally mobile, moving every turn, and often dashes across the field to fight whichever is the most optimal opponent. He will often target opponents who are visibly built to support their allies, putting pressure on them so that they will attack him back and he can make his powerful reflexives. He remains wary of opponents that he does not think that he can beat, instead attempting to attack the rest of their party in order to wage a war of attrition and get the opponents to retreat before the most powerful ones can hit him. Since he is a mercenary, the quickest and most efficient way to beat him will be to simply pay him off or offer him a deal that is better than the original one he was given.



Baron Thomas Von Hornemann

Submitted by Thomas Hornemann

Race: Human (Evangellessian)

Level: 9 AP: 5

HP: 76 Wounds: 12

Priority: +8 Speed: 25 feet

Notes: Von Hornemann always wins on tied rolls.

Guard

Fur Coat (minimal organic armor)

Eva: +3 Def: +6

Soak: 1 | 2 | 3 | 4

Attacks

Airship-Mounted Swivel Cannon (2 AP, 2 AP to ready)

Acc: +6 Range: 300 ft.

Damage: 8 | 16 | 24 | 32

Hefty Revolver (2 AP, 1 AP to ready)

Acc: +6 Range: 100 ft.

Damage: 4 | 8 | 12 | 16

Unarmed (1 AP)

Acc: +6 Stk: +0

Damage: 2 | 4 | 6 | 8

Special Actions

Issue Complex Orders (3+ AP)

Thomas Von Hornemann can command an ally within 50 feet to make a called shot with a (tactical +10: +0 | +2 | +4 | +6) bonus. He can also spend extra AP in order to allow that ally to upgrade his attack with other specialties.

Thomas Von Hornemann gains 1 free AP per turn to use for issuing orders.

Skills

Ace: +10

Engineer: +19

Luck: +1

Marksmanship: +1

Overpower: +1

Tactical: +10

Attributes

Brute: +1

Cunning: +10

Dexterity: +11

Spirit: +1

Sciences: +19

Reference

Specialties: Auto-Wright, Beta Armoring, Beta Autos, Complex Orders, Fine-Tuned Flying, Focused Flying, Fully-Focused Flying, Improved Orders, Issue Orders, Level Flying, Vehicle Armorer

Stories & Traits: Innovative, Peerless, Ruckus Rowser

Equipment: Hefty revolver (medium metal firearm), fur coat (minimal organic armor), airship (beta auto augmented with extra passengers Mq. III, flying Mq. III, passenger Mq. III, weapon mount Mq. III [a super-heavy metal firearm] with beta armoring augmented with structural integrity Mq. III, exceptional structure Mq. III, thick armoring Mq. III, high mobility Mq. III, and effective armoring Mq. III).

Backstory

Thomas Von Hornemann is an Evangellessian baron who lives near the northern border of the country, at the juncture between Siyesh and Dalvozzea. His family first rose to prominence during the Hurricane Wars when his uncle spent a great deal of the family fortune developing and manufacturing airships. He used the nearby great lake as a testing ground for nautical vessels and weaponry to counter the Ayodin in their home territory.

While he was too young to go to war himself, Thomas was groomed for war, tutored by retired military men and reading tomes on war. When the war began to wane, his family shifted the focus of his learning to other pursuits—art, math, diplomacy and what was quickly becoming the family business of airship manufacturing. During his teens he was taught every aspect of the trade, learning the craft hands-on from master craftsmen, then going to the business office to learn finance and management from his uncle who was grooming him to be his successor.

Unfortunately, Thomas didn't get the chance to take the reigns while his uncle lived. The Militarist coup struck at his family, known to be firm loyalists, attacking their airship plant to seize it for their war effort. His uncle was killed instantly when a bomb hit the business office, and chaos reigned as his workers came under fire. Thomas managed to rally his workers and lead their escape using the ships they had been repairing.

He lead the retreat to his home estate only to find it under assault as well. He had the rest of the ships fire whatever ordnance they had aboard and managed to rescue what remained of his family and retainers, then fled to the mountains. He returned to conduct gorilla strikes against the Militarists until the emperor turned the tide. After the tide turned he struck at the fractured and retreating Militarist forces as frequently and as furiously as possible. He watched as many of the insurrectionists fled beyond the border of Evangelless with rage, but was unwilling to follow them fearing it may provoke war.



Hornemann Combat Airship

The Hornemann Combat Airship is a small and heavily armored beta airship that only Thomas Von Hornemann is really capable of flying. It is capable of carrying Von Hornemann and up to four passengers.

Hornemann as Pilot: When Baron Hornemann is piloting the airship and in his Focused Flying stance, the airship truly shines. It moves at 380 feet per turn, has a +17 on defense rolls with a soak class of 8, and only takes a -2 to evade rolls. It has 90 hit points and 12 wounds.

The Combat Airship Normally: The vehicle can move 280 feet per turn. It has a +6 on defense rolls with a soak class of 8, and takes a -8 on evade rolls. It has 90 hit points and 12 wounds.

Thomas Von Hornemann can spend 3 action points to release all of its armoring. When he does so, the airship's defense and soak class drop to 0, but the airship's evade jumps to +6 and its speed increases to 400 feet per turn.

Since the civil war came to a close, Thomas has focused on four duties he sees as essential: rebuilding his family's holdings, providing an heir to continue his line, keeping the northern border of Evangless secure (part of his duty to the emperor), and hunting down escaped militarist leaders through any means necessary.

Thomas Von Hornemann is a royalist despot. He has some regional authority, granted by his position in the military, his station as a noble and his loyalty to the Emperor during the Militarist revolt. He is a true and faithful servant to the Emperor and will brook no words against him. He likes being in charge and anyone who doesn't like it can leave when they next reach landfall (and that does not mean when they hit the ground). He is open to advice, but when he gives an order he expects it to be obeyed.

He knows everything there is to know about airships, having worked on their construction under the watchful eyes of master craftsmen, and at his leisure works on improving the ones that he and his men use. Anyone with a new design or with new ideas is someone he will eagerly talk with at some length. He designed a specialized combat airship, a ship both well armored and heavily armed.

That said, he is an enlightened despot and fairly liberal in his beliefs. He doesn't discriminate based on race, gender, religion, or creed with the exception of former Militarist, especially those who were in command, whom he loathes with a passion. He judges people individually, and those who prove themselves to be skilled are very likely to find themselves offered a job.



His men are important to him. He treats them well, pays them better, and cares about their well-being. They mean a lot to him, and their loyalty to him is firm. He will not engage in reckless or stupid tactics that will get them killed, but he understands that a few may die in the course of their duty.

His wife, Ninotchka, is the love of his life, and he is very protective of her. He dares not bring her into dangerous situations for fear that she will cloud his judgment. He tries to keep her away from danger and will go out of his way to make an example of anyone who tries to hurt her. Anyone who actually succeeds in hurting or, heavens forbid, killing her will find every ounce of his resources suddenly turned toward their utter destruction.

He is desperate to avoid another war, having experienced first hand the horrors of one, but the warnings grow ever more dire. He is preparing for the worst, ramping up production of military airships to ensure security at the border... but both nations are watching, and the survivors of the civil war watch with growing anticipation that their original goals may come to fruition, brought about by the person who hates them most.

Description

Thomas Von Hornemann is built like a bear. He's very tall, around 6'6" before any hats, and his chest is broad and muscular. He has a curly-ended beard and elaborate mustache that he curls at the edges. He dresses well, with fine garments like a proper gentleman, but he has a preference for fur coats while in public. He prefers suspenders to belts and top hats to bowlers. In private, he usually discards the coat and hat, leaving on the vest along with the pinned on silk flower.

He carries an ornate but functional large caliber pistol at his side, as well as a collapsible telescope with removable magnifying lens. He always carries a small bag which contains his journal and 'some' money. He also keeps a pair of brass knuckles on his person. He usually has a fake silk flower in a pocket that he pins to his vest as well as a flower fragrance to spritz onto it.

Dzi Zoisite

Submitted by Kelsa

Race: Farishtaa

Level: 7 AP: 4

HP: 60 Wounds: 12

Priority: +6 Speed: 30 feet

Notes: Dzi can draw any item for 0 AP without opening himself to reflexive attacks. Dzi can move horizontally through the air or across any surface.

Guard

Fitted Body Armor (light metal armor)

Eva: +3 Def: +0

Soak: 2 | 4 | 6 | 8

Attacks

Throwing Knives (1 AP)

These throwing knives are slender stilletos of steel protruding from brass and copper hilts with a dense layer of clockwork built into them. Upon striking the target, miniature ornithopter wings sprout and the knives return to Dzi's hand unerringly.

Acc: +9 Stk: +5 Range: 25 ft.

Damage: 3 | 6 | 9 | 12

Notes: Dzi increases his damage class by 1 for every 5 points that his accuracy exceeds his target's evade roll.

Once Dzi has hit a target, Dzi gains a (Marksmanship +1: +2 | +4 | +6 | +8) to accuracy and strike against that target as long as the target doesn't move.

Dzi has an unlimited number of throwing knives at his disposal. When Dzi is not in Invisible Blade stance, using these knives costs 2 AP.

Special Actions

Ace up my Sleeve (1 AP reflexively)

Any time Dzi rolls a pure 12 on a combat roll, he can spend 1 AP to hold a single pure 12 and re-roll the die. That stored 12 can be used on any other combat roll before Dzi's next breather. Using a stored pure 12 costs 1 AP.

Battle Theme (2 AP to begin, 1 AP to continue)

Dzi's skill with the lute are legendary and he's agreed to a private concert for you and all your friends. Watch out though, as Dzi gains a +5 to accuracy while performing his battle theme.

Hurl

Dzi can throw things that aren't meant for throwing without any penalty.

Skills

Agility: +1

Espionage: +5

Expertise: +6

Grace: +3

Luck: +4

Marksmanship: +1

Showmanship: +10

Swashbuckling: +4

Attributes

Brute: +0

Cunning: +21

Dexterity: +6

Spirit: +7

Sciences: +0

Reference

Specialties: Ace Up My Sleeve, Battle Theme, Critical Hits, Follow Up, Feather in the Wind, Hurl, Instant Draw, Invisible Blade, Pinpoint Shot

Equipment: Throwing Knives (light metal thrown weapon augmented with Returning Mq. IV), fitted body armor (light metal armor), revolver (medium metal firearm)



Description

A bastard of a noble house of Daion, DZI was born into poverty when his mother escaped the clutches of her dead husband's family. The family was incensed by her seeming betrayal of her long-dead spouse. DZI and his mother fled to Evangless and took up residence in Aldamiir where DZI's mother pawned off her belongings to settle the two of them. When he was old enough to succeed, DZI took himself to street thievery in order to supplement their living costs. He also earned a few small sums by playing the lute, an instrument he'd taken to as a child with no great skill but enough to get a few coins tossed his way in the streets.

By the age of sixteen DZI had climbed to the summit of the social strata within the criminal element of Aldamiir, or as high as a con man of such tender years could. He became aware of a relatively young band of airship pirates known as the Krakens whose bold and bloody nature was as renowned as the factitious state of constant war they waged among themselves. He secured a tattoo of the gang's sigil, a stylized squid upon his right bicep, and placed himself in a position of trust to one of the Kraken's captains by feeding them information about the shipping schedule for black market goods through Aldamiir.

From his position DZI climbed the ranks of the group, eventually landing his own vessel by the age of eighteen. He organized the downfall of the other captains via coups, anonymous tips to local authorities, bribes and more, to leave himself as the sole remaining captain and the inheritor of the band. DZI is now a feared figure of intrigue among the sky rats for his charm and pernicious nature. Chaotic and unpredictable in the extreme, he hangs prisoners out to die as often as he allows them to live, and he treats vessels the same way, preserving some and burning others.

Furthering his reputation is the penchant for his detractors to end up dead. The phrase "right in the eye" is often associated with DZI for the trend of his enemies being found in alleys and behind bars with a long throwing knife stuck in their eye. While it may not have been the sole cause of death, they are always found with a blade embedded in the eye. DZI never lets a slight pass unreturned and always tends to the business himself.

DZI is a male farishtaa with an unusual quirk of dark-toned skin that offset his short dreadlocks and golden eyes. He wears a braided torque of silver around his neck and a single small loop set into the near tip of his left ear. Toned and lithe, he favors clothing of quality cut and flair that emphasizes his physique while retaining functionality. He wears a large blue coat which is kept meticulously clean and stores a staggering amount of throwing knives, including a special pair with ornate brass and copper hilts with miniaturized clockwork ornithopter wings. The pair are specifically created to return to his hand after being thrown. He carries a firearm but rarely makes use of it, preferring his blades over anything else. Nothing, however, is as sharp as his finest weapon: his oratory and mind.

Using DZI in your Game

DZI will rarely show up as an ally to the party. He is often an agent of madness and chaos and will typically be acting contrary to the adventurer's goals. He is just as likely to leave them be as he is to engage in combat, though if anyone insults him, he will respond with full lethal force.

DZI will most likely be encountered in Evangless near cities with large airship ports such as Aldamiir. He's equally likely to be out in the open airs as he and his crew raid commercial vessels for plunder.

Battle Tactics: DZI loves his knives beyond all other weapons, especially his clockwork blades. He will often set himself up with specialties like Battle Theme (granting him an impressive +14 on accuracy rolls) before getting down to the business of burying knives in his foes' flesh. Once he starts hitting a target, he won't stop and forfeit his Follow Up bonus for attacking stationary targets.

If things start turning for the worse, DZI is quite adept at making clever escapes. DZI moves fast and will use Feather in the Wind to make otherwise impossible movements, jumping from rooftop to rooftop or airship to airship.

Erik Ryker

Submitted by Nick Kice

Race: Human (Evanglessian)
Level: 11 AP: 5
HP: 139 Wounds: 12
Priority: +11 Speed: 20 feet
Note: Erik always wins on tied rolls.

Guard

Black Leather Duster (light textile armor)

Eva: +3 Def: +7

Soak: 4 | 8 | 12 | 16

Note: Erik may roll his Cunning (+28) in lieu of all Called Shot resists, and he may spend 1 AP reflexively to use his Cunning (+28) in lieu of any other resist.

Metal Arm (1 AP Deflection)

Eva: +4 vs. Ranged & Melee

Attacks

Erik never needs to be in Footing stance with super-heavy melee weapons or firearms.

Dual-Cylinder Claymore - *Melee* (2 AP)

Acc: +13 Stk: +20

Damage: 13 | 26 | 39 | 52

Damage (while in Heavy Hitter stance): 16 | 32 | 48 | 64

Damage (with Monstrous Attacks): 17 | 34 | 51 | 68

Damage (with Monstrous Attacks & Heavy Hitter): 20 | 40 | 60 | 80

Note: The claymore can strike opponents 10 feet away.

Dual-Cylinder Claymore - *Firearm* (2 AP)

Acc: +13 Range: 300 ft.

Damage: 13 | 26 | 39 | 52

Special Actions

Titanic Dual-Strikes (as an attack, +1 AP per additional attack)

Erik can attack with both of his weapons, alternating between them as he sees fit. The first attack he makes in a turn will cost him 2 action points, but every attack thereafter will only cost 1 AP.

Monstrous Attacks (super-heavy melee attack +1 AP)

Erik can make a monstrous attack with a super-heavy melee weapon, increasing his damage class by 4.

Stances

Heavy Hitter

While in this stance, the damage class of Erik's heavy (or larger) weapons increase by 3.

Skills

Ace: +1

Engineer: +1

Espionage: +2

Expertise: +21

Marksmanship: +2

Overpower: +14

Resilience: +3

Showmanship: +2

Swashbuckling: +2

Tactical: +3

Attributes

Brute: +17

Cunning: +28 (+36 when intimidating, +32 when provoking)

Dexterity: +5

Spirit: +0

Sciences: +1

Reference

Specialties: Combat Analytics, Combat Insights, Dual Strikes, Heavy Hitter, Monstrous Attacks, One-Handing It, Paragon of Humanity, Quality Weapon, Snap Reload, Stable Shot, Titanic Dual Strikes, Titanic Strength, Weapon Appropriations

Stories & Traits: Evanglessian Nobility, Great Height, Momentum, Nobility, Peerless, Relentless, Ruckus Rowser

Equipment: Dual-Cylinder Claymore (super-heavy metal melee weapon with damaging Mq.III and reach Mq.I / super-heavy metal firearm with damaging Mq.III and automatic reload Mq.III), high damage cartridges, black leather duster (light textile armor with damage soaking Mq.II and defensive Mq.II), metal arm (shield), grapple gun (mq.II), eye patch (dark adapter Mq.III, frightening faceplate Mq.II, automated pin-pointing Mq.II), parachute, spyglass, rope (25 feet worth), backpack, clothing, thesaurus, several sky pirate novels, various colored flairs, and the head of Ironfather IV.

Backstory

Erik grew up a clever boy with his mind in the clouds. Most people take one look at him—with his enormous firearm-embedded sword and dark demeanor—and consider him nothing more than a frightening fighter. Yet Erik's true talent is his intellect, and it's his intellect that makes him such an astonishingly deadly man on the battlefield.

Erik is the eldest son of Baron von Ricien, heir to the barony. His mother died while giving birth to his youngest sister. Erik was always a smart child, though he had a certain contempt for rules, a penchant for mischief, and a flair for panache. He would often skip his lessons to go gallivanting with his father's soldiers,

or he'd sneak off to a quiet place and read the latest Sky Pirate adventure novels.

Erik grew up with romanticized views of becoming a sky pirate himself. He always had adventure in the back of his mind, and he learned everything he could... when he thought it'd apply to his career as a sky pirate. He became a quick hand with the sword, a strong boy, and learned several skills that have since helped him achieve his dreams. And when his father decided that it'd be in the family's best interest to arrange Erik's engagement to another woman of noble birth, Erik decided it was the perfect time to get out of there.

Erik grabbed a suitable adventuring outfit (an outfit he had been piecing together for several years) and stole the sword of Baron von Ricien. It wasn't an ancient, ceremonial sword that Erik stole; to the contrary, it was a new sword that his father had just commissioned, a sword made so large and so frightening as to act as little more than a showpiece. It was a sword that was never designed for a man to actually lift, much less wield, and very much less to wield as easily as Erik, after several years of practice, would learn to do.

Erik left the castle and set off on an adventure all his own. He took the name Erik Ryker, and within 6 months "Erik Ryker" was a household name, a name associated with sky pirates, high adventure, and pulling off the impossible.

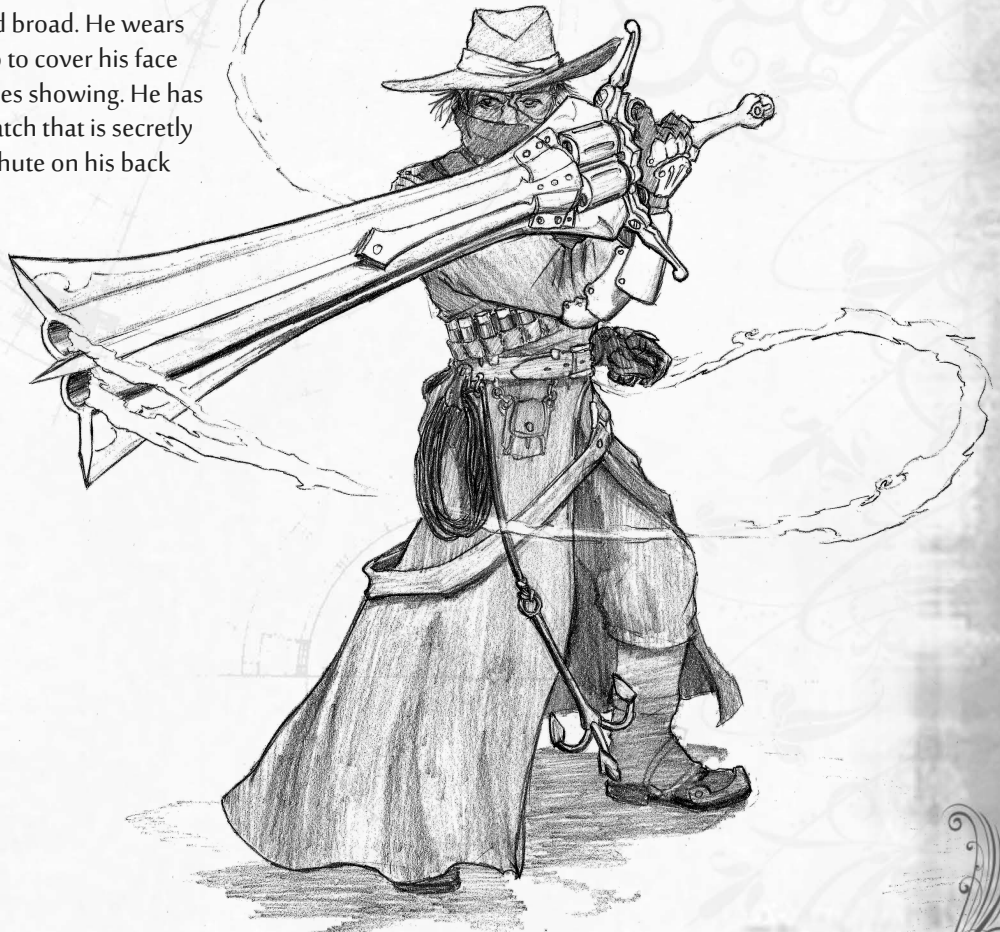
Erik Ryker is six feet and a half: tall and broad. He wears a black leather duster with his collar popped up to cover his face and a wide-brimmed hat that leaves only his eyes showing. He has a see-thru eyepatch over his left eye, an eyepatch that is secretly quite mechanical. He keeps a small black parachute on his back and a grappling hook at his belt.

Using Ryker in your Game

Erik Ryker is a sky pirate with an astonishing reputation. He's extremely confident in his ability to do anything, but he isn't cocky about it. He always puts his money where his mouth is. He's very exuberant and willing to show off - he'll put two tons of style into everything he does. Yet Erik is also exceptionally intimidating, his sword and his demeanor making him one of the most frightening men to walk the planet. (A reason, people joke, that he stays mostly in the clouds.) Though Erik is a sky pirate and hardened adventurer by trade, he's genuinely kind-hearted and has a story-book view of the world. He isn't naïve, he just believes.

Erik Ryker would make a great sky pirate for the adventurers to run into or hire for help. Erik could also be hired by an opposing party to intercept the adventurers. Erik's almost always willing to talk, though, and he's generally going to side with the good guys. If the adventurers can convince him that they're the good guys, they've won the battle.

Battle Tactics: Erik Ryker doesn't need help - he's the all-around package. He can do an astonishing amount of damage, he's immune to most effects (due to his combat insight and analytics), and he can effectively fight at a range or in melee. Erik is well-equipped to just run into the fight and start wailing, but Erik's also quite capable of out-thinking most enemies way before the fight ever begins.



Looie

Short for Lucifer

Submitted by Adam Krump

Race: Cat
 Level: 8 AP: 5
 HP: 65 Wounds: 12
 Priority: +0 Speed: 35 feet (15 feet without prosthetics)
 Notes: Looie can use the heat detection on his goggles to see people through poor cover. Looie can converse with any animal as if it were a sentient person regardless of the animal's intellect.

Guard

Pinstripe Vest (minimal textile armor)

Eva: +5 Def: +0
 Soak: 1 | 2 | 3 | 4

Attacks

Razor Claws (1 AP while in Invisible Blade stance)

Acc: +6 Stk: +1
 Damage: 6 | 12 | 18 | 24

Notes: Razor claws are hidden in his left hand prosthetic, which can be extended or retracted at no AP cost. They cost 2 AP to use if Looie is not in Invisible Blade stance.

Unarmed Attack (1 AP)

Acc: +4 Stk: +1
 Damage: 2 | 4 | 6 | 8

Special Actions

Control Beast (3 AP)

Looie can calm or redirect the anger of an animal. Looie rolls his Shamanism (+7), and the higher the tier he receives, the more effective he is.

Flame Exhausts (3 AP)

Lights all adjacent targets on Tier 2 fire (4 unsoakable damage per turn, 4 AP to extinguish). Tier 2 dexterity resist lowers to Tier 1 fire (2 unsoakable damage per turn, 2 AP to extinguish). Tier 4 dexterity resist negates. The furnace must be active to use the flame exhausts. If the furnace is extinguished, it costs 0 AP to reactivate.

Inventory Investigation (1 AP)

Looie can tell if a target within 25 feet has concealed items on him.

Praise (1 AP reflexively)

Looie can allow an ally to re-roll a resist once as long as they can hear Looie.

Skills

Automata: +15
 Agility: +2
 Espionage: +4
 Expertise: +1
 Gadgetry: +3
 Shamanism: +7
 Showmanship: +7

Attributes

Brute: +22 (-2 without prosthetics)
 Cunning: +12
 Dexterity: +26 (+2 without prosthetics)
 Spirit: +7
 Sciences: +18

Reference

Specialties: Animal Conversationalist, Animal Tongues, Beta Prosthetics, Control the Beast, Invisible Blade, Learn Augments, Nerve Crafting, Optician, Praise, & Prosthetician

Augments Known: Brute Enhancement (prosthetics Mq.III), Compartment (prosthetics), Extreme Speed (prosthetics Mq.III), Flame Exhausts (prosthetics Mq.III), Furnace (prosthetics Mq.III), Heat Detection (eyewear Mq.I), Hidden Blade (prosthetics), Inventory Investigator (eyewear Mq.I), Precision (prosthetics Mq.III), Removable (prosthetics Mq.III), & Weapon Mounting (prosthetics)

Stories & Traits: Feline Grace, Light Build, Small Stature

Equipment: Left Hand Prosthetic (Brute Enhancement Mq.III, Precision Mq.III, Weapon Mounting, Hidden Blade, Removable Mq.III), Right Hand Prosthetics (Brute Enhancement Mq.III, Precision Mq.III, Furnace Mq.III, Flame Exhausts Mq.III, Removable Mq.III), 2 Leg Prosthetics (Extreme Speed Mq.III, Compartment, Brute Enhancement Mq.III, Precision Mq.III, Removable Mq.III), Razor Claws (Accurate Mq.II, Damaging Mq.II, hidden inside Left Hand Prosthetic), pinstripe vest (minimal cloth armor), 48 princes



Backstory

Looie is your typical white-haired, blue-eyed cat... aside from his super-human intellect, ability to speak with all sorts of animals, and his astonishing knowledge of automata and gadgetry. People have described Looie as resembling a lightly toasted marshmallow, though he seems significantly darker than the albino ferret who Looie has labeled his assistant.

Looie's not sure where he comes from or how he became a super-intelligent feline. Looie grew up believing he was alone in his intellect. He was suspicious and distrustful of people, positively convinced that abuse his talents or, worse, they would dissect him to figure out how he works. Looie's never quite gotten over that distrust, but the devious cat now believes he's strong enough to prevent it.

