

SALUNDRA VON DRAKENBURG



Quotations

'Don't worry, we will fix this.'

'Morr is coming for us all, might as well have a drink!'

'A promise made is a promise kept.'

'FOR DRAKENBURG!'

Who is Salundra?

Salundra is the rebellious daughter of the influential Duke von Drakenberg. She was raised in the military and now seeks her own fortune. She has a matter-of-fact, no-nonsense attitude that disappears entirely when she drinks and reverts to the unruly soldier of her youth. Called 'Sali' by her friends, she lets few know her, fearing betrayal, but bonds for life with those she befriends.

What is she like?

Confident, capable, but somewhat temperamental.

Why play Salundra?

Salundra is the natural leader of the party, and has several significant advantages, including:

- Being a noble, she can access parts of the Ubersreik society other Characters are denied.
- Having trained with a sword since she was strong enough to carry one, she is very skilled in melee combat.
- She has a strong sense of right and wrong, and works hard to do what she feels is the right thing.

DO NOT LOOK INSIDE THIS CHARACTER SHEET UNLESS
YOU ARE THE GM, OR YOU ARE DEFINITELY GOING TO PLAY
SALUNDRA. THERE ARE SECRETS WITHIN!

SALUNDRA VON DRAKENBURG

HUMAN SOLDIER



CHARACTER SHEET
EXPLANATION

CHARACTERISTICS AND SKILLS

Characteristics and Skills are used in Tests to see if succeed or fail at unsure tasks. See the **Tests Reference Sheet** for more on this.

FATE

You can permanently spend a Fate point to become incapacitated instead of being killed, ensuring you survive the rest of the combat *or* you can avoid all damage from one source by spending 1 point. If you spend a Fate Point, your current Fortune Points also drop by 1.

FORTUNE

You can spend a Fortune point to reroll a failed Test *or* add +1 SL to a Test after it is rolled *or* choose when to act in a Round, regardless of Initiative order. At the beginning of each session, your Fortune Points are set at to your current Fate Point level +1 for your Luck Talent.

RESILIENCE

You can spend a Resilience Point to choose a 1d100 result for one of your Tests (even after rolling); this will also automatically win an Opposed Test (if you are in one) by a minimum of +1 SL. If you spend a Resilience Point, your current Resolve Points also drop by 1.

RESOLVE

You can spend a Resolve point to remove 1 Condition from which your Character currently suffers. You can also spend 1 point to ignore the Fear trait, and not be afraid. Lastly, you can spend 1 point to ignore the negative modifiers of any Critical Wound for 1 Round.

WOUNDS

You lose Wounds when hurt. Refer to the **Injury Reference Sheet** for more. You lose Wounds when hurt. Refer to the **Injury Reference Sheet** for more.

CORRUPTION

This shows how corrupt your soul is becoming.

TALENTS

These are your special capabilities. The 'Description' explains what they do.

ARMOUR POINTS AND WEAPONS

There are used in combat to resist damage or harm enemies. Refer to the Combat Reference Sheet for more on how they are used during play.

TRAPPINGS

These are the items your Character is carrying and any rules they may have.

SALUNDRA VON DRAKENBURG
HUMAN SOLDIER

CHARACTERISTICS									
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
49	35	36	43	32	33	28	37	46	28

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
3	4	3	3	15	

BASIC SKILLS		
Athletics	43	Run, jump, and heft
Charm	28	Charm others
Charm Animal	46	Charm animals
Climb	46	Scale surfaces
Cool	56	Keep in control
Consume Alcohol	48	Tolerate alcohol
Dodge	43	Avoid things
Endurance	53	Ignore hardships
Haggle	28	Make a bargain
Intimidate	41	Coerce others
Intuition	32	Read others
Leadership	55	Command others
Lore (Reikland)	55	Know things
Navigation	32	Not get lost
Outdoor Survival	37	Subsist out-of-doors
Perception	32	Spot details
Ride	33	Ride a horse
Stealth	33	Creep around

Talent Name	Description
Luck	+1 Fortune Point
Noble Blood	Are noble, which can help
Read/Write	Can read and write
Savvy	+5 Intelligence (included)
Warrior Born	Weapon Skill is higher

ARMOUR POINTS

01-09	1	10-24	1
Head		Left arm	
25-44	1	(or secondary arm)	
Right arm		45-79	3
(or primary arm)		Body	
90-00	1	80-89	1
Right leg		Left leg	