Looie is a master at crafting. He's built a number of prosthetics to enhance his arms and legs. While he still doesn't stand the same height as a human, he's augmented his prosthetics to have incredible amounts of strength and dexterity. Coupling his powerfully-build body with his keen intellect, Looie's become quite a fierce combatant. Not shirking from the idea of being a bit of a mad scientist, Looie has created some truly devious prosthetics for himself, including a flame-spewing furnace and retractable razor-edged claws (to make up for the fact that he was declawed at a young age).

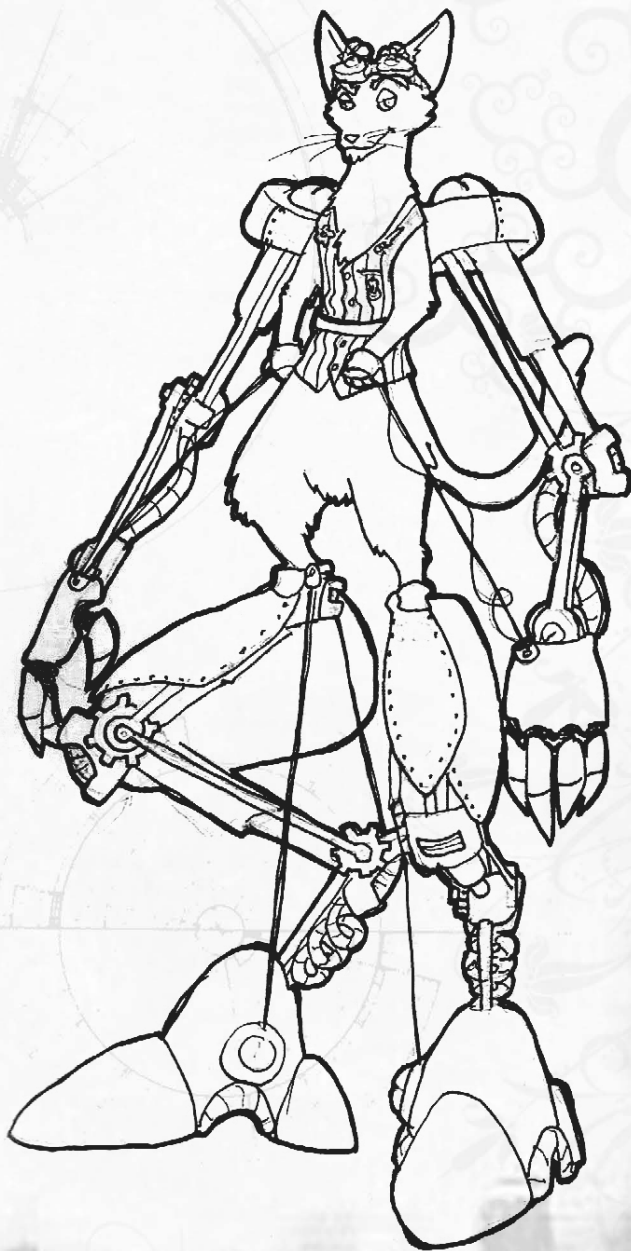
There are some rumors circulating that Looie can speak telepathically with various animals and mystical creatures, or that he can summon them with just a thought. He hasn't proven that he can do this, but his enemies aren't aching to find out one way or the other.

Looie is slowly starting to realize that he isn't one of the only hyper-intelligent felines in the region. He's started receiving encrypted postcards from a certain Cat Manor. He now believes that there is a secret society of these bio-engineered felines known as the Litter. Looie has yet to decide whether he wants to hunt out the Cat Manor or continue on alone.

Using Looie in your Game

Looie could be a great way to start off a whole slew of cat-themed adventures. Perhaps Looie is hiring the adventurers to check out Cat Manor on his behalf. Perhaps Looie is trying to determine how intelligent the other cats from the Litter truly are. Equally likely, Looie might end up getting in the adventurers' way, as they might inadvertently disrupt one of his schemes or have something he wants.

Battle Tactics: Looie's a well-rounded combatant, but he won't be able to deal serious damage or keep fighting for long. Instead, he'll rely on devious traps, other animals, and superior planning to get the job done. If he's backed into a corner, he'll test out of his flame exhausts to see how susceptible his enemies are to the flame, and then tear them to shreds using his retractable razor-bladed cat claws.



Dr. Elaine Lamb

Submitted by Dr. Elaine Lamb

Race: Human (Evangelical)

Level: 6 AP: 4

HP: 47 Wounds: 12

Priority: +8 Speed: 25 feet

Notes: Dr. Lamb always wins on tied rolls. Dr. Lamb can hear a pin drop from 2,000 feet away. Dr. Lamb always knows how many concealed items a person has on them.

Guard

Lab Coat (minimal textile armor)

Eva: +5 Def: +0

Soak: 1 | 2 | 3 | 4

Notes: Dr. Lamb will never become feared or flustered.

Attacks

Sound Blaster (2 AP)

Acc: +4 Range: 200 ft.

Damage: 6 | 12 | 18 | 24

Notes: All attacks made with the sound blaster are automatically called shots to the ears. For 1 AP, she can give herself a +2 to accuracy.

Unarmed Attack (1 AP)

Acc: +4 Stk: +2

Damage: 2 | 4 | 6 | 8

Special Actions

If Dr. Lamb is fighting somebody who is disoriented, she can make called shots without spending the extra AP.

Distract (2 AP reflexively)

If anybody takes an action against Dr. Lamb, she can make them think that she is in a different spot within 10 feet. They may negate the distraction within a cunning resist against his showmanship (+7).

Distracting Attack (melee attack +1 AP)

Dr. Lamb can make an attack that causes the target to be disoriented for (espionage +7: 1 | 2 | 3 | 4) turns. A cunning resist will tier this down.

Head Popper (1 AP reflexively)

When a foe leaves cover, Dr. Lamb can immediately make a reflexive ranged attack. If there is any dispute over who attacks first, Dr. Lamb wins.

Skills

Espionage: +7

Frenzy: +1

Gadgetry: +13

Marksmanship: +1

Resilience: +1

Showmanship: +7

Attributes

Brute: +2

Cunning: +14 (+18 to intimidate)

Dexterity: +1

Spirit: +0

Sciences: +13

Reference

Specialties: Audiologist, Beta Hearing Aids, Distract, Distracting Attack, Head Popper, Snap Reloader, Taking Advantage, Trinket Crafter

Augments Known: Hearing Aids (Mq. II): Alert, Far Hearing, Happy Place Sounds, Pin-pointing, inventory investigator, frightening instructions. Trinkets (Mq. II): Pulse Detector, Engineer's Patch, Alarm Box

Stories & Traits: Innovative, Peerless, Perceptive

Equipment: Left Hand Prosthetic (Brute Enhancement Mq.III, Precision Mq.III, Weapon Mounting, Hidden Blade, Removable Mq.III), pulse detector (Mq. II - allowing her to hear heartbeats from 50 feet away), engineer's patch (Mq. II - tells her how to fix up to 8 wounds on items), alarm box (Mq. II), Left Hearing Aid (Happy Place Sounds Mq. II, Far Hearing Mq. II, Pin-Pointing Mq. II), and Right Hearing Aid (Alert Mq. II, Inventory Investigator Mq. II, and Frightening Instructions Mq. II).

Backstory

Elaine Lamb was a child genius in the field of audiology. Vastly advanced for her age, her family reports that she was incredibly upset the night before her tenth birthday because she hadn't gotten her doctorate yet and she was hitting double digits. It was very disappointing to her.

By the age of nineteen, she was considered one of the greatest pioneers the field of audiology had ever seen. She had invented ways to expand the frequency range of hearing, precisely transmit sounds over a great distance, alter sounds, and change the way the brain interacts with sounds.

Now twenty-seven years old, Dr. Lamb has grown bored of her laboratory. Sure, it's filled with award-winning dissertations (that, stacked on top of each other, would be twice as tall as her) and enough prototype audio-technologies to keep her fellow audiologists amazed for the next century. But it's grown stale. The excitement of testing her theories and inventions in controlled environments no longer holds her interest. She wants to use her incredible knowledge in the field.

Using Dr. Lamb in your Games

Dr. Lamb is a world-traveler and a world-class audiologist who enjoys the finer things in life. Whether you have hearing problems or just want a fascinating person to talk to during an exuberant duke's dinner party, Dr. Lamb is the one for you. That being said, she rarely gives up a chance to test out her inventions against any uncouth gentlemen who might get in the way of her extended vacation.

Roleplaying: Dr. Lamb is kind and generous, and she's only recently indulged her inner adventurer. A self-made rich gentlewoman, she travels the world in style. She takes cruises, flies in airships, and rides in the luxury car in trains. She sees herself as ill-suited for the great outdoors and always keeps an entourage of farishtaa maids and butlers who drag behind them suitcases filled with clothing she's purchased from around the world. She doesn't adventure for money—she does it for enjoyment, so making big speeches or trying to insult her will only get one of her trademark chuckles out of her. She's a fun-seeker above all else.

Battle Tactics: Dr. Lamb enjoys a good sparring match, but she doesn't consider herself suited to real fights. Regardless, her sound blaster can be quite annoying to assailants, and her ability to distract her foes, catch them off-guard, and get them when they're not looking are all great boons to her. She's very smart and can often hear trouble coming from a mile away (literally), so she won't be attending any fights that she doesn't want to.



Marcoos

Submitted by Matt Leitzen

Race: Human (Izedan)
Level: 12 AP: 6
HP: 150 Wounds: 12
Priority: +5 Speed: 30 feet
Notes: Marcoos always wins on tied rolls.

Guard

Fur Armor (medium organic armor)

Eva: +0 Def: +0

Soak: 3 | 6 | 9 | 12

Notes: If a person hits Marcoos, he can "collect" that damage for 1 AP. He gains that damage as a bonus to his next strike roll he makes against that opponent.

Attacks

Fishing Pole (2 AP)

Acc: +8 Stk: +30 Reach: 15 feet

Damage: 6 | 12 | 18 | 24

Heavy Hitter Damage: 12 | 24 | 36 | 48

Notes: The fishing pole can be used to make grabs.

If Marcoos makes a tier 4 damaging attack with the fishing pole, the damage is unsoakable unless the enemy makes a brute resist against Marcoos's overpower (+25). If Marcoos moves toward an opponent right before hitting him, he gains a +1 on the strike roll for every 5 feet moved. For every attack landed in a turn, Marcoos gains a +2 on accuracy and strike rolls with all attacks until the end of his turn.

Special Actions

Hundred Strikes (6 AP)

Marcoos can make 6 unspecialized attacks against a single adjacent target. After every attack, the target can make a 5-foot movement, and Marcoos must follow or forego the rest of the attacks.

No Quarter (melee attack +1 AP)

Marcoos can choose to attack a single space instead of a person. If a person in the space wants to dodge out of the way, they can spend 1 AP to attempt to roll their dexterity as a resist against Marcoos's accuracy for the attack.

Staggering Strike (melee attack +1 AP)

Marcoos can knock an opponent back (overpower +25: 5 | 10 | 10 | 15) feet and knock them prone with a tier 3 or 4 result. A brute resist tiers down the result.

If Marcoos moves at least 15 feet toward an opponent and then makes a melee attack, he can automatically convert it into a staggering strike without spending the extra AP.

Straining Blow (as a melee attack)

Marcoos can give himself 5 damage in order to increase his damage class by 1. He can do this multiple times on a single attack.

Stunning Blow (melee attack +1 AP)

Marcoos can stun an opponent for (overpower +25: 0 | 1 | 2 | 3) AP. A brute resist tiers down the result.

Stances

Free From Failure

While in this stance, Marcoos treats rolls of 1 as normal, so he can add bonuses to those rolls.

Note: Marcoos treats Free from Failure as a default stance with Adaptable; thus, he can enter into his Heavy Hitter stance and cannot be removed from Free from Failure.

Skills

Agility: +1

Brawl: +13

Frenzy: +8

Luck: +6

Overpower: +25

Swashbuckling: +1

Attributes

Brute: +46

Cunning: +0

Dexterity: +2

Spirit: +6

Sciences: +0

Reference

Specialties: Adaptable, Bullrush, Burning Revenge, Charging Ram, Combo Flow, Free from Failure, Heavy Hitter, Hundred Strikes, No Quarter, One-Handing It, Staggering Strike, Straining Blow, Stunning Blow, With Gusto

Stories & Traits: Forest Gatherer, Great Height, Mariner, Peerless, Relentless

Equipment: Fishing pole (heavy wooden melee weapon... sort of), Fur armor (medium organic armor)

Backstory

Nothing more than a nomad, traveling the world with no specific goals or ambitions—that's what Marcoos would like the world to believe. And he would like to believe it too. Marcoos is a man escaping his past. The only hints to his past you'll find would be the gold wedding ring he still wears on his finger and the rather ornate fishing pole he keeps with him.

But Marcoos is more than just a travelling fisherman, or at least his statue-like build, sharp eyes, and slew of scars would suggest as much. Marcoos has no patience left for the world or civilization, only interacting with it when absolutely necessary. He does not suffer fools and braggarts, but he considers hypocrits to be worse than criminals.

Rumor has it that a mad warlord once tried to stake his claim along the east coast, right after the Hurricane Wars had ended. With the army no where to be seen, this little warlord and his bizarre bio-engineered abominations easily bullied the bedraggled citizens into submission. Marcoos was just passing through, fishing on the dock one day, when he heard the new warlord hastling a street peddler. It's said that Marcoos gave the warlord such a haggard look that the warlord almost fell over.

"Mind your business, fisherman!" the warlord yelled. His slovenly human-esque bio-engineered creatures crawled near their warlord, hearing the displeasure in his voice.

"I am," was all that Marcoos said.

But the little warlord was paranoid and overre-active. "You can't speak to me like that! Jiggamungs, arrest that man! Execute him!" His crawling men ran down to the dock, but not a single one laid hands on the traveling fisherman. He stood and, using nothing more than his fishing pole, decimated the whole lot of the monstrous jiggamungs.

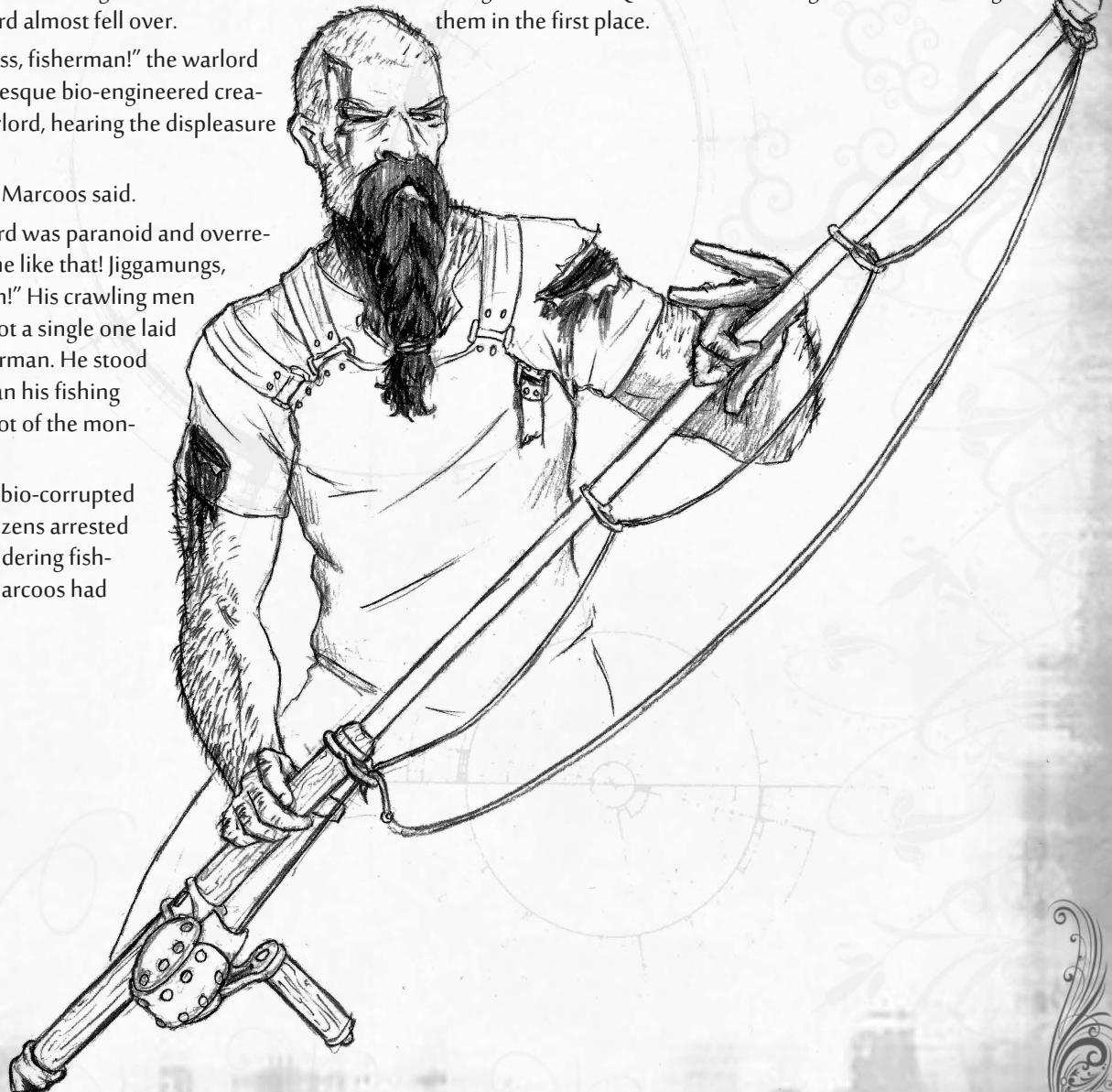
With the warlord's bio-corrupted creatures eradicated, the citizens arrested him and celebrated the wondering fisherman. But, by that point, Marcoos had already moved on.

Using Marcoos in your Games

Marcoos is reluctantly good, at best. He doesn't like to be bothered, but he has no patience for stupidity and arrogance. If he sees anything amiss, he will fix it.

Battle Tactics: Please be warned: if an enemy is adjacent to Marcoos when he starts his turn and Marcoos is able to hit him, Marcoos will almost certainly kill them. Marcoos is able to deal 6 attacks with his Hundred Strikes specialty, and each one that hits is likely to deal the full 48 damage (and, because of With Gusto, there's a good chance that this damage will be unsoakable). If Marcoos hits an opponent with at least 3 of his 6 Hundred Strikes, he will have pushed the target back 15 feet—enough to qualify for a free Staggering Strike, which he will use at the end of his turn to knock his enemy's corpse backwards (and yes, it is likely to be a corpse by that point).

Marcoos can hit people from 15 feet away, but his Charging Ram encourages him to get up close. With his combo flow, he excels at hitting people multiple times per turn. And if an enemy has too much energy, he's more than happy to hit them with a Stunning Blow or No Quarter if he's having a hard time hitting them in the first place.



Scott McGregor

Submitted by Scott MacQueen

Race: Human (Evangellessian)

Level: 10 AP: 5

HP: 176 Wounds: 15

Priority: +19 Speed: 25 feet

Notes: Scott always wins on tied rolls. Even when off-guard, Scott has at least 42 hit points up. Any time a poison comes within 10 feet of Scott, he can automatically roll (at a +22) to notice it.

Guard

Duster (minimal textile armor)

Eva: +3 Def: +15

Soak: 6 | 12 | 18 | 24

Notes:

Katana (1 AP Deflection)

Eva: +4 vs. Ranged & Melee

Note: Scott can instead use his deflection to grant him a +4 to defense.

Attacks

Katana (2 AP)

Acc: +6 Stk: +3

Damage: 6 | 12 | 18 | 24

Note: Scott is able to bypass enemy's cover, negating up to +6 of their evade bonus from cover.

Revolver (2 AP, 0 AP to ready)

Acc: +6 Range: 200 feet

Damage: 4 | 8 | 12 | 16

Special Actions

Field Surgeon (3 AP and 3 AP reflexively from the patient)

Scott can restore (expertise +11: 1 | 2 | 3 | 4) wounds lost from an adjacent person's most recent wounding attack. Scott can also use field surgeon on himself.

Horseman's Cut (Melee Attack +1 AP)

If Scott is atop a horse or vehicle, he can make an attack that improves his damage class by (ace +6: 1 | 2 | 3 | 4) points.

Patch the Bleeding (1 AP)

Scott can stop 10 points of bleeding for 1 AP. If he is tending to a lost limb, 1 AP from him counts as 3 AP for the purpose of preventing death.

Remove Poison (2 AP)

Scott can treat poisons in adjacent allies, removing (expertise +11: 1 | 2 | 3 | 4) effects of the poison.

Skills

Ace: +6

Agility: +1

Expertise: +11

Luck: +1

Marksmanship: +6

Resilience: +21

Attributes

Brute: +21

Cunning: +11

Dexterity: +13

Spirit: +1

Sciences: +0

Reference

Specialties: Brace for Impact, Field Surgeon, Horseman's Cut, Never Off-Guard, Patch the Bleeding, Poison Finder, Remove Poison, Seeker, Self-Surgery, Thick Skin, Tough Stuff, Weapon Appropriations

Stories & Traits: Cowboy, Forest Gatherer, Peerless, Reaction-ary, Relentless

Equipment: Katana (medium metal melee weapon augmented with Deflection Mq. II), revolver (medium metal firearm) duster (minimal textile armor), backpack full of survival gear

Backstory

Scott McGregor is a man with comfortable with a black leather cowboy hat on and a katana at his hip. He's a straight forward fellow. His favorite battle tactic is ATTACK and his favorite form of defense is DON'T GET HIT. He knows everything there is to know about everything he uses. A man of applicable knowledge, he could fix his ship's engine in a matter of minutes, tell you what every part does and how it fits together, and astond any person aboard with his knowledge of his ship, crew, or revolver. But if you think for a second he knows what company originally made them, the physics behind how they work, or even the slightest bit of unnecessary knowledge, you're talking to the wrong man.

Scott was born in the wilds of Western Evangelless, though he began his life a bit more north, near the border of Suulrai. Scott and his twin brother, Jed, were born of a mixed parentage—one parent Suulraili, the other Evangellessian. They grew up with the creeds of both cultures, assuming the hardworking and honorable culture of the Suulraili while picking up on the innovative and gung-ho attitude of the Evangellessians. These traits would serve the young brothers well during some tough younger years.

When the boys' whiskers were just starting to prickle above their lip, their parents became entangled in a border dispute. A local baron had never trusted the McGregor family, not liking the idea of a good Evangellessian man marrying a Suulraili woman. When tempers flared, he put out an order for them to be arrested.

The McGregor household was ransacked, and the last thing that Jed and Scott saw of their family was their mother bleeding from a gunshot in the kitchen and their father fending off assailants. The brothers fled into the untamed forests of the region, hiding from the baron's men and hunting for rumors of their parents' fate. The only thing they ever learned was that their parents had been taken by the baron. Alive or dead, nobody said for certain.

Scott and Jed joined some small pirate ventures for a few years, just long enough to get their feet wet and learn a bit about the trade. Then they started their own. Their crew began as nothing more than a handful of ragged boys looking for a quick payout, but they each had been hurt by the Evanglessian government. They took the name, the Steam Chasers, and soon they began attacking Evanglessian ships and merchants where they could.

It took a few years, but the Steam Chasers grew. Scott was a fine leader of men, straight-forward and honest. They eventually moved from the ground to the air, taking an airship and hunting for bigger prey. Their ship became known as the Naomi. Their motley crew grew to a respectable number of pirates. For an unsavory bunch, they get along quite well for themselves.

Using Scott in your Games

Scott McGregor is honorable like a samurai, wild like a western gunslinger, and the toughest airship pirate captain you could find. He is the captain of his ship, the Naomi. He and his ship's exploits have become legendary.

Battle Tactics: Scott is a jack-of-all-trades, but, if he excels in one area, it's endurance. When everyone else has run out of bullets, become exhausted, and is ready to give up, Scott's just pulled out his katana and is ready for round two.

He's solid atop a vehicle or mounted, knows enough medicine to help his allies on the battlefield, and doesn't go down easily. When in combat, Scott will stay with his crew, lending a hand with his revolver. If that's not getting the job done quickly enough, he'll charge in with his katana and fight to the last.





Jesiah Alan McCreddan

Submitted by Jason McCracken

Race: Human (Evanglessian)

Level: 8 AP: 5

HP: 105 Wounds: 14

Priority: +3 Speed: 30 feet

Notes: Jesiah always wins on tied rolls. Jesiah can reorient himself for 1 AP.

Guard

Worn Travelling Vest (minimal textile armor)

Eva: +3 Def: +5

Soak: 2 | 4 | 6 | 8

Note: Jesiah can make a deflection with his fists for 1 AP reflexively, gaining a +5 on the evade roll.

Attacks

Fists Hardened by the Jaws of the Filth (1 AP)

Acc: +5 Stk: +11

Damage: 2 | 4 | 6 | 8

Damage (in Fisticuffs stance): 4 | 8 | 12 | 16

Note: For every attack landed in a turn, Jesiah gains a +2 on accuracy and strike rolls with all attacks until the end of his turn. If Jesiah moves toward an opponent right before hitting him, he gains a +1 on the strike roll for every 5 feet moved. If Jesiah is rolling his strike and rolls a pure 12, increase his attack's damage class by 2.

Special Actions

Control Beast (3 AP)

Jesiah can calm or redirect the anger of an animal. Jesiah rolls his Shamanism (+3), and the higher the tier he receives, the more effective he is.

Heavy Handed (Unarmed Attack +1 AP)

Jesiah's damage class increases by (Brawl +15: +3 | +4 | +5 | +6).

Weak Point (2 AP)

For 2 AP, Jesiah may determine if his enemies have any weak points. He rolls his Expertise (+4), and the higher the tier he receives, the more specific the information he determines.

Skills

Agility: +4

Brawl: +15

Expertise: +4

Luck: +5

Resilience: +7

Shamanism: +3

Attributes

Brute: +22 (Jesiah still adds bonuses to rolls of 1)

Cunning: +4

Dexterity: +4

Spirit: +8

Sciences: +0

Reference

Specialties: Charging Ram, Combo Flow, Control Beast, Fisticuffs, Heavy Handed, Jackpot, Knock Aside, Thick Skin, Weak Point

Stories & Traits: Easily Reoriented, Favorite Attribute (Brute), Gambler, Peerless

Equipment: just his clothing (minimal textile armor)



Backstory

Jesiah was born in the western reaches of Evangless during a time when the cattle-barons were expanding their power to become the rulers they are today. He and his father lived in a mining town that sat on the crossroads of two rail lines that brought all manner of people through, from honest laborers to the Brimstone thugs the cattle-baron's employed. When Jesiah was very young he saw a serving girl in a saloon being tormented by Brimstones. He attempted to intervene and was beaten soundly.

His father scolded the young boy, implying that Jesiah should stay out of other people's business at the expense of others. Jesiah took the scolding as a son should but began working to increase his strength in secret, brawling with other boys and honing the skills he felt he should have had the day the girl was harassed. Not much later his father passed away from illness and Jesiah was left alone. He fended for himself for a few years, fighting and scrapping through the gutters and gulches to survive. He also developed a knack for handling small animals, a camaraderie shared by their mutual need to scavenge to live.