WEAPONS				
Name	Skill	Range	Damage	Qualities
Sword	62	None	+4	None
Dagger	62	None	+2	None

TRAPPINGS	
Breast Plate	- +2 Armour Point to the Body
Leather Armour	- +1 Armour Point on all Locations
Fabulous Hat	- Everyone comments on it!
Sword	- For hitting foes (see Weapons)
Dagger	- For stabbing foes (see Weapons)
Clothes	- Keep you warm (and decent!)
Uniform	- The livery of a soldier

NOTES

CHARACTER
BACKGROUND

CHARACTER DETAILS	
Age: 23 Height: 6'2" Hair: Dark Brown Eyes: Olive Skin: Tanned	Mother: Duchess Anya von Drakenburg Father: Duke Konstantin von Drakenburg Siblings: 2 Brothers Partners: None Birthplace: Drakenburg, Reikland

MOTIVATION
Read over then circle one of the following three statements to explain what motivates you.
1) Taking command of a tough situations. 2) Helping the downtrodden. 3) Vanquishing the corrupt.
During play, if you do something that matches your Motivation, you can regain +1 spent Resolve point

GROUP TIES
Select 1, some, or all of the following ties to the rest of the group to choose how you wish your Salundra to act.
You would happily drink with Gunnar until Mannslieb fell from the sky. Molli is your best friend in the world, and you will do anything to protect her. You have grown to implicitly trust Ferdinand. You feel personally responsible for Amris's safety. It's important to help Else see there is more to life than Sigmar.

SECRETS
Select 1, some, or all of the following secrets. For each one you choose, you begin with game with an extra 1d10 silver shillings.
You have fought Chaos, but not escape untainted. Gain +3 Corruption. You are a drunk. You must pass a Cool Test not to drink when the option arises. You've an illegitimate child of 6 being raised by the father, Graf Jungfreud. You hate lawyers, and will not engage with them without passing a Cool Test. You were paid to keep Amris away from his father by a secretive third party.

INITIAL WEALTH
You begin the game with 1d10 silver shillings. In addition, you gain an extra +1d10 shillings for every secret you have selected.
1 gold crown = 20 silver shillings = 240 brass pennies

PURSE		
Gold	Silver	Brass



GUNNAR HROLFSSON



Quotations

'Grimnir's Beard!'

'Not worth the risk; I want an honourable death!'

'I've mentioned it before, but there's a tavern over there.'

'AZGARAZ!'

Who is Gunnar?

Gunnar was a jewelsmith before tragedy hit, leaving his daughter and two sons dead. He swore the Slayer oath immediately and has regretted it ever since, though he will never admit it. He now seeks his death in the most honourable fashion he can muster, but frequently lapses into melancholia and drink when he fails, which gets in the way of the fate-filled duty he must complete. He fell in with Salundra after a drunken night in Ubersreik four years ago, and he found he really liked the boisterous captain, for all she was Human. Given his life had little meaning beyond that, and she seems destined for trouble, he decided to stay with her, and is now fiercely protective of her, often treating her more as a daughter than a companion at arms.

What is he like?

Angry, troubled, and belligerent

Why play Gunnar?