A man at 14, he set out to travel and learn of the wider world beyond the prairies and sands. He never made it to eastern Evangless, though, reaching the heartland of the country before turning back in disgust at the rampant abuse of power by the cattle-barons, the Brimstones, and society in general. His outlook softened slightly with time and exposure to the people of the land, learning that not everyone was as bad as he thought, though these views were often discovered over the gambling table and were flavored as often as not by the cheats and thugs inherent to the tables.

Jesiah has held one thing above all in his life: strength, while it does not define right, does help to defend it. He is wary of most people, seeing a jaded reflection of the world around him, but to those that can best him in the ring or in the dirt, he's a staunch ally, seeing a spark of hope in such strength.

Jesiah wears worn and durable clothing that show his heritage from out on the plains of western Evangless, favoring tans and earthen colors that are more-often-than-not hidden by his duster and vest. He wears a small brimmed black hat that keeps his unruly cheek-length hair from his eyes. A neat and soft mustache and goatee frame his lower jaw and mouth. A fair complexion often leads others to believe he is younger than he is until they draw close and see the lines etched around eyes that have seen too much of the world.

Using Jesiah in your Game

Jesiah is a quiet and bitter character. Only his strong sense of right and wrong cause him to stand up and take action, but when that action is taken, it's instantly memorable.

Battle Tactics: Jesiah favors simple and direct attacks, backed up by his ability to take an enormous amount of punishment. He fights exclusively with his fists and the occasional kick to clear some space for a punch.



Lyria, the Lost Gear

Submitted by Jonathan McCulley

Race: Humanoid Automaton

Level: 8 AP: 5

HP: 139 Wounds: 16

Priority: +4 Speed: 30 feet

Notes: Lyria looks like a real person at first. If she is trying to fool a person, they can make a cunning resist against her +20. If they can discern that she isn't human, they can then make a tier 3 cunning roll to determine that she has weapons hidden inside her arms.

Guard

Mechanized Cat-Suit (heavy textile-looking metal armor)

Eva: +2 Def: +22 (+17 when not in her stances)

Soak: 8 | 16 | 24 | 32

Notes: While in her Resolute stance, Lyria rolls her defense twice and takes the higher result.

If anybody within 20 feet does bleeding damage to Lyria, they automatically take 16 electrical damage.

Attacks

Arm Cannons (2 AP, 0 AP to ready)

Acc: +13 Range: 400 ft.

Damage: 10 | 20 | 30 | 40

Note: Lyria's arm cannons are built into her arm. She can switch between the arm cannons and her regular hands for 0 AP at any time.

Unarmed (1 AP)

Acc: +3 Stk: +2

Damage: 2 | 4 | 6 | 8

Skills

Attributes

Brawl: +9

Grace: +1

Luck: +1

Marksmanship: +9

Overpower: +1

Resilience: +17

Brute: +27

Cunning: +0

Dexterity: +9

Spirit: +2

Sciences: +0

Reference

Specialties: Armored Ease, Armored Freedom, Bulwark, One-Handing It, Resolute, Snap Reload, Stable Shot, Thick Skin, Tough Stuff, Walking Fortress

Augments: Mechanical Sharpness Mq. II, Targeting Program Mq. II, Lightning Soul Mq. II, and Realistic Mq. IV. Her arms are both augmented with Weapon Mounting, Hidden Blade, Hidden Claymore, and Disguised Mq. II.

Equipment: 2 arm cannons (super-heavy metal firearms hidden in her arms that are augmented with accurate Mq. II, auto reload Mq. I, damaging Mq. II, and scope Mq. II), cat suit (heavy metal armor)



Backstory

Lyria, the Lost Gear, wanders to find purpose.

Lyria awoke in the ruins of Welthayus many decades ago after some scavengers found her body buried in the old catacombs. The Tharmurian catacombs in Welthayus housed the remains of many ancient Tharmurians, among which Lyria's body—attached to bizarre, sparking machines—certainly did not belong. At first, the scavengers thought that she might be an unconscious woman that had fallen asleep there, but they soon realized that she was literally attached to some sort of mechanism that must have collapsed into the catacombs when Welthayus was sieged.

The scavengers quickly realized that Lyria was no woman. She was an automaton of some sort, but exceedingly realistic. One of the scavengers, a burly man, attempted to pick her up, but soon realized that she did not weigh the same as a woman of her size—she weighed several hundred pounds, as her body was made from the strongest of metals. And when they tried to pick her up and cart her out, they disconnected her from the mechanism. With lightning pulsing through the catacombs, Lyria awoke, still groggy from her many years of stasis.

Unfortunately for the scavengers, they were quite insistent upon the fact that Lyria was their discovery and prize. They were sure they could sell her for a fortune. But Lyria did not respond well to being forced along. When she pushed one of the scavengers away, he smashed into the catacomb wall and the ground shook, taking everyone by surprise. The scavengers pulled out knives, but the blades broke when they struck her. One pulled a rifle, but the bullet bounced away harmlessly. When Lyria became frustrated, the whole fight ended quickly.

Since waking, Lyria has searched the world, trying to understand who or what she is. The laboratory that she was attached to did not house any clues. Rather, it seemed that she had originally been found elsewhere and brought to that laboratory for study. Where she was originally built or by whom, she still doesn't know.

Lyria appears to be a woman at first glance, though her joints are more evidently doll-like. Her eyes and hair are both a vibrant and unnatural blue. When she is angered or excited, her hair moves and flows like electricity, sparking. She always wears a black and red catsuit of sorts, and her hands look more like large gauntlets. Her hands are by far the most automaton-like aspect of her.

Lyria has traveled the world, meeting people and searching for information. She's a bit naive, so she tends to trust people. But she's also a bit blunt and violent—the last time somebody betrayed her, he died a horrible and bloody death. Lyria is always interested in buried ruins and old automaton technologies, anything that can lead her to information on her origins. A few years ago, she met a man in West Evangless with a bushy mustache. He adoringly called her “a little lost gear.” Since then, Lyria has often thought of herself as the Lost Gear.

Using Lyria in your Game

Lyria is in constant search of her origins. She was built centuries ago, that much she has ascertained, but she is well ahead of today's most advanced automaton technologies. She and many others are dedicated to understanding both her and her origin.

Lyria will likely befriend the adventurers or ask for their help in searching ancient laboratories, ruins, and crypts. Likewise, they might find her in the midst of one of her searches. She is unlikely to become an enemy unless the adventurers mislead or lie to her—acts that she absolutely does not condone.

Battle Tactics: Lyria is an extremely tough warrior. She's nearly impossible to hurt, and her arm cannons can pack quite the punch. Lyria will enter into her Resolute stance at the beginning of any combat, ensuring that she is nearly invulnerable to attacks. Following that, she will attack with a strong barrage of attacks with her electrified arm cannons, each of which will do massive damage. She is highly electrified and will take no damage from electricity.

Crankshaft Jimmy

Submitted by Jamie Merz

Race: Human (Evangellessian)

Level: 9 AP: 5

HP: 70 Wounds: 12

Priority: +7 Speed: 40 feet

Notes: Crankshaft Jimmy can draw any item for 0 AP and doing so does not leave him open to reflexives. Jimmy takes no penalties for fighting in poor lighting. Jimmy always wins on tied rolls.

Guard

Magician's Suit (minimal textile armor)

Eva: +10 Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

Fighting Knife (1 AP while in Invisible Blade stance)

Acc: +4 Stk: +2

Damage: 4 | 8 | 12 | 16

Throwing Knives (1 AP while in Invisible Blade stance)

Acc: +4 Stk: +2

Damage: 3 | 6 | 9 | 12

Range: 25 feet

Unarmed Attack (1 AP)

Acc: +4 Stk: +2

Damage: 2 | 4 | 8 | 12

Special Actions

Distract (2 AP reflexively)

If anybody takes an action against Jimmy, he can make them think that he is in a different spot within 10 feet. They may negate the distraction within a cunning resist against his showmanship (+17).

Phase Step (as a move)

Jimmy can move so fast that a cunning resist against his Agility (+10) is required to notice the movement. If phase stepping into a hiding place, Jimmy gains a (agility +10: +3 | +6 | +9 | +12) against the resist roll. Jimmy may phase step reflexively if caught hiding.

Smoke & Mirrors (3 AP reflexively)

If an ally with 25 feet has just failed an evade roll, Jimmy can move them to an adjacent square and cause the attack to miss. The attacker may still land the blow with a successful dexterity resist against Jimmy's showmanship (+17). Note: Jimmy can treat automatons as allies.

SmokeBombs (1 AP to Activate, 1 AP to Throw)

Jimmy's smokebomb explodes at the beginning of his turn after activating one. It deals 10 damage to everyone within 5 feet of the bomb and releases a smoke within that area that blinds everyone within and disappears within 1 turn. These can be resisted as regular Marque I explosives.

Stances

Cover Expert

While in this stance, cover that Jimmy takes is treated as being one level higher. For 1 AP, Jimmy can convert partial cover into full cover. Furthermore, if somebody is searching for Jimmy in his chosen hiding spot, they must still roll their cunning against his to find him.

Skills

Agility: +10

Automata: +6

Espionage: +7

Marksmanship: +1

Showmanship: +17

Tactical: +1

Attributes

Brute: +0

Cunning: +24

Dexterity: +11

Spirit: +0

Sciences: +6

Reference

Specialties: Ally of the Machine, Clockwork Crafter, Contort, Cover Expert, Distract, Fleeting Shade, Instant Draw, Invisible Blade, Leave No Trace, Phase Step, Smoke & Mirrors

Augments Known: Go-There Directive (analytics), Protect-Me Directive (analytics Mq.II), Realistic (analytics Mq.II), Run-There Subdirective (analytics Mq.II)

Stories & Traits: Accustomed to the Dark, Innovative, Peerless

Equipment: 2 knives (*Light Metal Melee Weapons*), throwing knives (*Light Metal Throwing Weapons*), 2 Look-Alike Clockwork Automatons (*go-there directive, protect-me directive Mq.II, realistic Mq.II*), portable doorframe trinket, reasonable doubt trinket, wall-scaler trinket, 5 smokebombs (*Mq.I explosive, smoking Mq.I*), magician's suit (*light textile armor*), 380 princes

Backstory

Crankshaft Jimmy is a magician known across Evangelless for the complexity of his tricks and the speed of his hand. He has an amazing stage presence that's become legendary. Yet Crankshaft Jimmy, like most magicians, isn't everything he appears to be.

Jimmy started life as an impoverished street urchin. If he ate, it's because he was fast enough to steal and not get caught

Jimmy's Look-Alikes

Crankshaft Jimmy's automatons look almost exactly like him. They are clockwork automatons, and anybody who sees them may roll their cunning to see if they're really him. (The automatons get a +10 on their opposed roll.) Crankshaft Jimmy can tell his look-alikes to move up to 20 feet for 1 action point. If the automatons are standing next to him, they'll automatically intercept up to two attacks against him per turn.

The clockwork look-alikes have 20 wounds and no hit points. They have a +0 on all rolls. Because they are also in suits like Jimmy's, they count as if they are wearing minimal armor and have a soak class of 1.

that day. He grew up as a pickpocket, lifting purses, wallets, and anything he could grab from the foodvendors at the market. At an early age, Jimmy was noticed by the local begger's guild for his quick hand and deft eyes. They taught him to be a street magician and used him to distract an audience while they were thoroughly picked.

Jimmy began earning big, and his performances became increasingly grandiose. The owner of a performance hall stopped and watched Jimmy one day, but also had the eyes to notice that Jimmy was just acting as a distraction while his buddies cutpurses and stole wallets. That didn't bother him too much: the man offered Jimmy a job performing his magic tricks as a sideshow at his hall. Jimmy accepted, and it wasn't a few days before he had gained the new nickname, Crankshaft Jimmy.

Jimmy learned a wide variety of skills at the performing hall and quickly became a main attraction. He's gained a reputation for his knife-throwing. With some help, Jimmy fashioned a few automatons to look like him and follow his commands. He uses those automatons in his most complex tricks. As his manager says, when Crankshaft Jimmy wants an audience to keep their eyes on one side of the stage, nobody's going to see what's on the other side.

Though Crankshaft Jimmy has hit the big time, he occasionally gets pulled back into the underworld. He has a lot of friends, a lot of contacts, and a few favors owed to them. Jimmy often says, "I don't need to steal anymore. People just give me money now-a-days!" Still, that doesn't always stop the stage magician from using his tricks to make a little extra on the side.

Using Jimmy in your Games

Crankshaft Jimmy might be the main attraction in a city's performance hall. The adventurers might just visit to see the show, or they might be hired to investigate him. Jimmy has thousands of fans, but he's also suspected by quite a few police of being on the wrong side of the law. Crankshaft Jimmy is sometimes a travelling magician, so he could show up anywhere.

Crankshaft Jimmy owes a lot to his old friends in the underworld. He is sometimes brought in on a heist or theft. He's astonishingly good at causing distractions, picking pockets, and

making clean get-aways. When Crankshaft Jimmy doesn't want to be found, he's like a ghost. The adventurers might be pursuing Crankshaft Jimmy and just find an automaton look-alike instead.

Crankshaft Jimmy can also be useful as an ally. Because he knows a lot of people and has a ton of fans, he's full of information. He commonly knows what's going on in the world, and he sees through deceit as though it was just another trick.

Battle Tactics: Crankshaft Jimmy's not good at making the killing blow and he knows it. If he's alone, he'll do whatever he can to get away (which is a lot). He can jump from hiding spot to hiding spot without anybody noticing, he can make people think he's somewhere he's not, and he can stay hidden in a spot even after it's been thoroughly searched. He'll use his automaton look-alikes to fool and confuse his opponents, but he'll also use Smoke & Mirrors to keep his automatons alive.

If he is forced to fight, he'll switch into his Invisible Blade stance and throw knife after knife. His look-alikes, while adjacent to him, will guard him for as long as they can. And, if things get too dicey, he'll throw a couple smokebombs out and make a quick get-away (only to return once he has reinforcements or a better plan).



Admiral KillDevil

Submitted by Bexar O'Riley

Race: Human (Evanglessian)

Level: 10 AP: 5

HP: 90 Wounds: 12

Priority: +14 Speed: 40 feet

Notes: KillDevil always wins on tied rolls. KillDevil can shift 5 feet for free at the end of anybody's turn, though only once between his AP refreshing. Once per turn, KillDevil can move (agility +1: 10 | 20 | 30 | 40) feet for no cost. If he moves in a turn, KillDevil gains (swashbuckling +11: +3 | +4 | +5 | +6) on all accuracy and evade rolls until the end of his next turn.

Guard

Admiral's Coat (minimal textile armor)

Eva: +8 (+15 with Epic Dance)

Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

KillDevil's Cutlass (2 AP)

Acc: +8 (+15 with Battle Theme)

Stk: +3 (+10 with Battle Theme)

Damage: 6 | 12 | 18 | 24

Unarmed Attack (1 AP)

Acc: +8

Stk: +3

Damage: 2 | 4 | 8 | 12

Special Actions

Battle Theme (2 AP to begin, 1 AP to continue)

KillDevil's can swing his sword, causing music on the battlefield. KillDevil gains a +7 to accuracy and strike rolls while performing his battle theme.

Efficient Strike (melee attack +1 AP)

KillDevil can add the number by which he exceeds a target's evade roll as a bonus to his strike roll.

Epic Dance (2 AP to begin, 1 AP to continue)

KillDevil can dance, granting him a +7 to his evade.

Side-Swipe (as a Melee Attack reflexively)

When KillDevil successfully evades a melee attack, he can make a reflexive attack against his attacker with a bonus to his accuracy equal to difference between the accuracy and evade rolls of the original missed attack. He may also optionally move 5 feet around the target for no AP cost.

Weak Point (2 AP)

KillDevil can determine if his enemies have any weak points. He rolls his Expertise (+11), and the higher the tier he receives, the more specific the information he determines.

Stances

Counter-Stance

KillDevil chooses a single opponent. If the opponent attacks KillDevil, he can make a reflexive attack against the target for 1 AP. This is handled before the opponent's attack.

Skills

Ace: +3

Agility: +1

Expertise: +11

Marksmanship: +3

Showmanship: +21

Swashbuckling: +11

Attributes

Brute: +0

Cunning: +24

Dexterity: +11

Spirit: +0

Sciences: +6

Reference

Specialties: Battle Theme, Battlefield Flow, Counter-Stance, Efficient Strike, Epic Dance, Fancy Footwork, Flickering, Footwork Training, Free Movement, Side-Swipe, Victory Theme, Weak Point

Stories & Traits: Bartender, Peerless, Physician, Reactionary, Relentless

Equipment: KillDevil's Cutlass (*Medium Metal Melee Weapons*), admiral's coat and hat (*minimal textile armor*), mutable other blades from his scalpel to daggers and buck knives, 3-5 black powder pistols (one 3-shot, two blunderbusses, two smaller pocket very-ornate large-caliber derringers), meer-schaum pipe & tobacco kit, bag of Darjeeling Tea, flask of rum

Backstory

Admiral KillDevil's infamy precedes him. He's known as a pirate king, admiral of a vast collection of pirating ships, a man ruthlessly cunning, knowledgeable, and always ready for a fight. It is said that he waltzes through battlefields. Bullets don't touch him and swords slice right through him without leaving a mark.

If you were to see Admiral KillDevil, you'd see an immaculately dressed pirate, an enormous man that you would be unable to call anything other than captain. Nearly six and a half feet tall and over 300 pounds, Admiral KillDevil is a monstrous man that moves like a 100 pound cat burglar. Few people notice his peg leg, and, if it hinders him even slightly, nobody would be able to tell. His clothing is always bright and fancy, his hat large, and his long beard his threaded with amber, bones, and stones - each of which said to have a story behind it.

But Admiral KillDevil's description, infamy, and life often come into conflict with each other.

Before he was known as either an Admiral or as KillDevil, he was known by a gentler name. The son of a well-to-do Evangellican noble family, he was raised on horseback riding, fencing, and inside a vast library. He learned all of the skills of a good knight—his tutors were attentive, and he mastered everything from swordplay to ballroom dancing. As a young man, he was enrolled in the prestigious White Tower Universities in Dalvozzea, where he gained an impressive Ph.D. in medical science.

Sadly, while the young noble heirs life at the university was marked by honors and merits, his family at home fell apart. His father discovered his mother having an affair with another noble, and the scandal ended in his parent's divorce and his father disowning the young man. With no family fortune to draw from and no family to turn to, the young doctor looked for work.

He found work as an airship's surgeon. He was quite good at the job and quite obviously over-qualified. But the job was short-lived, as his airship became the target for a terrible pirate ship, the Sancha Maria. The young doctor did what he could to fend off the pirates, but his ship was overwhelmed. Most of the crew was killed, but the doctor was spared.

The Sancha Maria's captain, a tyrannical and cruel man known as Capt'n Da Val, gave the young doctor a simple choice: join or die. The doctor, no idiot and with few posthumous aspirations, decided to join.

The Sancha Maria's crew grew to love the doctor. He was unlike anything they had ever seen. While they first thought he was weak—too bookish for their line of work—they soon discovered that he had no real fear of battle or bloodshed. But the doctor brought refinement and fun to the crew. He introduced tea time, became friends with the cook and improved upon the ship's meals, and began organizing theatrical and musical events aboard the ship. Even the most dangerous and cruel of the Sancha Maria's crew eventually joined in the doctor's entertainment. Everyone loved the doctor.

Except for the captain. Capt'n Da Val was growing tired of the excitement within the crew and jealous of the young doctor's popularity. One night, in a drunken rage, the captain gave the doctor a second ultimatum: fight me or die.

The doctor, not prone to ending his life prematurely, fought the captain and won. The crew cheered and celebrated, shedding no tears over the dead captain and all celebrating their doctor. They'd never seen such an amazing fight. They began chanting a new name for the doctor, KillDevil, KillDevil, KillDevil, over and over again. The Sancha Maria's crew, now without a captain, immediately and excitedly embraced their pirating codes and elected their new captain.

But the new doctor, now nicknamed KillDevil, did not want the position of captain and politely turned down the offer. But the pirate codes do not allow for someone to decline an appointment, so they told him: become our captain or die. The doctor, never having been the type to choose death over life, responded, "Then your captain I will be!"

The matter settled, news of the Sancha Maria's new captain, KillDevil, spread like the winds of a hurricane. Soon the stories outpaced the man, and he became known as Admiral KillDevil.

Using KillDevil in your Games

Admiral KillDevil is a true pirate king. Well educated, exceptionally intelligent, and prone to researching every decision he makes, KillDevil redefines "pirate" to be something more than just an airship-robbing savage. He is a man of class.

Some people know of KillDevil's generosity. He is a good man in an awful profession. He's loyal to his crew, and his crew is doubly loyal to him. He is just as likely to be a thorn in the adventurer's side as a trusted ally helping them along. He looks like a big, boisterous pirate but tends to take the role of an educated scholar.

Battle Tactics: Admiral KillDevil is a wild fighter, moving, singing, and dancing through the battlefield. For such a large man (and one with a peg leg at that), he is nearly untouchable. He's left many assailants muttering, "Now where in the heck did that big bright noisy pirate get off to?"

KillDevil will be constantly shifting during the battle, gaining the bonuses of his fancy footwork. He likes to fight while in his Epic Dance and performing his Battle Theme, because, when he's in both, he'll hit every time and never be touched.



Cole Langford

Submitted by Brian Palitsch

Race: Human (Evanglessian)
Level: 12 AP: 6
HP: 76 Wounds: 12
Priority: +6 Speed: 25 feet

Guard

Dark Suit (minimal textile armor)
Eva: +4 Def: +0
Soak: 1 | 2 | 3 | 4

Attacks

Chemical Shooter (2 AP, 0 AP to ready)
Acc: +2 Range: 100 ft.
Damage: 5 | 10 | 15 | 20

Unarmed Attack (1 AP)
Acc: +2 Stk: +3
Damage: 2 | 4 | 8 | 12

Special Actions

Walking Chemical Plant (1+ AP)
Cole is able to brew potions on the fly. To brew a potion, he needs to spend 1 AP per augment slot he fills. Any potion that he brews over his normal limit will expire within (alchemy +25: 1 | 2 | 3 | 4) turns if not used. He does not require any chemicals in order to brew potions.
His brewing limits are 7 acids, 6 gases, and 8 medicines.

Skills

Attributes

Alchemy: +25	Brute: +1
Espionage: +1	Cunning: +28
Expertise: +13	Dexterity: +0
Resilience: +1	Spirit: +0
Showmanship: +1	Sciences: +25 (Cole still adds bonuses to rolls of 1)
Tactical: +13	

Reference

Specialties: Acid Brewer, Beta Acids, Beta Gases, Beta Medicines, Efficiency Expert, Expiration, Gas Brewer, Herbalist, Medicine Brewer, On-the-Fly Brewer, Quality Weapon, Rapid Mixer, Walking Chemical Plant, Weapon Appropriations

Augments Known: Acids (Mq. IV): burns, flesh burner, metal melter, rusting, splash, thick rust, wood wrecker. Gases (Mq. IV): area of effect, confusing, lingering, paranoia, replicating, thick. Medicines (Mq. IV): antitoxin, heavy push, improved push, liquid skin, pain reliever, push, slowheart, stimulant, and styptic.

Stories & Traits: Innovative, Favored Attribute (Sciences), Reactionary

Equipment: Chemical Shooter (Medium Metal Firearm augmented with automatic reload Mq. II, delivery Mq. II, and scope Mq. II), dark suit (minimal textile armor)

Alchemical Mixtures

Using just his DIY, Cole Langford tends to keep the following chemical solutions on him:

- 3 Skinpeelers:** Acid augmented with burns (dealing tier 4 burns), flesh burner (dealing 24 damage to people and organic items), and splash (hitting 4 adjacent spaces to the target).
- 2 Door-Openers:** Acid augmented with burns (dealing tier 4 burns), wood wrecker (dealing 24 damage to wooden items), and flesh burner (dealing 24 damage to people and organic items).
- 2 Automaton Stoppers:** Acid augmented with metal melter (dealing 24 damage to metal items), rusting (-15 to all speeds in metal armor or metal constructs), and thick rusting (-12 dexterity in metal armor or metal constructs).
- 3 Chaos Gases:** Gas augmented with area of effect (effecting everything within 25 feet of the initial spot) and paranoia (causing everyone within to spend their next action attacking the person closest to them).
- 3 Stupidity Gases:** Gas augmented with area of effect (effecting everything within 25 feet of the initial spot) confusing (causing everyone within to take 1s on cunning rolls), lingering (which causes the gas to re-roll 4 times to determine if it is blown away), and thick (decreasing the winds in the area by 1 tier).
- 4 Pusheals:** Medicine augmented with push and improved push (restoring 56 hit points) and liquid skin (restoring 4 wounds).
- 3 Fixers:** Medicine augmented with antitoxin (+12 to resist poisons), pain reliever (ignore 4 wound effects), slowheart (granting a +4 on accuracy rolls), stimulant (allowing them to stay awake and alert for 24 more hours), and styptic (stops all bleeding).
- 1 Hard Push:** Medicine augmented with improved push (restoring 40 hit points) and heavy push (allowing Cole to gain an extra AP for the next 5 turns but taking 6 unsoakable damage every time he does).

Backstory

If there is an industrial plot afoot, there is a good chance that Cole Langford knows about it.

Cole Langford is one of the more wealthy industrialists in Evangless. In terms of pure capital, he ranks up there with the richest of industry owners. But Mr. Langford owns no business of his own. You won't find the Langford name on any big buildings, employees receiving pay-outs from Langford Financial, or any philanthropic landmarks citing Langford as its beneficiary. Cole Langford is not a front-and-center type of person. He's not a leader among men and doesn't pretend to be.

Cole Langford is a kingmaker. He sits on the board of directors at 8 out of Evangless's top ten companies. When an industrial leader needs a favor, they go to Mr. Langford. He handles problems.

Mr. Langford is a man trying to expand his reach. His invisible empire is vast, and almost anyone who could be termed "wealthy" has heard of the sly genius, Cole Langford.

Cole attended university in Daion at the White Tower Universities. One of his professors has since written a memoir, and one of the chapters addressed the young Cole Langford. "[Mr. Langford] was exceptionally advanced. We all believed he could have graduated any time he pleased, but instead he chose to keep attending new classes and meeting with people. But by the time he did decide to graduate and move on, I'm pretty sure he could've taught any of our courses for us."

Cole is an alchemical master. After graduating from the White Tower Universities, he traveled extensively through Siyesh and Zelhost, learning the ways of the ancient Haud art of alchemy. He settled in Khemli—Zelhost's capital—for a few years as he helped several budding industrialists cement their businesses and grow. With his help, they grew quickly. But time and the search for knowledge brought Cole Langford back to Evangless.

Cole Langford has undoubtedly mastered alchemy, and his skill in both technology and business is unmatched. Yet this has left Cole restless in the past few years. He began searching for something beyond alchemy, pulling at the underlying theories behind theology and looking deeper into the occult. He believes there is something else going on in this world, some other forces at play, and he aims to find out what.



Using Cole in your Games

Cole Langford is a masterful and highly intelligent villain, but he's not villainous. Cole could show up in your saga as an on-going villain, searching for some means to immortality or godhood in contrast with the adventurers. At the same time, he might be their employer, helping the adventurers along, lending them aid, or just hiring them for a variety of odd-jobs. But Cole is the kind of man that would switch between those two extremes, hiring the adventurers one moment while dutifully ordering their execution the next. He is unlikely to hold grudges, so if the adventurers thwart him at one turn, he would be more than willing to work with them at the next turn if it still benefited him to do so.

Cole is always in search of knowledge and influence. He is very interested in the occult and ancient relics, as he sees it as the only realm of knowledge he has yet to conquer.

Battle Tactics: Cole Langford doesn't fight his own battles anymore—his money and influence allows him to hire thugs and abominations to do that for him. But Cole does protect himself. He keeps a wide variety of gases, acids, and medicines on him just in case of emergency. If necessary, he'll quickly disperse gas in an area to disable an opponent then spray them with acid to finish the job. He has no qualms with killing people, and his many concoctions are quite good at it.

Mr. Parker & Quinn

Submitted by Parkers & Quinn

Mr. Parker

Race: Human (Evanglessian)
Level: 4 AP: 4
HP: 47 Wounds: 12
Priority: +3 Speed: 25 feet

Guard

Dapper Suit (minimal textile armor)

Eva: +2 Def: +0
Soak: 3 | 6 | 9 | 12

Note: Mr. Parker's suit has two hidden alchemical injectors inside, each holding a medicine. The medicine can be activated for 0 AP. It restores 8 hit points, grants +2 on accuracy rolls, and will keep him awake for another 8 hours if he's becoming fatigued.

Attacks

Cane Sword (2 AP)

Acc: +7 (+12 with Saluted Opponent) Stk: +7
Damage: 6 | 12 | 18 | 24

Note: For 1 extra AP, Mr. Parker can hit a target up to 30 feet away. When doing so, the target can choose to use their spirit instead of their evade.

Unarmed Attack (1 AP)

Acc: +7 Stk: +7
Damage: 2 | 4 | 8 | 12

Special Actions

High Ground (1 AP)

Mr. Parker can declare a ground to be tactically advantageous. He can designate 4 locations in such a way. Anybody standing in this designated high ground gains a (tactical +9: +1 | +2 | +3 | +4) to all combat statistics (accuracy, evade, strike, and defense) while in that space.

Parry & Riposte (1 AP reflexively)

When Mr. Parker is hit in melee with an attack that deals tier 1 damage, he may roll his accuracy and add his Swashbuckling skill (+12 total). If he exceeds the initial accuracy roll, he negates the attack. If Mr. Parker successfully parries an attack, he can make an immediate attack against his assailant for no AP cost.

Stances

Counter-Stance

Mr. Parker chooses a single opponent. If the opponent attacks Mr. Parker, he can make a reflexive attack against the target for 1 AP. This is handled before the opponent's attack.

Saluted Opponent

Mr. Parker chooses a single opponent. He gains a +5 on melee accuracy rolls against the target, but suffers a -2 on evade rolls against all other assailants.

Skills

Agility: +1
Espionage: +1
Expertise: +1
Grace: +5
Swashbuckling: +5
Tactical: +9

Attributes

Brute: +0
Cunning: +11 (Mr. Parker still adds bonuses to rolls of 1)
Dexterity: +6
Spirit: +5
Sciences: +0

Reference

Specialties: Counter-Stance, High Ground, Parry, Saluted Opponent, Riposte, Void Strike

Stories & Traits: Favored Attribute (cunning), Peerless, Reactionary

Equipment: Cane sword (medium metal melee weapon), dapper suit (minimal textile armor augmented with damage soaking Mq. II and injector Mq. II), dark goggles (augmented with tinting to grant a +6 to resists against flashes)

Description

Mr. Parker is a bit of a mystery. He's an accomplished swordsman, keeping a slender sword sheathed in his cane. He's well-schooled in tactical combat, he's knowledgeable of his surroundings, and always knows exactly where to take the fight. Perhaps the thing that makes him most unusual is his very slight telekinetic abilities. It's said that even when a man he's fighting flees from him, Mr. Parker's sword slashes will still reach him.

Mr. Parker long ago partnered up with the illustrious and beautiful Quinn, making them a rather deadly duo. Ahead of any battle, Mr. Parker scouts out the area, finding the best sniping spot for her. He declares that location high ground, granting Quinn a bonus to her rolls there.

At that point, Mr. Parker just does what he knows—he salutes his opponent and attacks.

Quinn

Race: Human (Evangelian)
Level: 4 AP: 4
HP: 34 Wounds: 12
Priority: +6 Speed: 25 feet

Guard

Sniping Leathers (minimal textile armor)

Eva: +2 Def: +0

Soak: 3 | 6 | 9 | 12

Note: Quinn's outfit has two hidden alchemical injectors inside, each holding a medicine. The medicine can be activated for 0 AP. It restores 8 hit points, grants +2 on accuracy rolls, and will keep her awake for another 8 hours if she's becoming fatigued.

Attacks

Long Rifle (2 AP, 0 AP to ready)

Acc: +6 Range: 200 feet

Damage: 6 | 12 | 18 | 24

Note: The rifle cannot be heard unless a person makes a tier 3 cunning roll.

Unarmed Attack (1 AP)

Acc: +4 Stk: +0

Damage: 2 | 4 | 8 | 12

Special Actions

Aim (1+ AP)

Quinn can give herself up to a +9 on a ranged accuracy roll by aiming. For every AP spent aiming, she gains a (Marksmanship +9: +1 | +2 | +3 | +4) bonus that cannot exceed +9. If she is hit once she has started aiming, the bonus is lost.

Head Popper (1 AP reflexively)

When a foe leaves cover, Quinn can immediately make a reflexive ranged attack. If there is any dispute over who attacks first, Quinn wins.

Lockdown Gunner (as a ranged attack reflexively)

Quinn can reflexively make a ranged attack any time someone pulls out or uses an item. She can substitute a called shot to the hand in place of the attack in order to disarm the target.

Skills

Attributes

Ace: +1	Brute: +0
Agility: +1	Cunning: +0
Alchemy: +5	Dexterity: +8
Armsmith: +9	Spirit: +0
Marksmanship: +5	Sciences: +14
Swashbuckling: +1	

Art by Kendra Stout at
<https://www.etsy.com/shop/MissBeanpants>



Reference

Specialties: Aim, Armor Crafter, Gunsmith, Head Popper, Lock-down Gunner, Medicine Brewer,

Stories & Traits: Innovative, Kinematician, Peerless, Reactionary

Equipment: Sniping rifle (heavy metal firearm augmented with accurate Mq. II, automatic reload Mq. II, and silent Mq. II), sniping leathers (minimal textile armor augmented with damage soaking Mq. II and injector Mq. II)

Description

Quinn is an armorer by day and a sniper by dusk. Several years ago, she was hired to put a bullet in Mr. Parker's brain, but he outwitted her—barely. The two have been a team ever since.

Quinn specializes in leather armoring. Her armor feels like silk, but it's as durable and tough as chainmail. In the past few years, she's learned quite a bit about gunsmithing and medicines. She doesn't feel like it's enough to make a profession of, but it's definitely enough to keep her and Mr. Parker alive. And her personally-designed sniper rifle is nothing to laugh at. It's impressively accurate and quiet as a leaf floating in the wind.

Mr. Parker and Quinn are tinkers and armorers by trade. They own the well-regarded shop, Parkers & Quinn, but people who know them well know that they are also expert mercenaries, capable of taking and finishing any job with great speed. They're both schemers, and their well-executed plans can quickly put any job to rest.



Winnifred "Fred" Weißkreuz

Submitted by Anna Pham

Race: Human (Paldoran Exile)
 Level: 6 AP: 4
 HP: 77 Wounds: 12
 Priority: +2 Speed: 20 feet

Guard

Leather Overalls (light organic armor)
 Eva: +4 Def: +7
 Soak: 2 | 4 | 6 | 8

Crossbow (1 AP Deflection)
 Eva: +4 vs. Ranged & Melee

Attacks

Grandpa's Giant Wrench (2 AP)
 Acc: +2 Stk: +1
 Damage: 8 | 16 | 24 | 32

Izedan Steam-Powered Crossbow (2 AP, 1 AP to ready)
 Acc: +4 Range: 50 ft.
 Damage: 5 | 10 | 15 | 20

Special Actions

Automata Repairs (3 AP)
 Fred can repair automatons quickly in battle. She can repair (automata +13: 10 | 20 | 30 | 40) wounds on an adjacent automaton for 3 action points.

Mechanic (3 AP)
 Fred can repair any item with wounds or hit points. She can repair (expertise +5: 6 | 12 | 18 | 24) wounds or hit points on an adjacent mechanical item for 3 action points.

Smite (Attack +1 AP)
 Fred can perform a smite, calling on her allies for succor (including her automaton, Talkbot). Any ally who can hear her and is within 25 feet can contribute 1 AP reflexively. If her attack lands, it deals 1 damage class higher per AP that was sacrificed.

Stances

Lucky #7
 While in Lucky #7 stance, any time she rolls a 7 she can pick up the die and roll again, adding the results.

Skills

Ace: +2
 Automata: +13
 Expertise: +5
 Faith: +7
 Luck: +3
 Resilience: +3
 Tactical: +1

Attributes

Brute: +3
 Cunning: +6 (+10 to notice)
 Dexterity: +2
 Spirit: +10
 Sciences: +13

Reference

Specialties: Advanced Brainworks, Ally of the Machine, Automaton Repairs, Fuse Box Builder, Lucky Number Seven, Mechanic, Personality, Smite

Stories & Traits: Chosen By Jinzi, Innovative, Perceptive, Relentless

Augments Known: Targeting Program Mq.II, Passenger, Spiritual Connection Mq.II, Linguistics Mq.II, Slippery Circuits Mq.II, Fuse Box Specialist Mq.II, Alert Mq.II, Easy Repairs Mq.II, Lightning Soul Mq.II, Mechanical Sharpness Mq.II

Equipment: Grandpa's giant wrench (heavy melee weapon), Izedan steam-powered crossbow (light crossbow augmented with Deflecting Mq.I), an unreasonable amount of tangled rope, 105 princes in dukes stuffed into Talkbot's left leg, bolo tie for Talkbot, large coat for Talkbot, pile of arbitrarily stolen items mostly including clockwork parts and circuitry as scrap for repairing Talkbot

Note on Talkbot: Talkbot will have the following augments equipped by default: Linguistics, Spiritual Connection, Targeting Program, Mechanical Sharpness, Passenger, Alert

Backstory

Fred is a small girl with a loud enough voice to be heard within a 3 block radius. She is almost always carrying a massive wrench and sitting on top of her robot (because, of course, walking is terribly boring). Winnifred loves pretty dresses and often ruins them while she is busy working on building things. When reminded, she wears her light leather overalls that accompany her into battle, something she engages in readily despite her age. She insists on keeping her hair long, hair that is much too long for her and must be kept braided or tucked under a hat in order for her not to trip over.

Sir Talkbot (as knighted by Fred) is a very large and round robot who is simply an upgraded punch-bot that Winnifred taught several words, most of which he forgets. Winnifred generally puts random clothes on him, most notably a bolo tie that she had found on the ground somewhere. The fuse box itself has been built and rebuilt several times. Winnifred ferociously protects the inner core of the robot, from which she can rebuild him. Talkbot is also covered in random patches of scribbles that are a mixture of nonsen-



sical doodles and equations scribbled on by Fred when she could not find a piece of paper. Shortly after Winnifred built Talkbot, she was violently removed from her former life.

Winnifred Weißkreuz II, named after her grandmother, is a young Paldoran princess that is heir to one of leaders of the sub-sects of the Jinzium religion. Winnifred does not remember much of this as she spent most of her childhood in her grandfather's workshop learning how to build things, religion not being a forefront in her young life. Her parents had hoped she would eventually grow into the role, but that was never to pass.

Winnifred's grandfather was a peaceable man and one of the few Paldoran notables who spoke out against the degenerate life of piracy he saw his people falling prey to. Key leaders of the church aboard their vessel, the World-Burner Wrath of the Prophets, suffered the older man's peace-mongering until the point where it looked like he might actually sway some influential officers and clergy to his side. A strike in the night saw the old man pushed from one of the ship's observation decks and framed as an accident. Winnifred was whisked away by her mother and father and placed into an escape vehicle that took her to the land below.

When Winnifred awoke and found herself alone, she climbed on top of Talkbot and set out for the great unknown, which wasn't very far before she got hungry and tired and started following a young Evanglessian woman named Luca around. Luca, who had been scouting out the village Winnifred crashed outside of for a robbery, found herself inexplicably attached to the girl after she refused to leave the older woman alone. Whether or not Winnifred had suffered from amnesia or simply did not care is entirely unknown; from there on, she had a new life and Luca became her big sister. Though they drew stares from every direction, Winnifred was happy.

Throughout the course of their adventures, Winnifred received clues to her background and a guardian, one from the rogue sect now calling itself the Remnant's foremost soldiers, a man named Iezak. Iezak helped Winnifred reconnect to her heritage and presented her to the forces still loyal to her grandfather and family, though her mother and father had passed away by that point. Winnifred refrained from taking her place, aware of the bloodshed that would ensue at that time, and retreated back into hiding and adventuring alongside Luca, though nothing the gregarious Winnifred has ever done in her life can be construed of as 'hiding.'

Using Fred in your Games

Winnifred will often appear on trains, airships, and other modes of transportation as a fellow passenger en route to somewhere else. Her distinctive companions mark her as an oddity but no more so than the average crafter or inventor. She is often a troublemaker, causing chaos around her with her antics, and serves well as the catalyst for an intervening party.

Battle Tactics: Winnifred will generally let Talkbot charge in at the first sign of battle while she stands in the back hurling insults and steam-bolts from her crossbow. While as hilarious and effective as this tactic is, it generally leads to Talkbot getting into trouble and Winnifred being forced to run into the heat of battle to fix him. This is the only time she ever uses her Grandpa's giant lucky wrench; and though this large, simple tool might look comical with this tiny girl wielding it, the wrench has proven to be deadly at close range.

Winnifred will duck, run, and scramble between units to avoid being hit and use Talkbot as a distraction and shield as she runs around the battlefield. Talkbot will follow Winnifred by default, but when instructed to stay and fight, Talkbot will relentlessly punch, smash, and sit upon enemies until there is nothing left of them or him.





James Alasdair Douglas Murray-Stewart

Submitted by Iain Sherwood

Intrepid aerialist, adventurer, and ne'er-do-well

Race: Human (Evangellessian)

Level: 7 AP: 4

HP: 62 Wounds: 12

Priority: +9 Speed: 30 feet

Note: James takes no environmental penalties and can fight normally any where. James doesn't take penalties for being prone, and can stand up for no action point cost. James wins on tied rolls.

Guard

Impeccable Clothing (minimal textile armor)

Eva: +7 Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

Military Saber (2 AP)

Acc: +8

Damage: 8 | 16 | 24 | 32

Note: James always flickers when he attacks. Instead of rolling strike, he hits them for tier 1 damage (swashbuckling +15: 2 | 3 | 5 | 7) times. Each of these hits is separately soakable. If anyone even attempts to deny James from attacking them, James can make a free attack against them again for no action point cost.

Broomhandle Mauser (1 AP)

Acc: +9 Range: 50 ft.

Damage: 4 | 8 | 12 | 16

Note: Any time anyone leaves cover, James can shoot them reflexively. The broomhandle mauser only takes 1 AP to fire while in Invisible Blade stance—if James leaves his stance, it costs 2 AP to fire.

Special Actions

Fan Support

James has two women who fawn over him. They each have 3 action points per turn and know how to use them: cheering for James! For 1 action point, they can encourage him, giving him a +5 bonus on a accuracy, evade, strike, or defense roll.

The girls can be targeted. They each have 25 hit points and 12 wounds, but they have no bonuses to evade or defense.

Valet & Motorcar

James's valet has 3 action points per turn, which she will spend driving his motorcar around the battlefield at a speed of 300 feet per action point, keeping the fans safe and taking James wherever he needs to go. The roadster can hold all of them comfortably. It has 50 wounds, slowing down by 10 feet every time it takes damage.

The valet can be targeted. She has 30 hit points and 12 wounds, but she has no bonuses to evade or defense.

Skills

Agility: +8

Espionage: +8

Expertise: +1

Showmanship: +1

Swashbuckling: +15

Tactical: +1

Attributes

Brute: +0

Cunning: +11

Dexterity: +23 (James still adds bonuses to rolls of 1)

Spirit: +0

Sciences: +0

Reference

Specialties: Adaptable, Fight Anywhere, Flickering, Ground-fighting, Head Popper, Hilt Bash, Instant Draw, Invisible Blade, Snap Reload

Stories & Traits: Military Veteran, Noble of Evangelless

Equipment: Motorcar (auto Mq.I), military saber (medium metal melee weapon augmented with accurate mq.I, damaging mq.II), broomhandle mauser (light firearm augmented with accurate mq.II and damaging mq.II), impeccable clothing (minimal textile armor), 420 princes (primarily in bank-notes)



Backstory

James Alasdair Douglas Murray-Stewart is as well known for his exploits as his name is long. A crack shot and a frighteningly fast fencer, James is tall, muscular, and always impeccably dressed. He has brown hair and green eyes, but he's easy to pick out due to a rather large nose, a perfect mustache, and the scar on his forehead just over his right eye. He can always be found traveling in the company of two young satyr girls and his Suulraili valet.

The illegitimate son of Lord Strathallan and an unnamed royal, James was raised by his father's gamekeeper until he was ten. As a result of this experience he has a strong aversion to venison, grouse, and salmon. Fast-forward a few years: James was arrested for playing the bagpipes while drunk in an open carriage being driven through Razule by two naked women who happened to be daughters of a local earl.

James travels in rarefied social circles. He's a staple in the social games of the Marquis de Fenice, whom he secretly detests. Fond of whisky, demimondaines, and actresses, he's been rebuffed by the daughters of most of the noble families in Evangless, Zel-host, and Siyesh, and has been known to sponge off his wealthier friends when in financial straits.

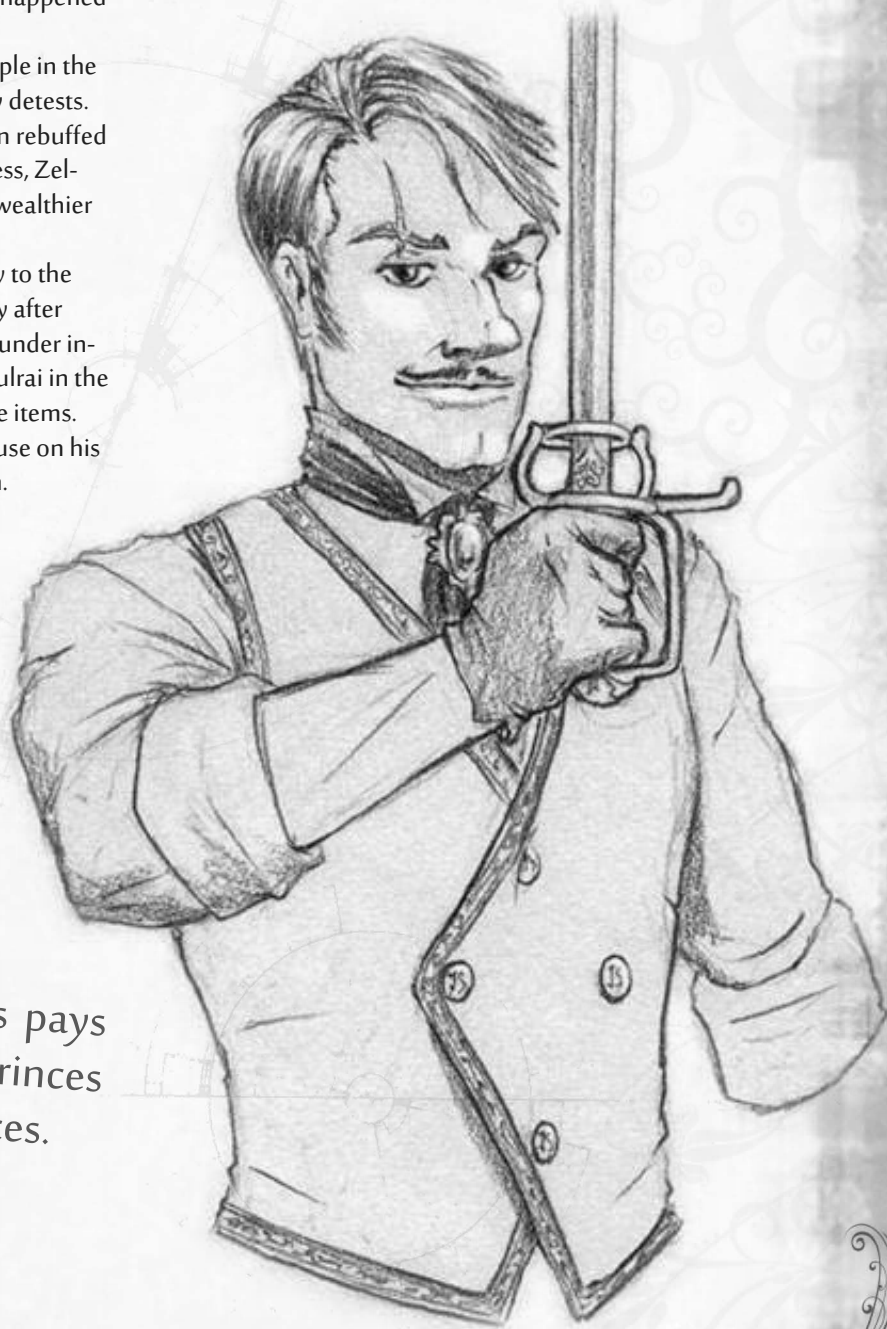
He was commissioned in the infantry, originally to the Evanglessian Army, but was transferred to the Aero-Navy after challenging the adjutant to a duel. James resigned while under investigation by internal affairs, afterwards traveling to Suulrai in the northeast, making a fortune in pearls and other fine trade items.

He resides in a freehold flat in Suulrai, has a house on his father's estate in Central Evangless, and a villa in Arakrith.

Using James in your Games

James is a womanizer. He likes women around him at all times (preferably in multiples). He's very sure of himself, and he typically views himself as being the better of all nobles (regardless of actual rank). He travels constantly, adventuring wherever he pleases.

Battle Tactics: Taking advantage of his Suulraili valet, James rides into battle in style: on the hood of his convertible roadster, his two satyr fans cheering for him in the backseat.



Word on the street is that James pays his personal tailor over 3,000 princes a year to keep up his appearances.



Chloe, the Artistic Vandal

Submitted by Martin Solis

Race: Human (Evangellesian)
Level: 6 AP: 4
HP: 40 Wounds: 12
Priority: +3 Speed: 25 feet

Guard

Slim-Fitting Vest & Pants (minimal textile armor)

Eva: +1 Def: +0
Soak: 1 | 2 | 3 | 4

Attacks

Acid Flick (2 AP)

Acc: +4 Range: 75 ft.
Damage: 12 (or -2 to damage or soak class)
Note: Chloe can use her paintbrush weapon to deliver a medium-range acid attack. An attached larger-than-average alchemic tube feeds Fleshburner acid down to the brush end for a total of ten attacks.

Paintbrush Polearm (2 AP)

Acc: +4 Strike +4 Reach: 10 ft.
Damage: 5 | 10 | 15 | 20
Note: Chloe can make one attack with her paintbrush for 1 AP as an unaltered attack at the beginning of her turn.

Special Actions

Flickering (one-handed melee attack +1 AP)

Chloe can flicker her paintbrush, acting as though she had landed (swashbuckling +4: 2 | 3 | 5 | 7) attacks that each deal tier 1 damage. Each attack may be independently soaked.

Skills

Attributes

Agility: +4	Brute: +0
Alchemy: +11	Cunning: +0
Armsmith: +6	Dexterity: +11
Gadgetry: +2	Spirit: +0
Marksmanship: +3	Sciences: +19
Swashbuckling: +4	

Reference

Specialties: Acid Brewer, Beta Acids, Beta Poisons, Flickering, Poison Brewer, Pyrotechnician, Snake Bite, Weapon Smith

Augments Known: Accurate (Weapon, Marque II), Blinding (Poison, Marque II, two slots), Damaging (Explosive, Marque I), Dizzying (Poison, Marque II), Flesh Burner (Acid, Marque II, two slots), Hallucinogenic (Poison, Marque II, two slots), Knock Back (Explosive, Marque I), Powerful (Weapon, Marque II), Remote Activation (Explosive, Marque I), Slippery (Explosive, Marque I), Wood Wrecker (Acid, Marque II, two slots)

Stories & Traits: Innovative

Equipment: Paintbrush Polearm (medium metal melee polearm augmented with accurate Mq. II, powerful Mq. II, and alchemic tube Mq. IV), slim-fitting vest and pants (minimal textile armor). Chloe also has the following disguised as paints: 3 acids augmented with Splash and Flesh Burner, 2 acids augmented with Splash and Wood Wrecker, 2 poisons augmented with Blinding and Dizzying, 2 poisons augmented with Hallucinogenic, 5 explosives augmented with Damaging and Knockback, and 3 explosives augmented with Remote Activation and Slippery

Background

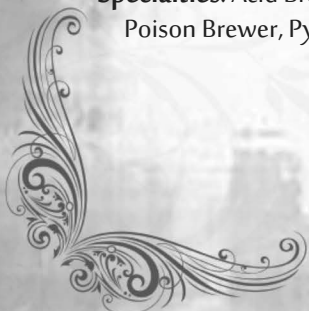
The crevices of Aldamiir hold what the city proper has rejected; down in the depressions that rim the city, citizens struggle to make ends meet in factory and mine jobs.

It is in this backdrop of steam and strife that a young girl named Chloe learned that if she wanted to experience beauty, she would have to make it herself. Shapes and lines were her first language. She could not help trying to transform the dreary into something inspiring; no trees existed in her neighborhood save for the ones she etched into the crumbling facades of long abandoned buildings. She put her adept hands to good use; while her mother and older sister worked long hours in the local automaton factory, Chloe took to the city streets at the age of six to sell flowers painstakingly crafted from scrap metal and paper.

Seeing her gift, her mother and sister saved enough to present her with a quality sketchbook and pencil for her 11th birthday. She soon added portraits to her repertoire and, while they were crudely done at first, people admired the tenacity of the slight girl with her cloud of frizzy red hair.