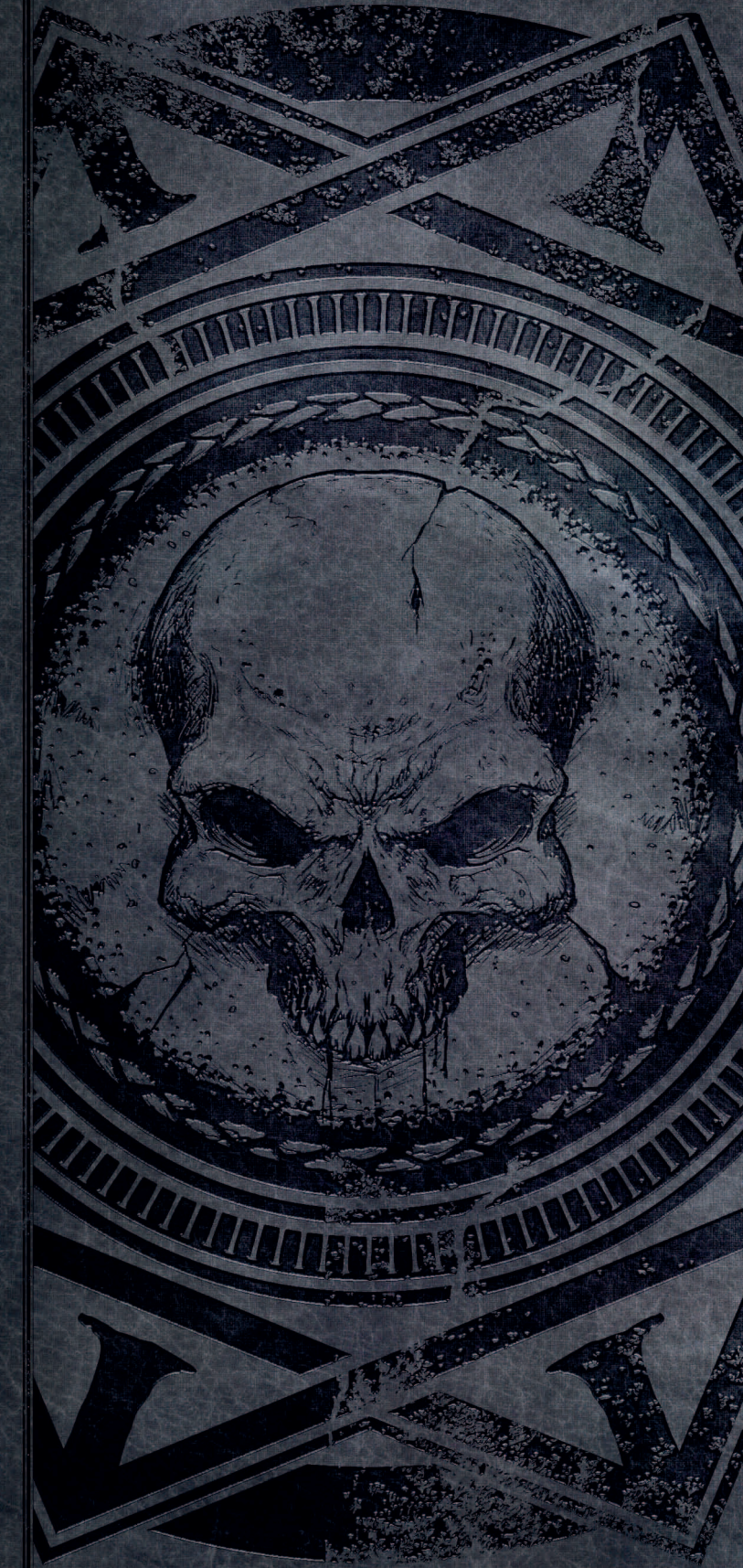
Gunnar is strong, tough, resilient, and quite fearless, as he is desperate to find an enemy worthy of him.

- As a Slayer on a quest to clear a stain on his honour, many give him a wide berth.
- Gunnar is easily the toughest Character, but does lack armour, so be careful.
- Gunner is a very honourable Dwarf, for all he believes he has lost all his honour, making him fun to play.

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GUNNAR. THERE ARE SECRETS WITHIN!

GUNNAR HROLFSSON

DWARF SLAYER



CHARACTER SHEET
EXPLANATION

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RESILIENCE

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RESOLVE

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CORRUPTION

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TALENTS

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ARMOUR POINTS AND WEAPONS

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TRAPPINGS

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GUNNAR HROLFSSON
DWARF SLAYER

CHARACTERISTICS									
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
45	26	38	51	34	23	38	28	52	18

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
1	1	3	3	18	

BASIC SKILLS		
Artisan (Jeweller)	48	Craft jewellery
Athletics	23	Run, jump, and heft
Charm	18	Charm others
Charm Animal	52	Charm animals
Climb	38	Scale surfaces
Cool	67	Keep in control
Consume Alcohol	63	Tolerate alcohol
Dodge	33	Avoid things
Endurance	63	Ignore hardships
Haggle	18	Make a bargain
Heal	38	Heal wounds
Intimidate	43	Coerce others
Intuition	34	Read others
Leadership	18	Command others
Navigation	34	Not get lost
Outdoor Survival	28	Subsist out-of-doors
Perception	34	Spot details
Ride	23	Ride a horse
Stealth	23	Creep around