One morning Chloe was approached by a man she had never seen before. He was not the normal sort that passed through the area; while obviously not a factory worker, his clothing was less pristine and his manner less refined than the well-to-do citizens who normally sought her services as a novelty.

The man studied her work, asked her questions about her life and home situation, and then continued on his way. Chloe never thought to ask for his name. Three evenings hence the strange gentleman called upon her family unexpectedly. He introduced himself as a certain Mr. Bertram, an artist under the patronage of Duke Tavistock, one of Evangelles's wealthiest citizens.



Bertram wished to take Chloe as an apprentice, explaining that he too had come from humble beginnings and wished to give her the experience she would need to attract her own patron. Her mother saw the potential in the offer and gave Chloe her blessing.

Every day with her mentor brought new skills and lessons in both the technical and social realms. The first thing Mr. Bertram taught Chloe was how to mix the paints he used; with time she was able to improve upon even his superlative talent with color production. She learned not only how to produce a portrait that conveyed a sense of life, but how to strike the appropriate balance between truth and flattery. Five years passed in this fashion and she had never been as happy, warm and well fed in the golden light of his studio.

When she was sixteen she heard the first rumors of discord between the Militarists and the Royalists. At first, she thought little of the coup attempted by the Crimson Marshals who desired to wrest control of the nation from the hands of the royalty. It wasn't until the people in the Crevices began to mutter about the boys goaded into the army with promises of a better life that she realized the fabric of her universe might be changing. One morning Mr. Bertram solemnly told her that the Duke had taken an officer's appointment and requested he join him as his assistant, a position meant to honor the recipient. It meant little to the Duke that the artist had more family ties to the Militarists than the Royalists. Bertram asked that Chloe care for the studio in his absence, and left her with papers detailing his wishes should anything happen to him.

Chloe spent three long years with scant word on Mr. Bertram's whereabouts or well being. In the fourth year of the war, she heard nothing and feared the worst. She was briefly heartened when she learned that the Duke had returned after peace had been forged, but her hopes were dashed when she requested a visit with him. He informed her that Mr. Bertram would not be returning to his studio, but that he had died an honorable death. Chloe might have borne this tragedy with some grace, had she not also become aware that he did not intend to honor Mr. Bertram's last wishes; instead of donating the last of his art to his hometown, the Duke would sell the art to private collectors. The studio would soon be occupied by a milliner with a very exclusive clientele.

All of Chloe's pleas to set things right fell on deaf ears; Aldamiir officials had other things to worry about after the civil war. Once again, it fell on her to shape her world in a way that made sense. Her previous skills came in handy, and soon her paints were more than simple colors, beautiful to look at but also imbued with adhesive and corrosive qualities. She used these and other tools to gain access to private places, and it seemed monthly some member of the gentry claimed to be missing a valuable painting or two.

This is the fight that consumes Chloe presently; as of yet, no one has connected her to the thefts. The scope of her protest has widened; in her eyes, any society that ignores the wishes of the common man is inherently corrupt. She manifests her discontent through anti-government graffiti that she has furtively marked in various places around the city. Her home in the Crevice shelters her and, in her own small way, she works to make life more bearable for those Aldamiir would rather forget.

Description

Chloe is a slender, freckled redhead of medium height. She has little use for the sartorial trappings of high society ladies, and is most often clad in a tight fitting vest and pants, barefoot. Her shoulder length hair is always messy and often hidden under a Bohemian beret.

She often carries her oversized paintbrush which doubles as a melee weapon. Paints attached to a work belt also do double duty and are enhanced with various alchemic properties.

Battle Tactics: Chloe is not a front lines fighter, as she has very little armor and strength. However, her natural dexterity and alchemic craftiness means she is well equipped to quickly deal status effects and damage before darting away. For example, she can start a fight by throwing a poisonous, blindness-inducing paint combo at an opponent, before following it up with an enhanced melee attack or medium-range acid attack. She is unlikely to be foolhardy enough to start a fight she does not think she can win, as her under-the-radar status allows her to continue her unlawful activities. If a fight starts going south, her first priority is escape.

Roleplaying: Chloe has little tolerance for stodgy, rule-following people, in addition to an intrinsic distrust and distaste for those from the upper social classes. Negotiation is not her strong suit. Her love of beauty, both natural and created, will lead her to protect beautiful objects or places. However, if she feels that the objects or places are wasted on the owners, she will often take it upon herself to liberate said object or place. At heart she is a free spirit, and that includes matters of romance. She refuses to believe a woman's worth is determined by her chastity.





Ghared Cornwall

Submitted by Charlie Stayton

Race: Human (Evangellessian)

Level: 8 AP: 5

HP: 93 Wounds: 12

Priority: +7 Speed: 40 feet

Note: Once per turn, Ghared can move (agility +2: 10 | 20 | 30 | 40) feet for free. If he moves in a turn, Ghared gains (swashbuckling +17: +3 | +4 | +5 | +6) on all accuracy and evade rolls until the end of his next turn.

Guard

Clothing & Kilt (light textile armor)

Eva: +3 Def: +0

Soak: 2 | 4 | 6 | 8

Attacks

Officer's Cutlass (2 AP, 1 AP when using lightning slashes)

Acc: +12 Stk: +7 (+17 with lightning slashes)

Damage: 8 | 16 | 24 | 32

Note: The target's soak class is lowered by 2 for the purpose of this attack.

Lightning Pistol (2 AP, 0 AP to ready or 1 AP to ready if using only 1 hand)

Acc: +12 Range: 100 ft.

Damage: 4 | 8 | 12 | 16

Note: Bullets fired from this weapon become electrified, dealing 3 additional unsoakable damage if the target is in metal armor or soaking wet.

Special Actions

Parry & Riposte (1 AP reflexively)

When Ghared is hit in melee with an attack that deals tier 1 damage, he may roll his accuracy and add his Swashbuckling skill (+26 total). If he exceeds the initial accuracy roll, he negates the attack. If Ghared successfully parries an attack, he can make an immediate attack against his assailant for no AP cost.

Penetrating Shot (ranged attack +1 AP)

Ghared can make a shot that decreases the target's soak class by (marksmanship +5: 1 | 2 | 3 | 4) for the purpose of the attack.

Stances

En-Garde

Ghared can enter En-Garde stance when he is only wielding a single medium melee weapon. He can take no penalties to accuracy rolls and gains a +4 on accuracy rolls for any reflexive attacks. Attacks made while en-garde effectively lower the opponent's soak class by 2.

Skills

Agility: +2

Espionage: +2

Expertise: +5

Marksmanship: +5

Swashbuckling: +17

Tactical: +7

Attributes

Brute: +0

Cunning: +14 (+18 with artifacts)

Dexterity: +24

Spirit: +0

Sciences: +0

Reference

Specialties: En-garde, Experienced Parries, Fancy Footwork, Find the Gap, Footwork Training, Free Move, Lightning Slash, Parry, Penetrating Shot

Stories & Traits: Relentless, Favored Attribute (Cunning), Artifact Specialist

Equipment: Officer's Cutlass (medium metal melee weapon augmented with Accurate Mq. III and Damaging Mq. III), lightning pistol (medium metal firearm augmented with accurate Mq. III and electric Mq. III)

Note: Ghared's brain has been augmented, allowing him to telepathically communicate with his dog, Gwyn.

Background

Collector, adventurer, honorable captain, roguish smuggler, and a lover of good scotch and cigars, Ghared Cornwall is the chief of the airship, *Melanie's Rose*. While some would describe his position as that of captain, he prefers to be called chief—an old layover from his days as a chief warrant officer in the flying corps of Evangelless before his retirement.

But don't let his slackness on titles mislead you: aboard his airship, he is king. He expects the highest standards of his crew, though none would consider him to be a cruel task master. The crew of the *Melanie's Rose* is loyal to their death and would do all they could to defend their captain. His ship is kept pristine, organized, and in prime fighting condition at all times. And the *Melanie's Rose* is kept well-armed, enough armaments for its protection on its many dangerous voyages.

Ghared Cornwall bought the *Melanie's Rose* after the Evangellessian Civil War, right when you could get a good military-grade airship for almost nothing... assuming you knew the right



people. It's not the most imposing of airships, but it has some very discrete "storage rooms" that Ghared has put to good use.

Ghared is an avid collector of historical artifacts and adventures. His closest friend and lover, Lady Alexander, is an archeologist who often accompanies him and the *Melanie's Rose*. Ghared spends much of his time taking Lady Alexander from one archeological dig to another, exploring ruins, old catacombs, and unearthing Rilausia's buried treasures. Ghared has a large and growing collection of rare and interesting items, most of which he's taken without the Lady Alexander's knowledge. But while he treasures them, he's not above selling them for a profit or even trading them for his other love: some good scotch and cigars.

When not flying, Ghared can be found in most gentlemen's clubs or bars. He is always easy to find by his loud, contagious laughter or the groups of people surrounding him, listening to his latest tales of high adventure.

Description

Rarely found without his chocolate-colored labrador named Gwyn, Ghared Cornwell is a well-rounded man standing solidly at six feet and weighing in around 290 pounds. He's often found wearing a khaki kilt, blue wool vest, white dress shirt, cravat, and leather cuffs on his forearms. He's well known for his pith helmet and goggles. Attached to his belt are several pouches and his cutlass. He always keeps his lightning pistol on hand, and it's not unusual to find him with a cigar or pipe clenched in his teeth.

Using Ghared in your Games

Ghared is always in search of new adventures, taking his ship and crew to new locations where possible artifacts could be found. He sometimes takes on passengers and isn't opposed to leasing his ship and crew out for an expedition to strange locations.

Ghared could be a great asset to any group of adventurers because of his intimate knowledge of all artifacts, both rare and exotic. He has an almost encyclopedic knowledge of Tephra due to his many travels, and he's more than happy to share that knowledge with other adventurers (as long as they bring the good scotch or are willing to part with small amounts of clink).

But Ghared can also be a very intimidating adversary. His travels have allowed him to set up a large network of contacts. If he believes he has an enemy, he will do all that he can to hunt them down and put an end to the issue. He once followed a group of thieves for three years. When he finally found them, he "put it to rights," as he would say.

Battle Tactics: Ghared's skill with a cutlass is almost supernatural. He's great at offense with his lightning slashes and ripostes. He's maneuverable, able to get around the battlefield quickly, and his lightning pistol can make him deadly at range.

His true skill, though, is the art of negotiations. Ghared's ability to talk his way out of trouble is legendary. Lady Alexander put it best when she once said, "Ghared not only kissed the Blarney stone, but I believe he sleeps with it under his pillow."



Gwyn

AP: 3 Priority: +0
HP: 15 Wounds: 13
Speed: 50 ft land, 5 ft climb, 15 ft swim
Brute +2, Cunning +0, Dexterity +1, Spirit +0, Sciences +0
Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +1 Def: +1
Soak: 2 | 4 | 6 | 8

Attack

Bite & Claws (2 AP)

Acc: +1 Stk: +1
Damage: 4 | 8 | 12 | 16

Ghared's canine companion, Gwyn—a chocolate labrador—is always by his side. She was a trained scout dog in the flying corps with Ghared and now travels the world with him. People often comment on Ghared and Gwyn's almost psychic connection, both seeming to know what the other needs or wants before it is ever spoken or wagged into existence.

The truth is, while serving in the flying corps, Ghared was given Gwyn as his special scout dog. A SciTech in the corp placed an ingenious contraption within each of their brains to allow them to communicate telepathically. This has saved both of them on more than one occasion.

Azrael Ravencroft

Submitted by Aaron Stockling

Race: Human (Evangelist)

Level: 8 AP: 5

HP: 60 Wounds: 12

Priority: +13 Speed: 35 feet, 25 swim, 25 climbing

Note: Azrael wins on tied rolls. Azrael takes no penalties for poor lighting, though blindness and environmental circumstances still affect him as normal.

Once per turn, Azrael can move (agility +8: 10 | 20 | 30 | 40) feet for no cost. Azrael is difficult to see when he moves—enemies must roll their Cunning against his agility (+8) to notice him moving. When moving from the open to a hiding place, Azrael gains (agility +8: +3 | +6 | +9 | +12) to his Dexterity roll to avoid being seen.

Guard

Body Armor (medium metal armor)

Eva: +5 Def: +0

Soak: 3 | 6 | 9 | 12

Note: If Azrael is being attacked by someone in poor lighting or darkness, Azrael can roll his evade twice and take the higher result. When doing so, he also gains a +2 to the evade roll.

Attacks

Twin Daggers (2 AP)

Acc: +7 Stk: +6

Damage: 4 | 8 | 12 | 16

Note: For 1 AP reflexively, his blades can emit a low-level electrical shock, causing victims of the blade to suffer a -3 to evade rolls.

Sniper Rifle (2 AP, 0 AP to ready)

Acc: +10 Range: 300 ft.

Damage: 4 | 8 | 12 | 16

Note: Azrael's rifle is impossible to hear, unless a character rolls a Tier 5 to Notice. He can release his bipod (2 AP to set up, 1 AP to fold down to move the weapon) to gain another +3 to accuracy.

Special Actions

Aim (1+ AP)

Azrael can give himself up to a +12 on a ranged accuracy roll by aiming. For every AP spent aiming, he gains a (marksmanship +12: +1 | +2 | +3 | +4) bonus that cannot exceed +12. If he is hit once he has started aiming, the bonus is lost.

Distract (2 AP reflexively)

If anybody takes an action against Azrael, he can make them think that he is in a different spot within 10 feet. They may negate the distraction with a cunning resist against his showmanship (+2).

Dual-Strikes (as an attack, +1 AP per additional attack)

Azrael can attack with both of his weapons, alternating between them as he sees fit. The first attack he makes in a turn will cost him 2 action points, but every attack thereafter will only cost 1 AP.

Itchy Trigger Finger

Azrael can blindly shoot at any time. If there is anybody sneaking or hiding from him within range of his rifle, the attack is made against that person (with a -4 to accuracy from firing blindly).

Long Shot (ranged attack +1 AP)

Azrael can double the range of his firearm for a single shot.

Skills

Agility: +8

Espionage: +8

Expertise: +3

Marksmanship: +12

Showmanship: +2

Swashbuckling: +5

Attributes

Brute: +0

Cunning: +13

Dexterity: +25 (Azrael still adds bonuses to rolls of 1)

Spirit: +0

Sciences: +0

Reference

Specialties: Aim, Snap Reload, Long Shot, Free Movement, Phase Step, Flowing Shadow, Dual Strikes, Distract, Fleeting Shade, Itchy Trigger Finger

Stories & Traits: Favored Attribute (Dexterity), Peerless, Accustomed to the Dark

Equipment: 2 Daggers (light metal melee weapons augmented with powerful Mq. II and static Mq. II), sniper rifle (super-heavy metal firearm augmented with accurate Mq. III, bipod Mq. III, and silent Mq. IV), body armor (medium metal armor)

Description

Azrael Ravencroft is a largely faceless player in the Evanglessian field of mercenaries and hired guns. He appeared ten years ago, in 833, and joined the ranks of the troupe Aer Adain, a union of mercenaries who made their names during the Hurricane Wars, often disappearing behind enemy lines for weeks or months at a time and emerging with several battalions of ayodin troops now leaderless and adrift. Azrael served with Aer Adain for the last two years of the Hurricane Wars and joined the organization in refraining from siding with either faction during the Evanglessian Civil War that followed.

Azrael earned quite a reputation during his time with a predominantly ayodin exodus staffed troupe for his marksmanship. He earned several awards from the commander of the organization for his quality performance and was being considered for permanent command of a task force when he disappeared as suddenly as he had appeared some five years before. Aer Adain tried to find him, simply for the sake of resting easy knowing their former brother was safe, but could not locate him.

Rumors began to surface about Azrael's fate at the same time that a notable political figure, General Arbalest Vincent, was assassinated in his home. Witnesses claimed to have seen a figure carrying an enormous firearm and dressed in blue-hued clothing that matched the loose uniform Azrael had worn during his tenure with Aer Adain. These rumors abstained from mentioning a proper name, but the moniker 'Azure Shadow' soon began to float around certain circles accompanying a reputation for ruthless efficiency. Alongside the rumors of his skilled shooting came questions as to his backing. Many claim that such an exemplary piece of equipment as his rifle could only have come from a source such as the Evangless Brass and Steel Institute, based off the trajectory estimated by the police in charge of the investigation that discovered that the shot originated from a low hill on the edge of the general's

estate that fell through a narrow drawing window and left the man a disfigured mess in his armchair. Merely rumors, they abound all the same, coupled with the skill required to even put such a quality piece of equipment to use.

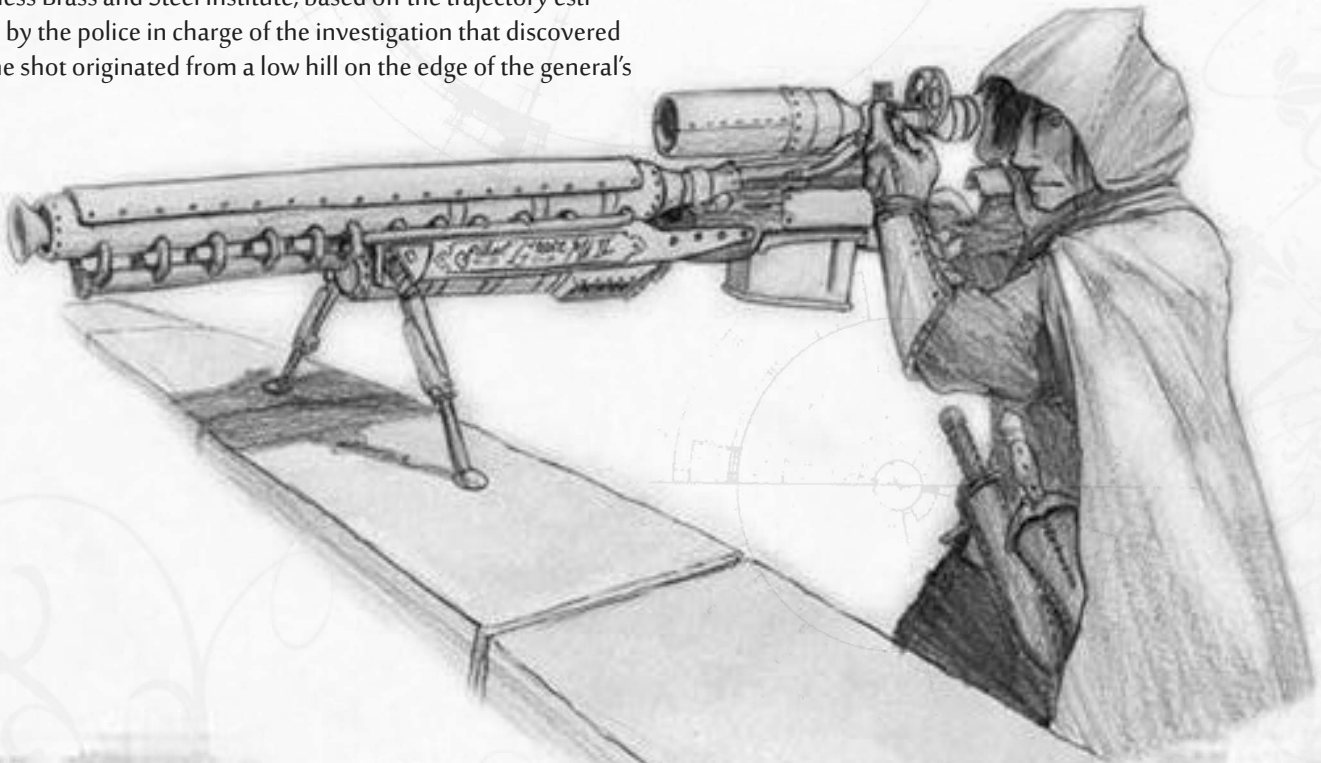
For those who manage to catch a glimpse of the Azure Shadow, they often take away the impression of a tall and slender man dressed entirely in blues. Loose trousers tucked in to high boots hide under a long shirt with folds that drape between the legs, and a vest anchors a half-cape that hides a pair of matched daggers under it. His face is typically obscured, but when it is revealed his blade-edged features are often masked in a look of utter stillness. The cold look on his face is always accentuated by the equally frigid blue of his eyes and the dark of his black hair.

Using Azrael in your Game

Azrael is often employed as a long agent and has only been hired as a member of a team since leaving Aer Adain three times. On all three occasions, he was the sole survivor of the job. He tends to view teamwork as a hindrance to his already exemplary prowess and nearly always works by himself to take down a target.

Azrael can most often be glimpsed around the larger cities of Evangless such as Razule, Aldamiir, and Varsylis. He never does business outside of the nation and never works for the government.

Battle Tactics: The Azure Shadow rarely stands and delivers. Often times the only trace of his presence in a conflict is the series of maimed and terminated men and women that fall prey to his sight. Windage and elevation, ladies and gentlemen. Windage and elevation and a high calibre round.





Mistress Katherine of Nyan

Submitted by Turner's Tokens

Race: Human (Evangellesian)
 Level: 6 AP: 4
 HP: 59 Wounds: 12
 Priority: +6 Speed: 25 feet

Guard

Oil-Spattered Overalls (minimal textile armor)

Eva: +1 Def: +2
 Soak: 1 | 2 | 3 | 4

Special Actions

Automata Repairs (3 AP)

Mistress Katherine of Nyan can repair automatons quickly in battle. She can repair (automata +13: 10 | 20 | 30 | 40) wounds on an adjacent automaton for 3 action points.

Skills

Attributes

Alchemy: +1	Brute: +0
Automata: +13	Cunning: +7
Bio-Flux: +1	Dexterity: +0
Engineer: +1	Spirit: +0
Expertise: +7	Sciences: +23 (Katherine still adds bonuses to rolls of 1)
Gadgetry: +7	

Reference

Specialties: Advanced Analytics, Automata Tinkerer, Automaton Repairs, Clockwork Crafter, Efficiency Expert, Improvised Improvements, Prosthetician, Sensory Builder

Stories & Traits: Handy Craftsman, Favored Attribute (Science), Reactionary, Relentless, Repairman

Augments Known: Clockworks (Mq.II): Flight, Avenge-Me Directive, Go-There Directive, Protect-Me Directive. Prosthetics (Mq.II): Air Blaster, Air Conditioner, Air Tunnel, Back-Pack, Glowing, Mass Propulsion, Overglow, Sparklestacks.

Equipment: Oil-Spattered Overalls (minimal textile armor), a slew of flying, glowing, pastry-covered automaton cats (clockworks augmented with Flight Mq.II, Go-There Directive Mq.II, Protect-Me Directive Mq.II, Avenge-Me Directive Mq.II; its eyes are augmented with Glow Mq.II and Overglow Mq.II; its head is augmented with Air Blaster Mq.II, Air Conditioner Mq.II, and Air Tunnel Mq.II; and its torso is augmented with Back-Pack Mq.II, Mass Propulsion Mq.II, and Sparklestacks Mq.II)

Nyan Kats

Mistress Katherine of Nyan created a slew of animatronic cat-like automatons that she calls her Beautiful Nyan Kats. Not one to fall into the trappings of "normal looking" automatons, the Nyan Kats look like small cats with the bodies of delicious pastries and long rainbow flags strapped to them. They come in a wide variety of sizes, from ones that fit in your palm to those large enough to ride.

Nyan Kat

HP: 0 Wounds: 20
 Speed: 20 feet flying (will move twice per turn)
 Brute +0, Cunning +0, Dexterity +0, Spirit +0, Sciences +0
 Note: Katherine of Nyan can spend 1 AP directing a Nyan Kat to move toward a certain location. The Nyan Kat will then move (normally at a rate of 40 feet per turn) until it reaches its destination.

Guard

Eva: +0 Def: +0
 Note: If anybody is attacking Mistress Katherine while the Nyan Kat is adjacent to Mistress Katherine, the Nyan Kat will take the attack instead. The Nyan Kat can do this twice per turn.

Attack

If anybody is attacking Mistress Katherine, the Nyan Kat will retaliate against them. They can make any 2 of these attacks against the assailant per turn (or do the same one twice):

Claws

Acc: +0 Stk: +0
 Damage: 4 | 8 | 12 | 16

Rainbow Blaster

The Nyan Kat can blow a target away, pushing a person within 35 feet backwards. The target takes 4 heat damage and is knocked 10 feet back unless they resist (with a Tier 3 Brute roll).

Overglow

The Nyan Kat can make its eye glow brightly, blinding a person within 25 feet for 2 turns. The target can resist with their cunning. A tier 2 result lowers the blindness to just 1 turn, while a tier 3 result negates the overglow attack.

Sparklestacks

The Nyan Kat can release sparkles and rainbows around it, blinding enemies within 10 feet. They are blinded until they get 10 feet away from the Nyan Kat. Allies are unaffected.



Background

The noble Nyan family got more than they bargained for when the young mistress, Katherine, was born. They attempted to educate and groom her in the ways of high society. They took her to fancy parties and showed her off in front of a wealth of suitors. But Katherine's mind was always elsewhere. She probably couldn't even tell you all of her noble titles. She's much more interested in a combination of two things: bright colors and mad science!

Mistress Katherine of Nyan is a human mechanic standing about 5'5" and dressed in oil-spattered overalls. She has bright, frizzy strawberry-blonde hair and a fair complexion with freckles. She is fond of combat boots and often has a belt full of tools strapped to her waist.

She spends her time around inventors, learning animatronics from one inventor to the next. While she quickly created a slew of automatons, she was horribly disappointed with their drab and mechanical appearance. To spruce them up, she gave her flying cat-like automatons the bodies of delicious pastries and strapped rainbow flags to them. She calls them her Beautiful Nyan Kats! From palm-sized to large enough to ride, her Nyan Kats are a known menace to society (though, mostly only a nuisance).

Using Katherine in your Games

Mistress Katherine of Nyan is purely motivated by adding more color to an otherwise drab world. She has a few standing warrants for accidents involving rogue Nyan Kats damaging local airships or repainting an otherwise gray factory. But they're all accidents, she swears!

Battle Tactics: Mistress Katherine doesn't like to fight, but her Beautiful Nyan Kats do tend to attract trouble. She doesn't fight at all, but her Nyan Kats come equipped with a slew of trouble-making devices. When they aren't using their claws, they'll zip around pushing people around with their Rainbow Blasters or blinding them with their sparkles and overglows. She always has at least four Nyan Kats around her, though she prefers to have quite a few more.

Katherine will spend her action points directing the Nyan Kats to move, but the Nyan Kats will attack on their own. Any extra action points that she has she'll spend taking cover or repairing her beautiful creations. She really does get quite depressed when they're damaged.



Le Professor

Submitted by Turner's Tokens

Race: Human (Evangellesian)

Level: 6 AP: 4

HP: 46 Wounds: 4

Priority: +2 Speed: 60 feet

Notes: Le Professor wins on tied rolls. Once per turn, Le Professor can move (agility +6: 10 | 20 | 30 | 40) feet for no cost. Le Professor takes no penalties for fighting blind, in poor lighting, or in total darkness. Le Professor has no need for sleep. He can breath underwater.

Guard

Doctor's Shirt & Military Jacket (minimal textile armor)

Eva: +2 Def: +0

Soak: 1 | 2 | 3 | 4

Note: Le Professor gains a +8 when resisting grabs.

Attacks

Tentacles (2 AP)

Acc: +2 Stk: +1 Reach: 15 feet

Damage: 2 | 4 | 6 | 8

Note: Le Professor can secrete poison from his tentacles. He has four doses of poison within him, and he can spend 3 AP replenishing one dose of poison (never exceeding his 4 maximum). When he attacks, if he hits, he can secrete that poison onto a person. See "Tentacle Poison" below.

Tentacle Poison

Le Professor can secrete tentacle poison during an attack. The poison activates in the victim after the victim has spent 3 action points (since being inflicted with the poison). Once activated, the victim rolls their Brute. Depending on their result, the poison has different results.

Tier 1 Brute Resist

The target is stunned for 2 action points. They are disoriented this turn and remain disoriented for the next 3 turns (reducing their AP per turn by 1). Further, their body seizes up and they fall prone. They take a -1 on all combat rolls (accuracy, evade, strike, and defense), and cannot move more than 5 feet per turn. They cannot stand up from prone until the target has spend 4 more action points (which might take a while, now that they are both stunned and disoriented).

Tier 3 Brute Resist

The target is stunned for 1 action point. They are disoriented this turn and remain disoriented for one more turn (reducing their AP per turn by 1). Further, their body seizes up and they fall prone. They take a -1 on all combat rolls (accuracy, evade, strike, and defense), and cannot move more than 5 feet per turn. They cannot stand up from prone until the target has spend 2 more action points.

Tier 4 Brute Resist

A tier 4 brute resist negates the poison entirely.

Special Actions

Phase Step (as a move)

Le Professor can move so fast that a cunning resist against his Agility (+6) is required to notice the movement. If phase stepping into a hiding place, Le Professor gains a (agility +6: +3 | +6 | +9 | +12) against the resist roll.

Skills

Agility: +6
Alchemy: +10
Brawl: +1
Bio-Flux: +7
Espionage: +1
Luck: +1

Attributes

Brute: +1
Cunning: +1
Dexterity: +6 (Le Professor still adds bonuses to rolls of 1)
Spirit: +1
Sciences: +17

Reference

Specialties: Beta Essence, Beta Poisons, Fighting Blind, Fleet- ing Shade, Free Movement, Manipulate Essence, Phase Step, Poison Brewer

Essence Augments: Aerodynamize, Amphibious, Sleepless, Slimy

Augments Known: Essence (Mq. II): Aerodynamic, Amphibious, Sleepless, Slimy. Poison (Mq. II): Contortion, Disorienting, Stunning. Tentacles (Mq. II): Disguised, Extending, Poison- Injecting.

Stories & Traits: Favored Attribute (dexterity), Peerless, Quick Feet

Equipment: Doctor's shirt and military jacket (minimal textile armor)

Background

Le Professor de Guillian Barre is a heinous villain whose mind for science has caused his body incurable harm—or, by his perspective, considerable advancements. He is a bio-engineer, a master of bio-flux, and he delights in experimentation with a complete disregard for life.

At one time, he was a human scientist working for the Evanglessian military. When his devious side-experiments were discovered, his entire file was blacked-out and sealed and he was discharged. A life of moral bankruptcy and villainy suited him perfectly after his military career ended so abruptly. His favorite hobby is prowling the city streets under gaslight and dragging the dredges of society back to his lab for testing. He has a fondness for aetheric and biogenetic enhancements through cross-species splicing.

One night, he abducted a tinkerer named Turner. Through her own craftiness, she managed to escape. Le Professor pursued, but she stabbed him with a syringe that had been intended for her. She escaped, and Le Professor's mutations began.

He has become a tentacled man with sickly blue-gray skin. He wears a custom-fitted respiratory mask to cover his bizarre mouth, something he requires both for breathing and to ensure that the general populace doesn't flee from him in terror. "How peculiar that none of the other subjects developed this razor beak-like mouth," his notes say about his transformation. His fingers elongated and turned into tentacles. He thought that the transformation had concluded when, to his delight, he tentacles began to secrete a paralyzing toxin. It seems to have stabilized, for now.

He spends his time abducting those that few people will miss, altering them with his creative bio-flux experiments, then releasing them back onto the streets to see exactly what havoc they'll cause. He is entirely spurred by fame and renown, though he does take great joy in seeing what his abominations are capable of doing.

His greatest fear is of his books and journals falling into the hands of others. He keeps them securely locked in a multi-lock and trapped vault. When the tinkerer and thief, Turner, escaped from his laboratory, she stole one his journals. He has constantly pursued her, trying to find her or figure out what has become of his journal. He remembers everything that was in it—that is of no concern to him—but he is terrified that another scientist will gain access to it and take credit for his work.

Such a tragedy would enrage Le Professor.

Using Le Professor in your Games

Le Professor works at night, stalking victims and dragging them back to one of his many labs throughout the city. His labs tend to be located in cool, dark, and humid places under the city. He credits it to his mutation, but he is quickly growing to prefer being near bodies of water, and he finds that he fights better when he can drag his victims into the ocean.



His monstrosities have become an increasing pain within the city. His numerous labs make him difficult to track down, and his creatures are always bizarre, unique, and dangerous. The adventurers are likely to confront one of his abominations during the day (after he has tired of them and let them go), destroying some market stand or causing panic in the streets.

Le Professor does some business with people looking for unique genetic enhancements, and he charges top-dollar for his work. Though he doesn't do it often, these exchanges have given him plenty of comforts and allowed him to purchase numerous laboratories.

Battle Tactics: Le Professor does not like to fight groups. He prefers to find a single unaware prey, grab them with his tentacles, and—as his paralyzing toxin is secreting into their system—drag them away to his lab.

He is surprisingly fast and agile. Since he is able to breathe underwater, he likes to grab people on a pier and drag them into the water, holding them there until their breath gives out or they fall victim to his tentacle poisons. He will always attack in the darkness, as he takes no penalties for fighting blind.

If he is attacked in anything other than perfect conditions, he'll release some of his monstrosities and flee to fight another day.



Duke Horalge & the Zeit

Submitted by Turner's Tokens

Race: Human (Evangellesian)

Level: 8 AP: 5

HP: 102 Wounds: 13

Priority: +2 Speed: 45 feet

Notes: Once per turn, Duke Horalge can move (agility +9: 10 | 20 | 30 | 40) feet for no cost. He can pass through spaces occupied by enemies without ever taking penalties or provoking reflexive attacks.

Guard

Military Jacket (minimal textile armor)

Eva: +2 Def: +2

Soak: 1 | 2 | 3 | 4

Note: If Duke Horalge fails an evade roll, he can attempt to step back for 1 AP. He rolls his agility (+9) and if the tier result is a tier higher than the enemy's damage tier, he ignores the attack and moves to any adjacent square.

Attacks

Firearm (2 AP, 1 AP to ready)

Acc: +1 Range: 100 feet

Damage: 4 | 8 | 12 | 16

Unarmed (1 AP)

Acc: +1 Stk: +0

Damage: 2 | 4 | 6 | 8

Special Actions

Duke Horalge has a freezing-based engine in his prosthetic arm that allows him to make the following attacks. It keeps him cool in even the hottest environment. If he is attacked with heat damage or lit on fire, however, the engine is extinguished and he cannot use these attacks until it is restarted. He can restart it again for 0 AP.

Air Blaster (1 AP)

Duke Horalge can can unleash a blast of air that pushes a target within 40 feet backwards. The target takes 6 freezing damage and is knocked 15 feet back unless they resist (with a Tier 2 Brute roll will drop the knock-back to 10 feet and a Tier 4 will negate the knock-back).

Freeze Exhausts (3 AP)

Duke Horalge releases frost, freezing everyone adjacent to him. The targets take a -6 to their evade rolls until Duke Horalge's next turn. This can be resisted with a Brute roll (tier 2 lowers it to -4, tier 3 lowers it to -2, and tier 4 negates the effect).

Skills

Agility: +9

Automata: +17

Luck: +1

Marksmanship: +1

Resilience: +9

Swashbuckling: +1

Attributes

Brute: +9

Cunning: +0

Dexterity: +11

Spirit: +1

Sciences: +17

Reference

Specialties: Advanced Brainworks, Beta Prosthetics, Free Movement, Fuse Box Builder, Heroic Brainworks, Prosthetician, Step Back, Superior Brainworks, Tough Stuff, Walk Over

Augments Known: Fuse Boxes (Mq. III): Brute Physics, Fuse Box Specialist, Mechanical Sharpness, Slippery Circuits, Targeting Program. Prosthetics (Mq. III): Air Blaster, Air Conditioner, Air Tunnel, Freezer, Freezer Exhaust

Stories & Traits: Innovative, Quick Feet, Relentless

Equipment: Revolver (medium metal firearm), military Jacket (minimal textile armor), belt of tools, boots, gloves, hat, and broken chronograph heirloom

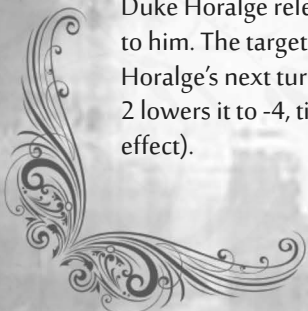
Background

The man named Duke Horalge was little more than a typical steamworks employee for years, eventually enlisting to serve under the Militarists during the civil war, only to work at a Militarist steamworks factory. He was a decent man, up until he became a hero. Then everything fell apart.

On one fateful day, a fire slowly engulfed the steamworks he worked at. Duke rushed into the fire to help out his fellow workers and saved many. But as he delved deeper in the steamworks, he became trapped. He had rescued so many, but nobody came for him. He slowly burned in the steamworks until an explosion knocked him out.

When he awoke, he was in a small and ragged hospital. He couldn't feel anything. He was missing an eye and his right hand. Nerve damage from the blast left him unable to feel pain. Without paying any heed to his doctors, the blast still ringing in his ears, he unstrapped himself from the bed and just walked out. The hero of the steamworks died in the steamworks.

Unable to feel pain, he soon lost the ability to feel much of anything. Emotions became a distant memory. Human contact became a nuisance. His body became an incapable vessel.





The Zeit

AP: 4 Speed: 25 feet Pri: +4
 HP: 27 Wounds: 12
 Brute +31, Cunning +0, Dexterity +0, Spirit +0, Sciences +0

Guard

Eva: +4 Def: +2
 Soak: 1 | 2 | 3 | 4
 Note: If anybody is attacking Duke Horalge while one of the Zeit is adjacent to Duke, the Zeit will take the attack instead. The Zeit can do this twice per turn.

Attack

If anybody is attacking Duke Horalge, the Zeit will retaliate against them. They can make any 2 of these attacks against the assailant per turn (or do the same one twice):

Bladed Hands

Acc: +0 Stk: +0
 Damage: 4 | 8 | 12 | 16

Air Blaster

The Zeit can unleash a blast of air that pushes a target within 40 feet backwards. The target takes 6 freezing damage and is knocked 15 feet back unless they resist (with a Tier 2 Brute roll will drop the knock-back to 10 feet and a Tier 4 will negate the knock-back).

Freeze Exhausts

The Zeit releases frost, freezing everyone adjacent to it. The targets take a -6 to their evade rolls until the Zeit's next turn. This can be resisted with a Brute roll (tier 2 lowers it to -4, tier 3 lowers it to -2, and tier 4 negates the effect).

Duke disappeared for several years as he built prosthetic parts for himself. He eventually built a prosthetic hand, and soon took his skill to building automatons. Irritated by humanity and the world's lack of heroes or decency, he began creating an army. He has focused all of his energies into taking over the world with an army of automatons that he calls "The Zeit."

Duke Horalge is likely to be seen wearing his old civil war jacket and hat, a belt of tools, and his prized possession: a broken chronograph that has been passed through his family for centuries. It broke during the fire at the steamworks, much like his mind.

Duke Horalge is a control freak. He micromanages everything he owns, but he is unable to do with the randomness of human interaction. Instead, he just builds clockwork automatons all day. He is slowly removing his own humanity, and—soon—he will shed his mortal body for a fully automaton one.

Using Duke in your Games

Duke Horalge is trying to erase the errors of humanity. He has programmed all of the Zeit to defend him, just as he did for the people at the steamworks. They are the real heroes of humanity, sacrificing themselves for a greater cause.

His goals put him in direct conflict with just about anybody with a pulse. He is slowly building an army of the Zeit, and he plans on conquering his home city in day now.

The adventurers might encounter Duke while he is gathering parts, pilfering supplies from a nearby manufactory, or (worst-case scenario) unleashing his automatons upon the innocent citizens of the city.

Battle Tactics: Duke Horalge is a decent combatant, but he is mostly specialized in defending himself and staying alive. He'll always keep a slew of the Zeit around him, letting them take the attacks for him. If things get really bad, he'll flee and leave some of the Zeit to cover his escape. His prosthetic hand has several tricks to it that he uses in a fight, pushing people back and freezing them.

Duke isn't easy to kill. Adventurers might think that they've offed the mad man, but he is quite good at squirming away. There's also always the chance that he'll just reanimate later due to all of his clockwork parts.

Turner

Submitted by Turner's Tokens

Race: Human (Izedan)

Level: 8 AP: 5

HP: 44 Wounds: 12

Priority: +3

Speed: 25 feet, 30 feet climbing (with wall-scaler), 30 feet swimming (with propeller boots), 15 feet digging (with pitcase), 15 feet vertical flight (with hoverpack)

Notes: Turner wins on tied rolls. Using her pulse detector, Turner always knows when a person is within 75 feet. Turner gains a +12 to resist alchemical gases.

Guard

Tank Top & Trousers (minimal textile armor)

Eva: +0

Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

Aether Pointer (2 AP)

Acc: +1

Reach: 100 feet

Turner can point her aether pointer toward a person's eyes, blinding them for 3 turns (giving them a -2 on accuracy and evade rolls), unless they resist with their cunning (a tier 2 drops it to 2 turns, tier 3 to 1 turn, and tier 4 negates it).

Grabnet (2 AP)

Acc: +1

Reach: 75 feet

Turner can throw a grabnet on somebody. They act as if grabbed until they spend 3 AP removing the grabnet.

Vacuum of Fire - Release (2 AP - 4 uses)

Acc: +1

Reach: 10 feet

If it hits the person, they catch on tier 2 fire (causing 4 unsoakable damage per turn and requiring 4 AP to extinguish)

Special Actions

Alarm Box (1 AP)

Turner can place an alarm box in an area. If anybody comes into an adjacent space of the alarm box, it goes off. It deafens the person next to it (giving them a -2 to evade) for 3 turns, unless they resist with their cunning (a tier 2 drops it to 2 turns, tier 3 to 1 turn, and tier 4 negates it).

Engineer's Patch (2 AP)

Turner can restore 12 wounds to an automaton or vehicle by applying an engineer's patch.

Grease Guzzler (3 AP)

Turner can unleash grease in a 10x10 foot area. Anyone moving in this area must make a Dexterity resist of tier 2 or fall prone. If they then stand up and try to move again, they have to resist again.

Insta-Bridge (1 AP per 10 feet of length)

Turner can create a bridge for herself. The bridge is 5 feet wide and can be as long as 75 feet. She must spend 1 AP cranking it out for every 10 feet she extends it.

Jaws of Life (2 AP)

Turner can pry something open with her Jaws of Life, gaining a +12 on her Brute roll to do so.

Metal Cutter (3 AP)

Turner can cut through a foot of metal for 3 AP.

Mold-Maker (about 2 minutes)

Turner can make a mold of any heavy or smaller item that she finds.

Pitcase (1 AP to place, 3 AP to throw)

Turner can drop a pitcase that drills a circle in the ground 5 feet in diameter and downwards up to 15 feet (she chooses the depth it will go).

Portable Doorframe (0 AP)

Turner can drop a portable doorframe in a hallway for 0 AP, creating a closed door in-between her and her pursuers. She can spend 1 AP adding a Mostly-Universal Lock that a person can only get through after spending 7 AP picking it.

Porta-Bull (3 AP)

Turner can throw a porta-bull 50 feet forward. It will attach to a piece of cover, decreasing the cover by three degrees before it falls off.

Reasonable Doubt - Lockpicking (1 AP)

Turner can pick a lock by putting her automated lockpicking tool on the case. It will pick a lock at a rate of 12 AP per turn.

Skills

Engineer: +1

Espionage: +1

Expertise: +9

Gadgetry: +17

Showmanship: +9

Tactical: +1

Attributes

Brute: +0

Cunning: +20

Dexterity: +0

Spirit: +0

Sciences: +18

Reference

Specialties: Efficiency Expert, Learn Augments, Learn Augments, Learn Augments, Learn Augments, Learn Augments, Learn Augments, Nothing up my Sleeve, Trinket Crafter

Augments Known: Trinkets (Mq. III): Aether Pointer, Alarm Box, Alchemical Tooth, Collapsible Ladder, Engineer's Patch, Extending Periscope, Gasmask, Grabnet, Grapple-Gun, Grease Guzzler, Handcuffs, HoverPack, Illumitorch, Insta-Bridge, Jaws of Life, Metal Cutter, Messenger Sphere, Mold-Maker, Mostly-Universal Lock, Omni-Trinket, Palm Injector, Parachute Glider, Pitcase, Portable Doorframe, Porta-Bull, Propeller Boots, Pulse Detector, Reasonable Doubt, Spring-Loaded Sleeve, Toolbelt, Vacuum of Fire, Walker, Wall-Scaler, Water-Filter

Stories & Traits: Handy Craftsman, Innovative, Peerless, Ruckus Rowser

Equipment: Tanktop & trousers (*minimal textile armor*), at least a couple of every trinket she knows how to craft (all at Mq. III)



Background

A talented trinketeer, craftsman, and tinkerer, Turner has become a master of rumors, gossip, and knowledge. She owns a small bit of land where numerous merchants visit and sell their own unique wares, all beside her very own Turner's Tokens. But Turner is not just a simple artisan. She's much too clever for that.

Turner is a master of turning junk into treasure. She's a master of many junkyards, and numerous craftsman have deals with Turner to provide her with useless scraps they no longer need. She takes all of these parts and twists them into very functional, sometimes terrifying trinkets of her own design. She has a tool for every job.

A few years ago, Turner was sifting through the tossed out clock pieces of a local horologist in a back alley when Le Professor de Guillian Barre attacked her. He grabbed her, drugged her, and dragged her back to his lab. Thankfully for Turner, she woke up not long after his experimentations had begun and was able to escape. She fled with his book (hoping a cure would be included in his notes) and stabbed him with his own syringe. She hasn't heard from or seen him since, but rumor is that he's still looking for her and his book.

Since that encounter, Turner has grown weaker. She has instead turned her talents to the social and innovative. She prefers to talk her way through any situation, and—if that fails—she probably has a gadget to get her out of harm's way.

Turner's well known for her jewelry, and many people believe that jewelry is all that she does. Few know just how much influence she has upon the crafting community.

Her husband is a traveling merchant, of sorts. He specializes in relieving the wealthy and nobility of their unneeded resources. He often returns home after several months of travel with a wide range of odds and ends, stuff others would consider junk

but items that Turner is able to use with ease. He often dresses the part of high society, but he generally despises the lazy wealth that accompanies holding power over lower classes. His fancy coat and top hat do well to hide his pirating nature.

Turner has two cats that guard over her wares. Her cats, Jules and Vincent, though, are rather prone to getting into their own bits of mischief, here and there....

Using Turner in your Games

Turner is a master of trinkets. There are few trinkets and gadgets that she is unfamiliar with. She likes to collect, and she likes to support other craftsfolk. She never wastes a part. If the adventurers are trying to sell some junk, she's likely to take it—but never for a whole lot of money. She enjoys a good trade, a bit of bartering, and always has information and rumors to go around.

Turner is well-connected and well-liked. If the adventurers are looking for information, they could do themselves a favor by turning to Turner. She knows most merchants, and most merchants owe her a favor or two.

Battle Tactics: Turner isn't a fighter, but she is very innovative. She has dozens of trinkets on her to assist her in nasty situations. If she's attacked, she's probably just going to try and get away, using her many devices to make a clean escape. Her grabnet, grease guzzler, and aether pointer will distract and slow down pursuing enemies, and no obstacles will block her insta-bridge, porta-bull, and metal cutter. If things get really dicey, she always has a vacuum of fire that she can turn and unload on an enemy.

Turner has many friends, so attacking her might not be the wisest of ideas. There's always a storefront for her to hide in, and an army of craftsman just waiting for a chance to repay their debts to her.

The Mysterium

Submitted by Sam Tyler

Samara Tyler, the Proprietress

Race: Human (Evangelian)

Level: 3 AP: 3

HP: 35 Wounds: 12

Priority: +3 Speed: 25 feet

Notes: Using her pulse detector, Samara always knows when a person is within 50 feet.

Guard

Suit (minimal textile armor)

Eva: +2 Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

Some Knowledge (2 AP)

Acc: +2 Stk: +0

Damage: 8 | 16 | 24 | 32

Special Actions

Curse (1 AP)

Samara can store a roll of 1 as a curse, then spend 1 AP to give that roll of 1 to an enemy within 50 feet. The enemy can resist the curse with their spirit against her luck (+4). Assume that Samara starts off every combat with a curse already stored.

Nothing Up My Sleeve

Once between downtimes, Samara can draw a previously uncrafted item out of her sleeve. This item must be concealable and she must be capable of crafting it.

Porta-Bull (3 AP)

Samara can throw a porta-bull 50 feet forward. It will attach to a piece of cover, decreasing the cover by two degrees before it falls off.

Reasonable Doubt - Lockpicking (1 AP)

Samara can pick a lock by attaching her automated lockpicking tool to it. It will pick a lock at a rate of 2 AP per turn.

Skills

Automata: +7

Faith: +1

Gadgetry: +4

Grace: +1

Luck: +4

Shamanism: +1

Attributes

Brute: +0

Cunning: +0

Dexterity: +0

Spirit: +7

Sciences: +11

Reference

Specialties: Animal Companion, Clockwork Crafter, Curse, Nothing up my Sleeve, Trinket Crafter

Augments Known: Clockworks (Mq. II): Avenge-Me Directive, Follow-Me Directive, Protect-Me Directive. Trinkets (Mq. II): Parachute Glider, Porta-Bull, Pulse Detector, Handcuffs, Reasonable Doubt

Stories & Traits: Innovative, Reactionary, Relentless

Equipment: Some knowledge (heavy melee weapon), suit (minimal textile armor), Parachute Glider (Mq. II), Porta-Bull (Mq. II), Pulse Detector (Mq. II), Handcuffs (Mq. II), Reasonable Doubt (Mq. II), The Law (clockwork automaton augmented with the Avenge-Me Directive Mq. II, Follow-Me Directive Mq. II, and Protect-Me Directive Mq. II. It carries a heavy metal firearm augmented with accurate Mq. II and automatic reload Mq. I and wears light textile armor augmented with damage soak Mq. II)

The Law

HP: 0 Wounds: 20

Speed: 25 feet

Brute +0, Cunning +0, Dexterity +0, Spirit +0, Sciences +0

Note: The Law will attempt to be adjacent to Samara when possible, moving up to two times per turn (50 feet) in order to do so.

Guard

Eva: -1 Def: +0

Soak: 4 | 8 | 12 | 16

Note: If anybody is attacking Samara while the Law is adjacent to her, the Law will take the attack instead. The Law can do this twice per turn.

Attack

If anybody is attacking Samara, the Law will retaliate against them. The Law can make 2 attacks against an assailant per turn.

Shotgun

Acc: +2

Range: 200 feet

Damage: 6 | 12 | 18 | 24

Welcome to the Mysterium

You walk into the Mysterium, the striking violet walls slowly winding down into the pattern of the black carpet. On your right is a wall covered with knickknacks, from alchemic flasks full of potions, salves, poisons, and acids (most of them alcoholic) to hats and goggles and dusty, old books (though not all of them are full of words). On top of the shelves sits an old skull inside a bell jar. Nobody knows whose skull it once was, and the Mysterium's owner, Samara Tyler, won't say.

The back of the store is dedicated to fine gentlewomen adventurers, with bath soaps, salts, and other fine smelling ointments designed to keep the woman on the go scented as wonderfully as her personality. Broaches, purses, wallets, and trinkets line the walls on the top shelves, some of which are designed to be merely decorative, while others keep their real purpose discretely hidden behind their lovely exterior. Finally, on the top shelf, is a small collection of occult romance novels; they're labeled as fiction, but sometimes the fiction inside those books hits a little too close to home.

Samara Tyler herself sits behind her work-desk on the left wall. Her analytics engine surrounds her, spilling across her desk and up the walls. She sits there, her raven and blue hair covered by a top hat that sits to one side. She wears a loose man's suit, perhaps as a jibe to the other shop owners, or perhaps as a subtle message she's sending to society. Most likely it's because she's hiding weaponry inside. Half-finished trinkets and tools from around the world litter her desk, and she sits busily working on them, even while she converses with her many friends and patrons who are prone to stopping by. Next to her stands a tall, powerful-looking automaton that she calls the Law, an automaton who can see everything in the store and is imposing enough to ensure that

shoplifters are few and far between. Samara's pet octopus, a small abomination that has been mutated to breath outside of water, slithers around her shop, sometimes attacking customers, sometimes just "hugging" them with its tentacles.

Using the Mysterium in your Games

If the adventurers are looking for that one rare item, the one rare and obscure tome, or that one potion they can't find elsewhere, the Mysterium is going to have it. It is full of unusual oddities. A person can't go into the Mysterium and just say, "Surprise me." But a person who knows what they want will often be surprised when Samara just happens to have it, tucked away in the back somewhere, or knows how to get it.

Samara trades in unusual, sometimes occult, goods. She knows a lot about her trade, and she's a great ally and friend to have if the adventurers' dealings ever require a little expertise in those subjects.

Battle Tactics: Samara isn't the type of person to get into a fight. It's not because she's weak or unable to fight; rather, she's just very convincing that fighting her is a bad idea. In combat, she'll use her curses to ensure that her enemies never roll a good roll, and, if things go poorly, she'll hit them up with some knowledge (a heavy weapon).

If things do start going poorly, the Law will defend her (then promptly retaliate with its shotgun). Wet Ned will also lend a hand. While the pet octopus isn't especially dangerous, it can do some damage that will add up over time.

Wet Ned

AP: 3 Priority: +0
HP: 4 Wounds: 4
Speed: 10 ft land, 35 ft swim, 25 ft flying
Brute +0, Cunning +0, Dexterity +4, Spirit +0, Sciences +0
Note: The octopus can breath both on land and underwater

Guard

Hide (*natural organic armor*)
Eva: +3 Def: +0
Soak: 1 | 2 | 3 | 4

Attack

Bite & Claws (2 AP)
Acc: +3 Stk: +0
Damage: 4 | 8 | 12 | 16
Note: Wet Ned deals 8 unsoakable poison damage unless the target makes a Tier 2 Brute resist.