TALENTS	
Talent Name	Description
Fearless (Everything)	+20 Cool to resist Fear
Night Vision	See up to 20 yards in the dark
Read/Write	Can read and write
Resolute	Cause +1 Damage when you Charge

25-44

0

Right arm
(or primary arm)

01-09

0

Head

10-24

0

Left arm
(or secondary arm)

90-00

0

Right leg

45-79


0

Body

80-89

0

Left leg



WEAPONS				
Name	Skill	Range	Damage	Qualities
Axe	60	None	+4	None
Dagger	60	None	+2	None

TRAPPINGS		
Grease - Keeps your hair up, even in the rain!		
Flask of Spirits - Keeps the chill from your bones		
Tattoos - Showing your devotion to Grinnir		
Axe - For smiting foes (see Weapons)		
Dagger - For stabbing foes (see Weapons)		
Clothes - Keep you warm (and decent!)		

PURSE		
Gold	Silver	Brass

MOTIVATION		
Read over then circle one of the following three statements to explain what motivates you.		
1) Killing an impressive foe. 2) Having a good drink after a hard fight. 3) Proving he has honour.		
During play, if you do something that matches your Motivation, you can regain +1 spent Resolve point		

GROUP TIES		
Select 1, some, or all of the following ties to the rest of the group to choose how you wish Gunnar to act.		
Gunnar will protect Salundra's life with his own, no matter the outcome. He is very fond of Molli, and will go out of his way to ensure she is safe. Maybe it's because he's a witch, but Gunnar just doesn't trust Ferdinand. Amris can jump off a cliff for all Gunnar cares. He's just annoying. Else is his kind of Human: dedicated, devout, and strong.		

SECRETS		
Select 1, some, or all of the following secrets. For each one you choose, you begin with game with an extra 4d10 brass pennies.		
He is hyper ticklish, and secretly loves being tickled. He will never admit this. He loves bad jokes, and must pass a Cool Test to not blurt one at the wrong time. Gunnar has a bad back. Take a <i>Stunned</i> Condition if he is hit in the Body. Gunnar really dislikes artisans of any kind; they remind him of his previous life. He will not let a slight on his honour pass. If such happens, he will resolve it.		

INITIAL WEALTH		
You begin the game with 4d10 brass pennies. You gain an extra +4d10 brass pennies for every secret you have selected.		
1 gold crown = 20 silver shillings = 240 brass pennies		

PURSE		
Gold	Silver	Brass

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PURSE		
Gold	Silver	Brass

CHARACTER
BACKGROUND

CHARACTER DETAILS		
Age: 59 Height: 4'8" Hair: Mid-brown (dyed orange) Eyes: Amber Skin: Ruddy	Mother: Ulnva Harinsdotr Father: Hrolf the Patient Siblings: 1 Brother Partners: Wife and family dead Birthplace: Karak Angaraz, Grey Mountains	

MOTIVATION		
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PURSE		
Gold	Silver	Brass

MOLRELLA BRANDYSNAP



Quotations

'Look, I understand, but my hugs are healing, just you see!'
'I didn't nick it. I just lifted it after someone left it behind!'
'Who're you calling a child? I've been married and had kids!'
'Take that, you lanky git!'

Who is Molli?

Raised in a single-room with her large extended family, Molli's happy, gregarious, fun to be around, and utterly confused by Human morality and concepts of ownership. This lands her in a lot of trouble. Frequently, 'But me winnin' smile will see me through!' Caught by Salundra trying to steal her horse four years ago (it was a long story), Molli has been hanging around the young soldier ever since. Molli and Sali are very close. But, then, Molli is close to everybody.

What is she like?

Utterly joyful, irrepressible, and blithe.

Why play Molli?

Molli is just lovely, a ray of golden sunshine in an otherwise grim and perilous world. Play her because:

- You like the idea of being a free-living, happy Halfling without a care in the world.
- Her lock-picking, Charm, and Intuition can get her into, and out of, most situations.
- Every group needs a peacemaker and a hugger.

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MOLRELLA BRANDYSNAP

HALFLING THIEF



CHARACTER SHEET
EXPLANATION

CHARACTERISTICS AND SKILLS

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RESILIENCE

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RESOLVE

You can spend a Resolve point to remove 1 Condition from which your Character currently suffers. You can also spend 1 point to ignore the Fear trait, and not be afraid. Lastly, you can spend 1 point to ignore the negative modifiers of any Critical Wound for 1 Round.