Cannon Ion

Submitted by Dennis Vanderkerken

Race: Gnome

Level: 12 AP: 6

HP: 87 Wounds: 12

Priority: +9 Speed: 20 feet

Notes: Cannon can windwalk in a single direction for 40 feet (as a move). He can bend his sight up to 90 degrees.

Guard

Magnetech Armor (super-heavy metal armor)

Eva: +4 Def: +0

Soak: 5 | 10 | 15 | 20

Note: Cannon's armor is crashbreaking, so he'll only take 1 wound per 60 feet he falls.

Attacks

When Cannon Ion is flying, nobody takes accuracy penalties for shooting from a moving vehicle.

Vehicle-Mounted Explosive-Shell Railgun (2 AP, 0 AP to ready)

Acc: +19 Range: 1,000 feet

Damage: 13 | 26 | 39 | 52

Note: In addition to the normal damage, every attack also does 3 unsoakable damage. Cannon's shots ignore all degrees of cover. Cannon can spend 1 extra AP in order to double his effective range.

If Cannon makes two consecutive ranged attacks against a person in a turn, the second one gains a +21 bonus to accuracy (+40 total) to determine if it hits.

Once Cannon has hit a target, Cannon gains a (marksmanship +21: +2 | +4 | +6 | +8) to accuracy and strike against that target as long as the target doesn't move.

Special Actions

Aim (1+AP)

Cannon can give himself up to a +21 on a ranged accuracy roll by aiming. For every AP spent aiming, he gains a (marksmanship +21: +1 | +2 | +3 | +4) bonus that cannot exceed +21. If he is hit once he has started aiming, the bonus is lost.

Head Popper (1 AP reflexively)

When a foe leaves cover, Cannon can immediately make a reflexive ranged attack. If there is any dispute over who attacks first, Cannon wins.

Penetrating Shot (ranged attack +1 AP)

Cannon can make a shot that decreases the target's soak class by (marksmanship +21: 1 | 2 | 3 | 4) for the purpose of the attack.

Skills

Ace: +1

Agility: +1

Armsmith: +15

Engineer: +15

Marksmanship: +21

Swashbuckling: +1

Attributes

Brute: +0

Cunning: +0

Dexterity: +24

Spirit: +0

Sciences: +30

Reference

Specialties: Aim, Auto-Wright, Beta Autos, Beta Firearms, Follow-Up, Gunsmith, Head Popper, Level Flying, Paragon among Gnomekind, Longshot, Penetrating Shot, Seeker, Snap Reload, Sneaky Seconds

Augments Known: Firearms (Mq. III): Accurate, Automatic Reload, Damaging, Scope. Auto (Mq. III): Aerial Propulsion, Lift, Passenger, Weapon Mount

Stories & Traits: Airborne, Bend Sight, Kinematician, Piercing Sight, Wind Walk, Wry

Equipment: Ion Flightcraft (beta auto augmented aerial propulsion Mq. III, lift Mq. III, passenger, and weapon mount Mq. III. It carries a beta super-heavy metal firearm augmented with accurate Mq. III, automatic reload Mq. III, scope Mq. III, and damaging Mq. III that fires high damage explosive Mq. III rounds), magnetech armor (super-heavy metal armor augmented with crashbreaking Mq. III and mobile Mq. III)

Ion Flightcraft

The flightcraft can move 300 feet per turn and 60 feet vertically. It has 12 wounds. It can carry two people: the pilot and one passenger. The passenger is usually the one that uses its mounted railgun, and that passenger tends to be Cannon Ion. The mounted railgun, if Cannon so desires, can be unmounted for 1 AP.

Background

The gnome aptly named Cannon is one of the best known gnomes south of Evangless. He is known among villains a terror, an unexpected electric explosion that concludes everything. He is known among the innocents as a savior, a vigilante, or an overly-destructive force of justice. He is all of these things.

Cannon was born in the noble Ion family. His nose-in-the-air mother and money-obsessed father wanted certain things for the young gnome, but his grandfather was Cannon's leading influence. Cannon's grandfather encouraged the boy to be creative and build the flying contraptions of his dreams, much to his parent's ire. Cannon's grandfather gifted him with a suit of armor, though the armor was little better than scrap. He eventually took that armor to a local smithy, where he met the woman with odd tastes and a heart-of-gold. She became his wife.

At the age of a hundred, his wife unveiled the reformed armor that his grandfather had once gifted him. The armor was a technological marvel, and would protect him for the rest of his life.

But duty called upon the noble gnome, and he had to set out to deal with some problems upon his lands. He settled his matters using the large, electrified turret atop his personal flyer. After dealing with a few ruffians, he returned home.

But his home was nothing but wreckage. Smoldering flames and debris was all that was left. The wind carried him as he rushed into his old familial home, his wife dead, his parents dead, his servants dead. The only survivor was a young satyr girl, the daughter of one of the servants. Grief-stricken, he offered her money and a good life, but she turned it down, pledging to remain with him. The girl joined Cannon in his next endeavor: fast and overwhelming vengeance.

With enormous amounts of wealth and little to spend it on, he outfitted his best flyer with an enormous railgun. With the satyr girl as his pilot, Cannon Ion left rubble and revenge upon the

countryside, tearing craters into mountains, airships, and every unsavory individual he could find.

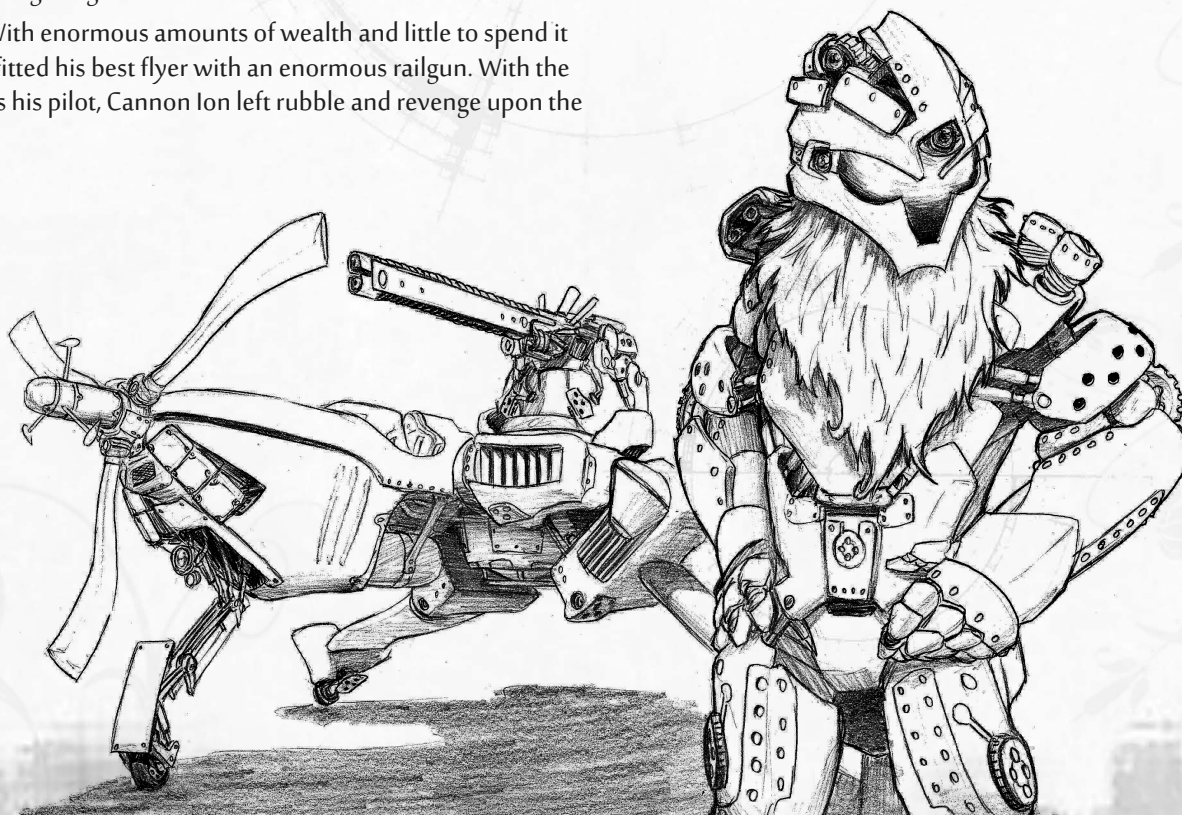
In time, Cannon became more than just a vengeful gnome. Today, Cannon's massive wealth has allowed him to build a large airship with which he protects the gnomish lands, hoping to ensure that people can remain innocent as he once was. He has taken the role of grandfather, much like the grandfather he once so admired, but even his age and love do not stop him from mounting his flyer and delivering destruction where evil hides.

Using Cannon in your Games

Cannon is a vicious, terrifying, and powerful opponent. If the adventurers are good, he will make a terrifying and perhaps overzealous ally. He is wise and kind, and he will help in any way possible. But if the adventurers step out of line, he will hold nothing back. He will destroy them with his massive railgun, flying two thousand feet away.

Battle Tactics: Cannon Ion's tactics are simple and devastating. He will fly, remaining a great distance away. He will then attack with his massive, highly-accurate and long-ranged railgun. Few people survive the first hit from Cannon's railgun. Almost nothing survives the second hit. Cannon tends to shoot twice in succession, and apply penetrating shot to each unless the targets are beyond his base range.

If anybody or anything begins approaching Cannon, his pilot will whisk them away, always keeping about a thousand feet between them and their pursuers. If things get really bad, Cannon can unmount his railgun and carry it into battle, relying on his fantastic armor to protect him.



Shoptroll

Submitted by Peter Vanslyke

Race: Human (Dalvozzean)

Level: 7 AP: 4

HP: 85 Wounds: 12

Priority: +0 Speed: 25 feet

Note: Shoptroll takes no penalties for extreme environments. He always wins on tied rolls.

Guard

Blackened Steel Encasing (super-heavy metal armor)

Eva: +0 Def: +11

Soak: 6 | 12 | 18 | 24

Note: Shoptroll's armor gains a +2 soak class against fire. It can always soak electricity and gains a +4 soak class against electricity. Shoptroll treats his super-heavy armor as though it were light armor for determining penalties.

Attacks

Pole Hammer (2 AP)

Acc: +4 Stk: +10

Damage: 8 | 16 | 24 | 32

Note: If Shoptroll hits the same target two consecutive times in the same turn, the second attack does damage one tier higher.

Special Actions

Armor Sunder (melee attack +1 AP)

Shoptroll can attack a target's armor, lowering its soak class by (overpower +9: -2 | -3 | -4 | -5). The target can resist with their dexterity, tiering the result down. The armor remains broken until the target's next breather. Armor with 0 soak class is effectively destroyed, so all augments on the armor cease to function.

Staggering Strike (melee attack +1 AP)

Shoptroll can knock an opponent back (overpower +9: 5 | 10 | 10 | 15) feet and knock them prone with a tier 3 or 4 result. A brute resist tiers down the result.

Stances

Ward

If anybody becomes adjacent to Shoptroll while in this stance, he can reflexively attack them for 1 AP. If they move to another adjacent space, he can attack them again. He can only ward against one person on any given turn.

Skills

Agility: +2

Armsmith: +9

Brawl: +9

Grace: +2

Overpower: +9

Resilience: +3

Attributes

Brute: +21

Cunning: +0

Dexterity: +2

Spirit: +2

Sciences: +9

Reference

Specialties: Armored Ease, Armored Freedom, Armor Sunder, Armorsmith, Beta Armor, Chipping Away, Follow-Through, Staggering Strike, Ward

Augments Known: Damage Soaking (armor Mq.II), Defensive (armor Mq.II), Electro-Absorption (armor Mq.II), Fireproofing (armor Mq.II), Flame Retardant (armor Mq.II), Mobile (armor Mq.II)

Stories & Traits: Adaptable, Handy Craftsman, Innovative, Peerless

Equipment: Pole Hammer (super-heavy metal melee weapon), armor (super-heavy metal armor, Damaging Soaking Mq.II, Defensive Mq.II, Electro-Absorption Mq.II, Fireproofing Mq.II), 650 princes

Backstory

A human babe was found by savage elves in the wilds of Dalvozzea. Nobody discovered who left him there, and the child could be either Evanglessian or Tordryoni - his features are two ambiguous. But his parents and lineage don't matter. The child was raised by the elves and given the name "Shoptroll."

He was taught the art of armorsmithing by the elves. The elves, who very rarely wear thick, metal armor, saw the relatively small, scrawny human boy and, with a chuckle, decided that the only way he could ever stand up in a fight is if he was wearing the shell of a tortoise. As he matured, he switched apprenticeships between the few elven blacksmiths who taught him to forge his own armor. He traveled a lot as a boy, rarely staying with the same tribe or in the same village for more than several months. The nomadic lifestyle took to him.

Today, the man known as "Shoptroll" can be a blessing or a bane. He'll happily create quality armor for those he finds worthy. But when he finds somebody who doesn't deserve the armor they're wearing, he'll be more than happy to smash the armor to flinders then stove in their head.



In Evangless, he's often considered to be a travelling merchant, going from city to city offering his services. But, really, he travels through Rilausia because he's following leads to get stronger or lighter materials, occasionally commissioning a group of adventurers to harvest the materials. And he's been known to go on those expeditions himself.

Shoptroll stands just over six feet tall. He has weathered skin and long, tangled hair that he commonly wears in a topknot. He generally has a toothy grin plastered across his face. Depending on where he's encountered, he could be wearing a fine, corseted work vest with a durable leather kilt, toolbelt, and a number of wood, leather, and metalworking tools. Or he could be in his super-heavy armor that people have described as anything from a soot-blackened beetle to an electrified bear trap. His armor always seems much too bulky to move around in, but he does so with ease. In a fight, he relies on his trusty pole hammer.

Using Shoptroll in your Games

Shoptroll has an almost insatiable thirst to find rare metals and materials to build better, stronger armors. He'll often hire adventuring parties to go explore an area for said metals, and (more often than not) he'll tag along.

More commonly, though, Shoptroll will be a solid vendor for buying armor upgrades. He can build quality armor and he might be found in any given town, searching out leads. He's an old hat at building armor and, if need arises, he can repair or replace most adventuring equipment.

It's possible that Shoptroll could find the adventurers repulsive. He might be insulted by them or curious about their armor. If the adventurers are exploring an area, they might run into an expedition that he's leading and discover they have conflicting goals. Shoptroll is normally an easy-going fellow, but, when slighted, his anger will be felt.

Battle Tactics: Shoptroll will go after the armored opponents first, and he's more than willing to stand in the middle of a battlefield, slugging away on the other most well-armored foe. Defensive builds are going to have problems with Shoptroll.

In general, Shoptroll works very well with a small group. He can take a lot of hits and hold back an assault using his ward stance and staggering strike (which he will often combine, when necessary). Because of the quality of his armor, many people consider him to be a fearless combatant, as he'll completely ignore explosives and other battlefield hazards.

The Baron Baron von Lahey

Submitted by the Baron (AKA Paul Warner)

Race: Human (Red Fork Imperial)

Level: 12 AP: 6

HP: 120 Wounds: 12

Priority: +9 Speed: 25 feet

Note: The Baron always wins on tied rolls. He takes no penalties for extreme environments since money can always pay for comfort.

Guard

The Dapperest of Fine Clothing (minimal textile armor)

Eva: +10

Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

Princes upon Princes (1 AP)

Acc: +14

Stk: +6

Range: 25 feet

Damage: 3 | 6 | 9 | 12

Note: The damage class goes up by 1 for every 3 points that the Baron's accuracy exceeds the target's evade.

The princes can be used to pick locks using the Baron's master lockpick specialty. Money opens many doors.

A Metal β Pin (1 AP)

Acc: +14

Stk: +6

Damage: 4 | 8 | 12 | 16

Note: The damage class goes up by 1 for every 3 points that the Baron's accuracy exceeds the target's evade.

Special Actions

Brickbreaker (as a melee attack)

The Baron can break apart (overpower +6: poor | light | medium | heavy) cover in order to attack a person on the other side.

The Cost of Success (1 AP reflexively)

The Baron can throw money at people, causing them to put down their guard. Any time an opponent is resisting something within 25 feet, the Baron can toss 100 princes into the air to give the target a -1 on the resist. He can toss around as much money as he wants, but the target can never have his resist decreased below a +0.

Eminent Catchphrase (0 AP for the first use, 1 AP thereafter)

Once per turn, the Baron can use his catchphrase, "I'm the Baron!" for free, letting him use his skill in showmanship (+25) in place of the skill he'd normally use on his next tiered roll. He can do this multiple times per turn, but he must spend 1 AP to do it after the one free catchphrase per turn.

Unfriendly Artillery (2 AP reflexively)

The Baron can afford to make new friends. When an enemy shoots the Baron, he can cause that attack to instead target another person within 10 feet. The assailant must make a Dexterity resist against the Baron's luck (+9). If the Baron succeeds, the assailant rolls his accuracy against the new target's evade. If it hits, the Baron rolls his luck (+9) to determine the tier of damage.

Stances

The Baron has paid to ensure that all of his known stances are always active and permanent through his Adaptable specialty.

Free From Failure

Can you really imagine the Baron ever failing at something? While in this stance, the Baron treats rolls of 1 as normal, so he can add bonuses to those rolls.

Skills

Espionage: +9

Expertise: +1

Luck: +9

Overpower: +6

Showmanship: +25

Swashbuckling: +1

Attributes

Brute: +6

Cunning: +25

Dexterity: +1

Spirit: +20

Sciences: +0

Reference

Specialties: Adaptable, Brickbreaker, Catchphrase, the Cost of Success, Critical Hits, Eminent Catchphrase, Feeling Lucky, Free from Failure, Hairsplitter, Invisible Blade, Master Lockpick, Pinpoint Shot, Unfriendly Artillery, Unfriendly Fire

Stories & Traits: Adaptable, Connections in the Slave Trade, Nobility, Peerless, Relentless, Rich beyond your Wildest Imagination

Equipment: Tophat-topped walking stick, the dapperest of fine clothing (minimal textile armor), a metal β pin (light metal melee weapon... or stylish accoutrement?), and at least 10,000 coin princes (which he uses as light metal throwing weapons)

Description

Dashing, dapper, delightful! Clothes of the finest material. Obnoxious colors that all somehow look incredible together. He has wardrobes for days and makes numerous changes throughout the day. He wears a nice tall top hat, and sports a tophat-topped walking stick... he is the Baron!

Julian Blake Huntington III came from a long line of wealthy slave traders. Started by his great-grandfather, the eldest male of each generation would step up and take control of the family business. Placed in the finest schools his entire life, he learned to become a dignified socialite and crafty business man. A few weeks before his 18th birthday, there was an uprising on one of the slaving ships. The slaves revolted and killed both his father and his grandfather. He managed to step up, calm his grandmother, mother, and sister, meets with the lawyers, and be put in charge of the now-failing family business.

On the day of his 18th birthday, his friends dragged him out and told him that he needed to experience life for once and to stop being such a stick in the mud. They dragged him to an underground club called 'The Haze.' He remembers walking in. As he passed through the archway, there was a physical force that washed over him and an overwhelming sense of euphoria took control. He knew there was dancing, music, drinking, burlesque, and dark corners with even darker transactions. The night was a whirlwind blur of flashing lights, laughter, pain, and pleasure.

When he woke up the next morning, half-dressed and in the middle of the street, he didn't remember much. Arriving home, it turned out he had been gone a week, and all he could do was grin. He was still infected with the haze.

He kissed his family, said everything was okay, left them with enough money to be taken care of, and went off on his own. He arrived at the family lake house in the Lahey forest. He used his contacts to create a title for himself, and thus Baron Von Lahey was born. His new goal in life was to start over and bring the haze to the rest of the world. He spent years building the ultimate pleasure craft and launched AirshipEntertainment: a fleet of airships designed around your happiness and pleasure.

Today, the Baron spends most of his time on board the Orgia, flagship of the fleet. Breaking free of territorial bonds, she has a mind of her own and traverses the world, spreading the haze. The motto is simple: "There's a room for that, and, if not, there is now."



Using the Baron in your Games

The Baron is defined by having infinite amounts of money. There is no problem that can't be solved by throwing money at it. He's really good at having fun and getting others involved in shenanigans. On the other hand, he is very shrewd and business savvy. After all, he had to make his infinite funds somehow. He has a vast network of friends and enemies, all useful in some way.

Despite having infinite wealth, vast fleets of ships, crew, employees, and patrons, the Baron sometimes feels too contained. His newfound wanderlust keeps him on the move and always on the search for the next big adventure. Money can solve everything, but it doesn't buy happiness, so he wants to make sure he gets out there and experiences it firsthand.

Battle Tactics: The Baron will win every battle, because he can throw enough money at any problem to make it go away. When confronted with an enemy, he throws coins at them until they die (and he's surprisingly accurate with his hairsplitter specialty). He can break apart walls just by tapping on them with his special Baron pin and can open doors by throwing money at them. And if somebody shoots him, he'll just pay them to shoot one of his other enemies, instead.

His eminent catchphrase, "I am the Baron," will be heard every turn (sometimes multiple times per turn). Because of this, he will almost always get his Showmanship skill's bonus (+25) in place of any other tiered skill rolls he needs to make (something he's fond of using for his Brickbreaker and Unfriendly Artillery rolls).



Baron VonKanenarm

Submitted by Jason Weddell

Race: Human (Evanglessian)

Level: 9 AP: 5

HP: 87 Wounds: 11

Priority: +17 Speed: 30 feet

Note: Baron VonKanenarm always wins on tied rolls. If he moves during his turn, VonKanenarm gains a (swashbuckling +10: +1 | +2 | +3 | +4) on accuracy and evade rolls until the end of his next turn. When VonKanenarm is piloting a vehicle, his passengers do not suffer an accuracy penalty for turbulence.

Guard

Military Dress Uniform (minimal textile armor)

Eva: +3 Def: +0

Soak: 1 | 2 | 3 | 4

Note: VonKanenarm can use his cunning (+10) in place of all called shot resists.

If VonKanenarm is piloting a vehicle and his vehicle is attacked, he can spend 2 AP reflexively to add his Ace (+6) to the vehicle's evade roll.

Attacks

Rapier (2 AP)

Acc: +9 Stk: +4

Damage: 6 | 12 | 18 | 24

Cannon Arm (2 AP, 0 AP to ready)

Acc: +11 Range: 300 feet

Damage: 4 | 8 | 12 | 16

Note: VonKanenarm is able to bypass the entirety of an enemy's cover bonus.

Bio-Zapper (in Cannon Arm) (2 AP)

Acc: +9 Range: 25 feet

Effect: Decreases targets soak class by 2 unless they resist with a tier 3 brute resist. They take a -4 to the resist roll. A tier 2 brute resist lowers the soak class decrease to 1.

Note: VonKanenarm is able to bypass the entirety of an enemy's cover bonus.

Special Actions

Aim (1+ AP)

VonKanenarm can give himself up to a +10 on a ranged accuracy roll by aiming. For every AP spent aiming, he gains a (marksmanship +10: +1 | +2 | +3 | +4) bonus that cannot exceed +10. If he is hit once he has started aiming, the bonus is lost.

Lockdown Gunner (as a ranged attack reflexively)

VonKanenarm can reflexively make a ranged attack any time someone pulls out or uses an item. He can substitute a called shot to the hand in place of the attack in order to disarm the target.

Parry & Riposte (1 AP reflexively)

When VonKanenarm is hit in melee with an attack that deals tier 1 damage, he can roll his accuracy and add his Swashbuckling skill (+19 total). If he exceeds the initial accuracy roll, he negates the attack. If VonKanenarm successfully parries an attack, he can make an immediate attack against his assailant for no AP cost.

Saboteur (1 AP)

VonKanenarm can turn off an augment on an item adjacent to him. If the item is being held or worn by a person, that person can make a Dexterity resist against his Gadgetry (+5) to negate the saboteur attempt.

Weak Point (2 AP)

VonKanenarm can determine if his enemies have any weak points. He rolls his Expertise (+10), and the higher the tier he receives, the more specific the information he determines.

Skills

Ace: +6

Engineer: +1

Expertise: +10

Gadgetry: +5

Marksmanship: +10

Swashbuckling: +10

Attributes

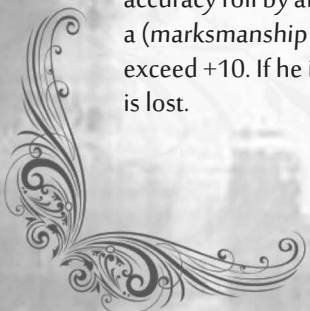
Brute: +0

Cunning: +10

Dexterity: +26

Spirit: +0

Sciences: +6



Reference

Specialties: Aim, Combat Insight, Denial Maneuver, Footwork Training, Level Flying, Lockdown Gunner, Parry, Riposte, Saboteur, Seeker, Weak Point

Stories & Traits: Airborne, Burglar, Peerless, Reactionary, Relentless

Equipment: Cannon Arm (prosthetic arm attached to a bio-zapper and firearm—the bio-zapper is augmented with Micro-Zapper Mq. II, Flesh Melter Mq. II, and Intensity Mq. II while the medium metal firearm is augmented with Accurate Mq. II, Automatic Reload Mq. II, and Scope Mq. II), military dress uniform (minimal textile armor), rapier (medium metal melee weapon), clockwork tiger (clockwork automaton augmented with the Defend-Your-Area Directive Mq. II, Follow-Me Directive, and Secure-Your-Area Subdirective), eyepatch (eyewear augmented with far-sight Mq. II, tinted Mq. II, and weather-proof)

Backstory

A man of indeterminate old age, Baron VonKanenarm dresses like a military officer from a century ago. His top hat is dated and old-fashioned, his uniform unseen in Evangless except in museums, and his uniform is decorated with medals and honors that few military historians even recognize. Nonetheless, it is all perfectly pristine and looks as if it's new. VonKanenarm's platinum sideburns are shaved neatly at his chin and his well-waxed mustache protrudes beneath his pointed, thin nose. He is a man of honor, preferring to take his fights face-to-face.

VonKanenarm comes from a long line of military heroes. The military all-but-kidnapped him when he came of age, and he has never left the air brigades. His victories have been devastating, and his losses measured. It is not known, in particular, which storied battle he acquired his bio-fluxxed limb, but it is known that he lost his arm in a personal duel with a ranking Siyeshi officer. When asked about it, VonKanenarm's only reply has been that it was "a necessary sacrifice."

VonKanenarm is most often seen commanding his de-commissioned airship, Nevermore. He has a loyal crew of several dozen, recruited from numerous walks of life. Some are men, others are beasts, clockworks, and the even more bizarre. All of them are well-trained, alert, and practiced individuals. A person that knows VonKanenarm is never surprised by the discipline and loyalty of the Nevermore's crew.

Every man in his crew is educated and well-read. VonKanenarm has an impressive vocabulary and shuns poor diction. He's even killed a man over it.

Baron VonKanenarm does not like for conflicts to escalate beyond the opening shot. The Nevermore remains vigilant against brewing wars. If he sees trouble on the horizon, he will always intervene before innocent blood is spilled.

Naniel the Clockwork Tiger

HP: 0

Wounds: 20

Speed: 25 feet

Brute +0, Cunning +0, Dexterity +0, Spirit +0, Sciences +0

Note: Naniel will attempt to be adjacent to VonKanenarm when possible, moving up to two times per turn (50 feet) in order to do so.

Guard

Eva: +0

Def: +0

Soak: 1 | 2 | 3 | 4

Attack

Twice per turn, Naniel can attack an enemy. It will only attack if an enemy moves through any space adjacent to Naniel or if an enemy actually attacks Naniel.

Grinding Maw

Acc: +0

Stk: +0

Damage: 6 | 12 | 18 | 24

VonKanenarm might be going a tad bit senile in his old age, though nobody's surprised. Most of his crew joke that he must be nearly 300 years old by now. When outsiders ask about his age, the crew becomes quiet as the grave until an old salt whispers, "No, he really is nearly 300 years old."

Baron VonKanenarm is always accompanied by his clockwork tiger named Naniel. She was a gift from two gnomish tribes, given to him after he arbitrated a non-aggression pact between them.

Using VonKanenarm in your Games

VonKanenarm is extremely stern and disciplined, but he also is a bit senile and eccentric in his old age. He's a cunning fellow who's always one step ahead of his opponents and never reveals any unnecessary information.

If a conflict begins to spread out too far, Baron VonKanenarm's Nevermore is likely to appear in order to settle matters quickly. VonKanenarm likes to end things without bloodshed, but if the adventurers contributed to escalating a situation, he won't hesitate to reprimand them in the way he sees fit.

Battle Tactics: Baron VonKanenarm is a talented swordsman and will often rely on his rapier. His attacks are straightforward, and he'll use his parry and riposte to good effect. He will also use the bio-zapper in his arm to weaken an enemy, making his attacks more poignant.

Confident up close, at a range, or piloting a ship, VonKanenarm will be solid no matter what situation he's put in. If somebody is pulling out too many advanced items, he'll use his saboteur specialty to turn them off. Naniel will protect him during battle, and she has the potential to be quite damaging to any of his assailants.

Guile

Submitted by Chris Weikert

Race: Human (Evanglessian)
Level: 12 AP: 6
HP: 99 Wounds: 12
Priority: +9 Speed: 25 feet
Note: Guile always wins on tied rolls.

Guard

Black Suit (minimal textile armor)

Eva: +15 Def: +0

Soak: 1 | 2 | 3 | 4

Notes: The black suit gains +8 soak class versus electricity and +4 soak class against fire. It and its wearer cannot be caught on tier 4 fire (instantly decreasing it to tier 3 fire).

Attacks

Unarmed (1 AP)

Acc: +9 Stk: +4

Damage: 2 | 4 | 6 | 8

Special Actions

Call in a Favor (3+ AP)

If an opponent is adjacent to Guile, he can give 3 or more AP to an ally, allowing the ally to move to Guile's assailant and attack him. The ally can also use their own AP to attack more or improve upon their attacks.

Distract (2 AP reflexively)

If anybody takes an action against Guile, he can make them think that he is in a different spot within 10 feet. They may negate the distraction with a cunning resist against his showmanship (+19).

Feeling Lucky (1 AP reflexively)

If somebody shoots Guile, he can feel lucky. He rolls his luck (+13). At tier 1, he gets to roll his evade twice and take the higher result. At tier 2, the weapon fails to fire. At tier 3, the weapon fails to fire and must re-readied. And tier 4, the weapon backfires, dealing tier 1 damage to the user.

The attacker can lower the tiers of this specialty using their spirit resist.

Issue Orders (3 AP)

Guile can command an ally within 50 feet to make a called shot with a (tactical +19: +0 | +2 | +4 | +6) bonus.

Jinx

Guile can jinx an opponent that is attacking him. He takes a 1 on his evade and defense. In exchange, he can add his luck (+13) on to the next accuracy or strike roll made against his assailant.

Overwhelm (1 AP reflexively)

If an ally is attacking the target of Guile's Direct the Battle stance, he can spend 1 AP reflexively to add (tactical +19: 3 | 6 | 9 | 12) damage to the attack.

Stand-Off (1 AP reflexively)

As a combat is beginning, Guile can call for a stand-off. Once a stand-off is called, anybody can take the first turn; however, they suffer a -19 penalty (equal to Guile's tactical skill) to every roll they make during their turn.

Throw Off Balance (1 AP reflexively)

Just as one of Guile's allies is about to be hit, he can throw the attacker off balance. The attacker must roll their strike (showmanship +19: 2 | 3 | 4 | 5) times and take the lowest result. The attack can lower the tier result with a cunning resist.

Unfriendly Artillery (2 AP reflexively)

When an enemy shoots Guile, he can cause that attack to instead target another person within 10 feet. The assailant must make a Dexterity resist against Guile's luck (+13). If Guile succeeds, the assailant rolls his accuracy against the new target's evade. If it hits, Guile rolls his luck (+13) to determine the tier of damage.

Stances

Armistice

If somebody attacks Guile while he is in Armistice stance, they are stunned for 1 AP unless they make a cunning resist against his Tactical (+19). Guile cannot attack while in his Armistice stance without stunning himself for 2 AP.

Note: Guile treats Armistice as a default stance with Adaptable; thus, he can enter into his Direct the Battle stance and cannot be removed from Armistice.

Direct the Battle

Guile chooses a single enemy to be the target. While in this stance, once per turn, all allies can make a single "attack +1 AP" action against the target without spending the additional action point.

Skills

Espionage: +1
Expertise: +1
Luck: +13
Showmanship: +19
Swashbuckling: +1
Tactical: +19

Attributes

Brute: +0
Cunning: +40 (Guile still adds bonuses to rolls of 1)
Dexterity: +1
Spirit: +13
Sciences: +0

Reference

Specialties: Adaptable, Armistice, Call in a Favor, Concentrated Barrage, Direct the Battle, Distract, Feeling Lucky, Issue Orders, Jinx, Overwhelm, Stand-Off, Throw Off Balance, Unfriendly Artillery, Unfriendly Fire

Stories & Traits: Favored Attribute (cunning), Moneylender, Nobility, Peerless, Ruckus Rouser

Equipment: Black Suit (minimal textile armor augmented with electro-absorption Mq. IV, fireproofing Mq. IV, and flame retardant Mq. IV), collapsible walking cane, tinted goggles

Description

When Guile asks you for a favor, you don't refuse it. He's not the type of man that you say no to.

Guile likely isn't his real name, but no one knows what his name actually is. He is incredibly secretive. Many people know him simply as "that unbelievable bastard," though "the man in the black fedora" or simply "black fedora" are all common names for him. They're not very descriptive names, but he prefers it that way.

Guile is a thinking man, a man of many connections, a man who knows what he wants, what he's doing, and how to get it. He's a man of noble birth, though his lineage is not a topic of conversation. And while he has connections throughout the known world, he is virtually unknown to the world at large. Until he needs a favor, his mere existence is entirely up for question.

Guile is both completely paranoid and extremely analytical. He is slow to act, but only because he carefully considers every possible action before engaging any plan. He meticulously researches both people and places, never letting even the smallest detail be overlooked. When he meets with a person, he dictates the time and place of the meeting, preferably in a poorly lit and unexposed location. You can rest assured knowing that, if he is meeting with you to hire you for a job, he's already hired three other men to protect him while meeting with you. He is never unprotected.

He is a talker and negotiator. Guile will talk a person down first, distract them if that fails, and engage in combat only as a last resort. Of course, he engages in combat through a slew of hired thugs—he would personally never be involved in such a scuffle up close.

Guile has been described as a human wearing a very nice black suit. He wears his signature black fedora, black-tinted goggles that prevent others from seeing his eyes, and carries a black collapsible walking cane. He has black hair that goes to the middle of his back, fashioned into a ponytail by a silk hair tie.



Using Guile in your Games

Guile relies on hiring people and calling in favors. When a problem arises that negotiation or hired thugs can't solve, he will hire specialized forces to handle it. The man in the black fedora does not provide much information when hiring a person—only that which is absolutely necessary. He will send a message rather than meet in person, and his messages will be nearly untraceable. He tells them exactly what they must do, when they must do it, and nothing more.

Some people say that his one true joy in life is seeing his hired help's reactions when they're finally debriefed and what role they played in a scheme so large none of them considered it.

Battle Tactics: Guile does not fight. If a fight is beginning, he will call for a stand-off and further attempt to prevent the fight from beginning. If that fails, he is quick to dodge all incoming attacks and distract enemies while his hired help and allies take care of the problem. Guile is nearly impossible to hit due to his absurd evade, Armistice stance, and—if it comes to it—feeling lucky and throw off balance abilities. Meanwhile, he will boost his allies' attacks and end the battle quickly.

Gary the Gold

Submitted by Gary Whisenhunt

Race: Human (Evangellessian)

Level: 10 AP: 5

HP: 82 Wounds: 12

Priority: +9 Speed: 45 feet

Note: Gary gains a +4 when resisting stuns.

Guard

Fine Suit & Overcoat (minimal textile armor)

Eva: +8

Def: +2

Soak: 1 | 2 | 3 | 4

Overcoat (1 AP Deflection)

Eva: +3 vs Melee

Attacks

Cane Sword (1 AP, 2 AP when not in Invisible Blade stance)

Acc: +8 Stk: +8

Damage: 4 | 8 | 12 | 16

Notes: The damage class goes up by 1 for every 3 points

Gary's accuracy exceeds the target's evade. If Gary rolls a pure 12 on his strike roll, increase his attack's damage class by 2.

Unarmed (1 AP)

Acc: +8

Stk: +8

Damage: 2 | 4 | 6 | 8

Special Actions

Ace up my Sleeve (1 AP reflexively)

Any time Gary rolls a pure 12 on a combat roll, he can spend 1 AP to hold a single pure 12 and re-roll the die. That stored 12 can be used on any other combat roll before Gary's next breather. Using a stored pure 12 costs 1 AP.

Curse (1 AP)

Gary can store a roll of 1 as a curse, then spend 1 AP to give that roll of 1 to an enemy within 50 feet. The enemy can resist the curse with their spirit against his luck (+20). Assume that Gary starts off every combat with a curse already stored.

Feeling Lucky (1 AP reflexively)

If somebody shoots Gary, he can feel lucky. He rolls his luck (+20). At tier 1, he gets to roll his evade twice and take the higher result. At tier 2, the weapon fails to fire. At tier 3, the weapon fails to fire and must re-readied. And tier 4, the weapon backfires, dealing tier 1 damage to the user.

The attacker can lower the tiers of this specialty using their spirit resist.

Jinx

Gary can jinx an opponent that is attacking him. He takes a 1 on his evade and defense. In exchange, he can add his luck (+20) on to the next accuracy or strike roll made against his assailant.

Stances

Invisible Blade is a permanent stance due to Gary's Adaptable specialty. He can be both in Invisible Blade and either Free from Failure or Lucky Number 7 at the same time.

Free from Failure

While in this stance, Gary treats rolls of 1 as normal, so he can add bonuses to those rolls. For 1 AP reflexively, he can allow her allies to also add their bonus to a roll of 1.

Lucky #7

While in Lucky #7 stance, any time he rolls a 7, he treats the 7 like a 12. He can then pick up the die and roll again, adding the results to his 12.

Skills

Agility: +2

Espionage: +12

Expertise: +11

Luck: +20

Swashbuckling: +1

Tactical: +1

Attributes

Brute: +0

Cunning: +24

Dexterity: +2

Spirit: +20

Sciences: +0

Reference

Specialties: Ace up my Sleeve, Adaptable, Critical Hits, Curse, Feeling Lucky, Free from Failure, Hairsplitter, Invisible Blade, Jackpot, Jinx, Luckier Number 7, Lucky Number 7

Stories & Traits: Fleet of Foot, Moneylender, Unphased by War

Equipment: Cane-sword (light metal melee weapon), ink pens, lantern, goggles, Hidden Intentions poison

Background

Gary the Gold is the closest thing that Varsylis has to a real king. While the mad king of Varsylis sits in the center of the city, barking orders that nobody follows, Gary walks along the street, and his simplest wish turns into reality. Everybody knows Gary, and whether or not Gary knows them back is something they'll never know. He treats everybody like an old acquaintance, and his ability to guess at the truth is astonishing.

He grew up homeless in the slums of Varsylis just as the city began its spiral into ruin. He hawked out a meager living performing street magic for factory workers, but they barely had enough money to donate to the boy. He quickly realized that magic was nothing more than a form of manipulation, and the bolder he became, the more he could get out of people. His earliest tricks were designed to entice some loose coins from people, then he learned to inspire them, and finally to control them. The last came the most naturally to him.

The tricks he learned performing street magic were the tricks he used when he began his own loan business. He bought into the Trust and started managing finances. A few well-placed illusions, a little trickery, and he could make any problem vanish.

Gary became known across Varsylis for his astonishing interest rates and the ease with which he lent money, especially among new crafters and inventors who were turned down by the larger money-lenders and Trust branches. By the time he was thirty, Gary had his hands in every aspect of Varsylis. Every connection owed him a favor or two, and many of the most influential people owed their influence to one of Gary's loans.

But Gary's loans come with a risk. A person who fails to pay is forced to pay by other means. He's not a violent person, but people who anger him do tend to end up in his disappearing act. Typically, though, Gary likes to deal in favors and trades. He wants everyone in his pocket and every household to owe him one.

Gary the Gold is intimidating, confident and self-assured. He is a master of Varsylis, and nobody disrespects him.

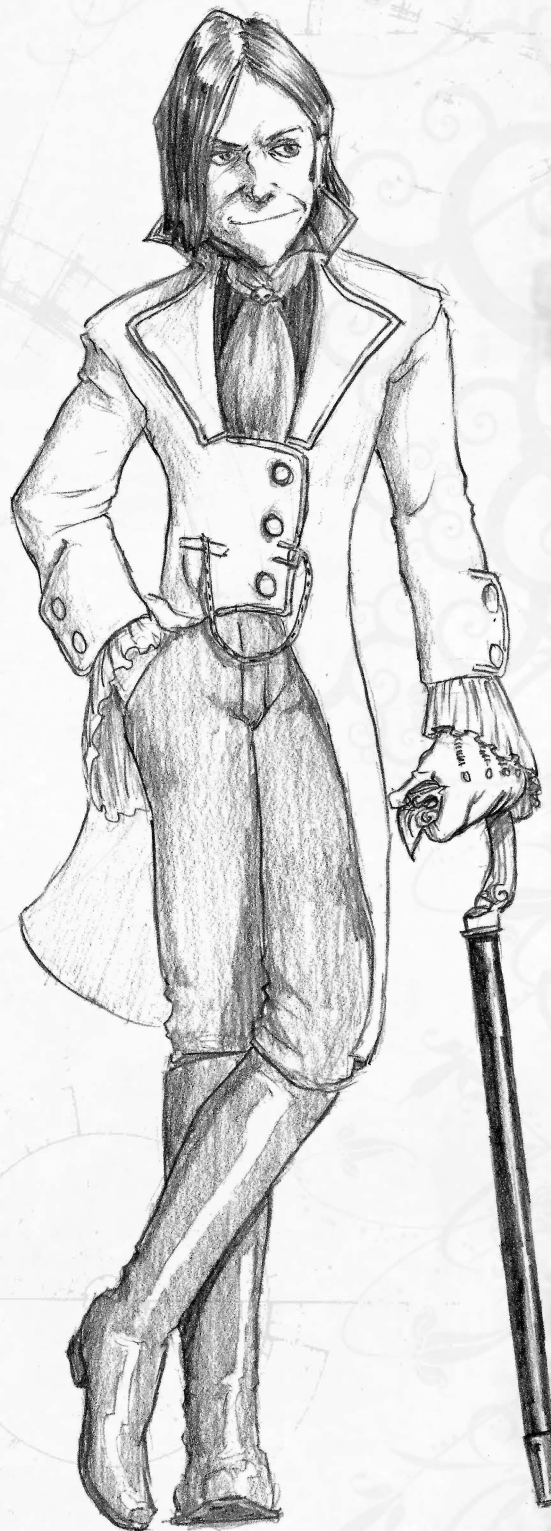
Using Gary in your Games

Gary the Gold is both a fantastic plot mover and a person who can get a group of adventurers out of any spot of trouble. Most likely, the adventurers might come to Gary looking for a loan, some help, or a bit of information. He'll trade, but he must always come out with the upper hand (whether the adventurers realize it or not).

Gary will always help a person in need, but anything he does will be repaid. He might arrange for a person's rescue, but failure to help out when called upon will result in some very unfortunate events befalling that person.

The adventurers might run into a person who has drawn upon Gary's ire. In such a case, the adventurers might be forced to help this person disappear before Gary gets to them first. In such a scenario, the adventurers would have few friends: nobody wants to turn on Gary the Gold.

Battle Tactics: Gary is a very lucky man, but he is a man who has made his own luck. He is both accurate and deadly with his cane sword, and he'll use his weapon efficiently in battle. He tends to alternate being in either his Free from Failure or Lucky #7 stance, depending on how well things are going. He stores many of his rolls, keeping both 12s and 1s in order to use with his curses and aces in his sleeve. He'll start any battle with several already stored up, ready to ensure that he hits and his enemies miss.



Jessica Black

Submitted by Jessica White

Race: Human (Evangelian)

Level: 10 AP: 5

HP: 70 Wounds: 12

Priority: +16 Speed: 30 feet

Notes: Jessica always wins on tied rolls. Jessica takes no penalty for fighting in unusual terrain or positions. Jessica can swap between items for 0 AP without leaving herself open to reflexive attacks.

Guard

Black Dress (minimal textile armor)

Eva: +5 Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

If Jessica is the first to attack in combat, she gains a +11 on her accuracy roll.

Poison-Coated Dagger (1 AP, 2 AP if not in Invisible Blade stance)

Acc: +9 Stk: +5

Damage: 4 | 8 | 12 | 16

Note: The damage class goes up by 1 for every 3 points Jessica's accuracy exceeds the target's evade.

Jessica coats her blade in poison. She has 4 doses of it on her and can apply a poison instantly. The poison takes effect as soon as a coated dagger hurts a person, and the victim rolls their Brute to resist it. Depending on their result, the poison has different results.

Tier 1-2: The target is stunned for 3 AP and blinded for 6 turns.

Tier 3: The target is stunned for 2 AP and blinded for 4 turns.

Tier 4: The target is stunned for 1 AP and blinded for 2 turns.

Revolver (1 AP, 2 AP if not in Invisible Blade stance)

Acc: +9 Range: 50 feet

Damage: 2 | 4 | 6 | 8

Unarmed (1 AP)

Acc: +9 Stk: +5

Damage: 2 | 4 | 6 | 8

Special Actions

Heartseeker (melee attack +1 AP)

Jessica can make an attack that decreases the target's soak class by (espionage +11: 1 | 2 | 3 | 4) for the purpose of the attack.

Silent Kill (melee attack +1 AP)

Jessica can make an absolutely silent attack. If anybody tries to hear the attack, they roll their cunning against Jessica's espionage (+11) in order to hear the attack.

Skills

Agility: +1

Alchemy: +21

Espionage: +11

Expertise: +11

Swashbuckling: +1

Tactical: +1

Attributes

Brute: +0

Cunning: +23 (Jessica still adds bonuses to rolls of 1)

Dexterity: +2

Spirit: +0

Sciences: +21

Reference

Specialties: Beta Poisons, Critical Hits, Efficiency Expert, Fight Anywhere, First Strike, Hair Splitter, Heartseeker, Instant Draw, Invisible Blade, Master Lockpick, Poison Brewer, Silent Kill

Augments Known: Poisons (Mq. III): Blinding, Instant, Irresistible, Stunning

Stories & Traits: Burglar, Favored Attribute (Cunning), Forgery Artist, Peerless, Reactionary

Equipment: Dagger (light metal melee weapon), 4 vials of poison (augmented with blinding Mq. III, instant, irresistible, and stunning Mq. III), revolver (light metal melee weapon), black dress (minimal textile armor)

Background

Mrs. Jessica Black is a vile and selfish woman, cruel to her foes and possessing a level of humanity reserved for cobras and tigers. Be wary, you won't see these traits at first. She spent her entire life fooling everyone: playing the good housewife, helping neighbors, and being a loyal citizen of Evangless. But Mrs. Jessica Black broke when her husband told her no.

Jessica was born and raised amid the farms of southeastern Evangless. She wasn't born to high society, but her grandparents ensured that she fit into it well. When she met her husband, Sir Henry Black of the ancient and esteemed Black family, he instantly fell for her. It was love at first sight; though, whether or not Jessica actually felt any stir of emotion is still up for debate. What is known is that she slyly smirked to her friend and said, "Dibs."

Within a few years, Jessica became Henry Black's wife and moved into the family estate. But their honeymoon was short-lived. Henry was called to fight in the Hurricane Wars, fending off the ayodin menace. He left to fight in the war, leaving the management of the estate and plantation in Jessica's hands.

For years, Sir Henry Black fought in the Hurricane Wars. He gained several honors and fought alongside many of the heroes of Evangless. Many members of the heroic Black family died in the wars, but Henry survived and, with the wars over, came limping home.

But the Hurricane Wars bled into the Evanglessian Civil War, so peace was not in the stars for Sir Henry Black. While Henry was away, Jessica made several deals with her new and powerful friends, friends that knew a war was on the horizon. She offered the funds and powers of the Black family in support of the crimson marshals and the Militarists. When Henry returned, one night over dinner she discussed her plans with her husband.

He solidly forbid it, saying he would never side with the Militarists. He believed in the royal line and would support them through thick or thin. Mrs. Jessica buried her emotion and promptly poisoned him.

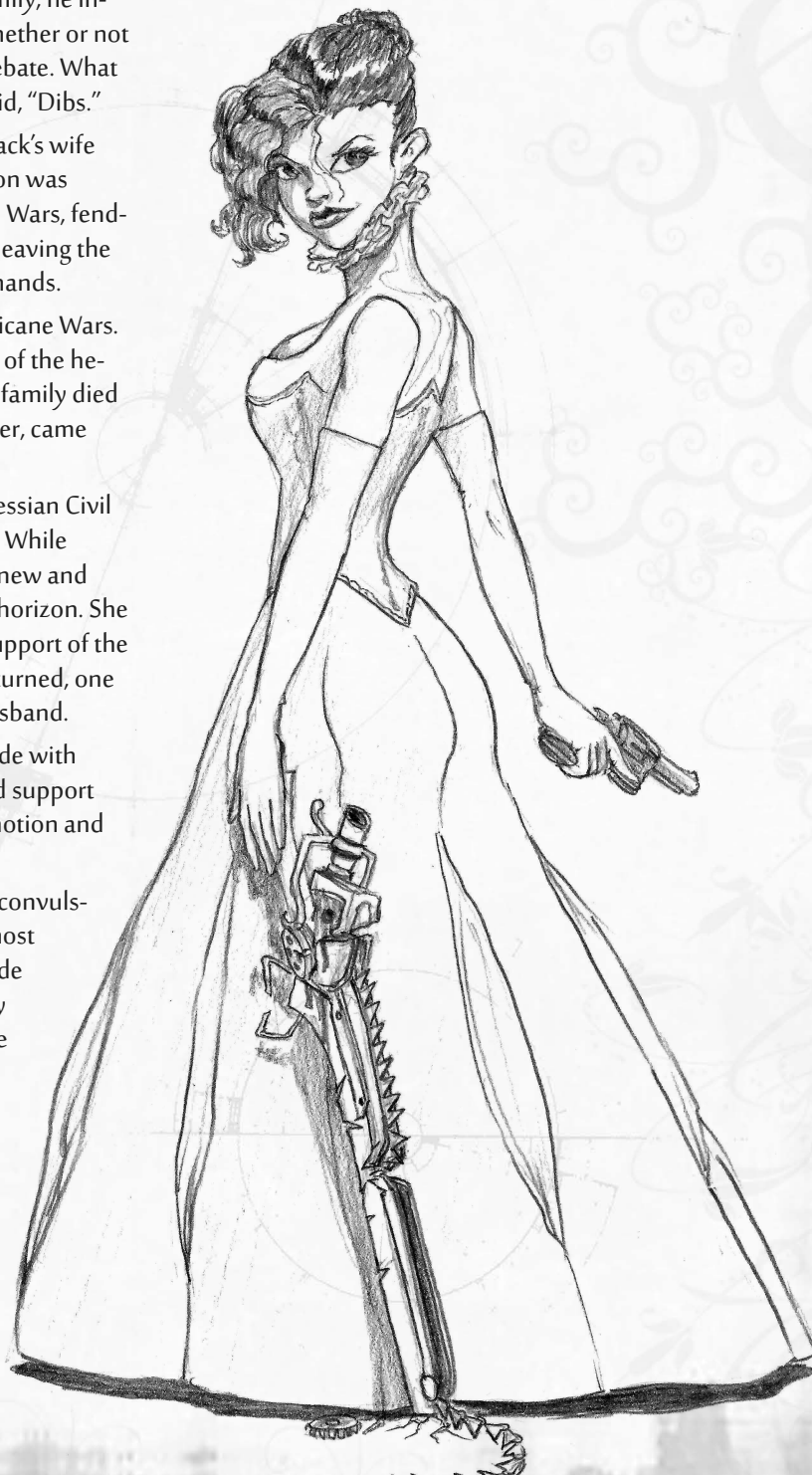
She buried him a little ways into the woods, convulsing and vomiting. Within a few days, she had sold almost every valuable possession of the Black family and made her way off to join the Militarists. Sir Henry just barely survived, digging himself out of a muddy coma. By the time he awoke, Mrs. Black was already gone. Since then, she's learned that he survived. That doesn't stop her from calling herself a widow.

Throughout the Civil War, Jessica lent herself to the many roles she could fill. She worked as a spy, an assassin, and as an entrepreneur, using her wealth to fund several endeavors. She gained many powerful friends, but she was on the losing side of the war. By the end of the war, they were either all dead or had fled into hiding. She followed suit.

Using Jessica in your Games

The want-to-be widow Jessica Black is a woman comfortable being the villain. She is duplicative, charming, and quick-to-kill if the need arises. She's largely been in hiding since the war ended, but she's started coming out and taking part in society more and more recently. Oddly, she's kept her name as her own and refuses to change any part of her identity.

Battle Tactics: Jessica is a fast and deadly assassin. She will attack first, and her poisoned dagger is horribly effective at damaging and stunning her opponents.





Our Special Thanks

All of the support for Tephra's kickstarter has truly blown us away. We want to thank each and every one of you for your contribution and excitement for our game! Below you will find the name of every single person who helped put us here today. They are listed in alphabetical order by first name, and every single one is filled with an overwhelming amount of epic win.

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