WOUNDS

You lose Wounds when hurt. Refer to the **Injury Reference Sheet** for more. You lose Wounds when hurt. Refer to the **Injury Reference Sheet** for more.

CORRUPTION

This shows how corrupt your soul is becoming.

TALENTS

These are your special capabilities. The 'Description' explains what they do.

ARMOUR POINTS AND WEAPONS

There are used in combat to resist damage or harm enemies. Refer to the Combat Reference Sheet for more on how they are used during play.

WEAPON QUALITIES

Pummelling: If a Weapon with Pummelling hits opponents in the head, and they are wearing no armour there, they take a *Stunned* Condition.

TRAPPINGS

These are the items your Character is carrying and any rules they may have.

MOLRELLA BRANDYSNAP
HALFLING THIEF

CHARACTERISTICS									
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
23	39	20	32	43	44	46	26	48	50

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
2	3	3	3	10	

BASIC SKILLS		
Athletics	47	Run, jump, and heft
Charm	50	Charm others
Charm Animal	48	Charm animals
Climb	35	Scale surfaces
Cool	58	Keep in control
Consume Alcohol	32	Tolerate alcohol
Dodge	54	Avoid things
Endurance	42	Ignore hardships
Haggle	50	Make a bargain
Intimidate	20	Coerce others
Intuition	53	Read others
Leadership	50	Command others
Navigation	43	Not get lost
Outdoor Survival	26	Subsist out-of-doors
Perception	53	Spot details
Pick Lock	51	Pick locks
Ride	44	Ride a horse
Stealth	54	Creep around

TALENTS	
Talent Name	Description
Night Vision	See up to 20 yards in the dark
Resistance (Chaos)	Auto-pass first Test to resist Chaos
Acute Sense (Taste)	You can taste things imperceptible to others
Luck	+1 Fortune Point
Orientation	Always know where north is

ARMOUR POINTS

25-44
0
Right arm
(or primary arm)

01-09
0
Head

10-24
0
Left arm
(or secondary arm)

90-00
0
Right leg

45-79
1
Body

80-89
0
Left leg

WEAPONS				
Name	Skill	Range	Damage	Qualities
Short Sword	23	None	+3	None
Dagger	23	None	+2	None
Sling	49	60 yards	+6	Pummelling

TRAPPINGS
Dagger - For stabbing (see Weapons)
Healing Draught - Drink to Heal 1d10 Wounds
Leather Jack - +1 Armour Point to the whole body.
Lock Picks - Let you use the Pick Lock Skill
Short Sword - Also for stabbing (see Weapons)
Sling - For shooting (see Weapons)

NOTES

You have 12 bullets for your sling.

CHARACTER
BACKGROUND

CHARACTER DETAILS	
Age: 38 Height: 3'1" Hair: Dark Brown Eyes: Chestnut Skin: Tanned	Mother: Halarnella Brandysnap Father: Fartomeous Brandysnap Siblings: 6 sisters (including a twin) Partners: 3 ex-husbands and wives Birthplace: Altdorf, Reikland

MOTIVATION

Read over then circle one of the following three statements to explain what motivates you.

1) Getting away with doing wrong.
2) Making the dour happy.
3) Finding a new lover.

During play, if you do something that matches your Motivation, you can regain +1 spent Resolve point

GROUP TIES

Select 1, some, or all of the following ties to the rest of the group to choose how you wish Molrella to act.

Molli adores Sali.
Gunnar is just too dour, and clearly needs more tickles.
Molli has taken it as a personal goal to make Ferdinand talk more.
Amris is just weird. Molli can't help staring at him. All the time.
Else needs to visit a brothel and relax. Molli is sure she can be convinced.

SECRETS

Select 1, some, or all of the following secrets. For each one you choose, you begin with game with an extra 1d10 brass pennies

Molli is terrified of fog and mist, suffering a *Fatigued* Condition when in it. If Molli could figure out a way to get Sali to marry her, she would.
Molli hates sleeping alone. Suffer a *Fatigued* Condition for 2 hours after you do.
Molli can't abide bad manners (as she defines them) and always calls them out.
Molli loves a good con, admiring their ingenuity, and does not see them as a crime.

INITIAL WEALTH

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PURSE

Gold	Silver	Brass

FERDINAND GRUBER



Quotations

'...'
'Die.'
'We will fix that'
'I don't talk much? I hadn't noticed.'

Who is Ferdinand?

Gruber is the oldest son of the Baron of Weissbruck, but as he's a wizard, he cannot legally inherit, meaning his wastrel younger brother, Bartolini, is now the Baronet. This once bothered him, but Ferdinand has mellowed over the fifteen years he's been training to be an Amethyst Wizard and is now the epitome of calm. His mother was an acrobat from the famous touring Cuppolalinni Family of Tilea, a marriage that was not well accepted at court, leaving Gruber with a bitter opinion concerning courtiers.

What is he like?

Dour, loyal, and often sarcastic.

Why play Ferdinand?

Ferdinand is a wizard, which means most citizens if the Empire fear him. Play him because:

- You're not too comfortable roleplaying, and would like to play a relatively quiet character.
- Ferdinand is really cool under pressure, and can handle most adventures with aplomb.
- Most importantly, Ferdinand has magic!

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FERDINAND GRUBER

HUMAN WIZARD



CHARACTER SHEET
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ARMOUR POINTS AND WEAPONS

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WEAPON QUALITIES

Damaging: When you Damage an opponent (see the **Combat Reference Sheet**), also add the Unit's die to the total Damage. So, a winning roll of 45 to hit would add an extra +5 Damage, and 38 would add an extra +8 Damage.

MAGIC

For your Action, successfully Test the Language (Magick) Skill to trigger the Effect.

TRAPPINGS

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FERDINAND GRUBER
HUMAN WIZARD

CHARACTERISTICS									
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
42	24	25	28	32	31	27	48	43	23

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
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BASIC SKILLS		
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Dodge	31	Avoid things
Endurance	42	Ignore hardships
Haggle	23	Make a bargain
Heal	32	Heal wounds
Intimidate	25	Coerce others
Intuition	43	Read others
Language (Magick)	61	Cast spells
Leadership	23	Command others
Navigation	32	Not get lost
Outdoor Survival	48	Subsist out-of-doors
Perception	32	Spot details
Ride	31	Ride a horse
Stealth	31	Creep around

TALENTS	
Talent Name	Description
Petty Magic	Can cast simple spells
Read/Write	Can read and write
Savvy	+5 Intelligence (included)
Coolheaded	+5 Willpower (included)

ARMOUR POINTS

WEAPONS				
Name	Skill	Range	Damage	Qualities
Scythe	47	None	+6	Damaging

SPELLS				
Name	Skill	Range	Duration	Effect
Dart	61	43 yards	Instant	Cause a Damage 0 + SL hit
Light	61	You	43 Mins	Creates a purplish light.
Shock	61	Touch	Instant	Inflicts a <i>Stunned</i> Condition.

TRAPPINGS		
Grimoire - Your book of spells		
Wizard uniform - The robes of your College		
Scythe - For reaping (see Weapons)		
6 Sheets of Parchment - For writing on		
Quill and ink - For writing with		

NOTES	

CHARACTER
BACKGROUND

CHARACTER DETAILS	
Age: 27 Height: 6'3" Hair: None! Eyes: Brown Skin: Dark	Mother: Dolores Gruber Father: Barhold Gruber Siblings: 2 Brothers, 1 Sister Partners: None Birthplace: Weissbruck, Reikland

MOTIVATION
Read over then circle one of the following three statements to explain what motivates you.
1) Protecting Salundra. 2) Using humour to diffuse a situation. 3) Stopping Undead.
During play, if you do something that matches your Motivation, you can regain +1 spent Resolve point

GROUP TIES
Select 1, some, or all of the following ties to the rest of the group to choose how you wish Ferdinand to act.
Ferdinand will protect Salundra's life with his own, no matter the outcome. He likes sleeping with Molli (just sleeping), and finds her snuggles comforting. Ferdinand enjoys long quiet drinks with Gunnar. Amris fascinates him. Ferdinand wants to know all about the Elf's homelands. Else is reliable and strong. Ferdinand likes her a lot, and puts stock in her words.

SECRETS
Select 1, some, or all of the following secrets. For each one you choose, begin the game with an extra 6d10 brass pennies.
Ferdinand was hired by Salundra's father to protect her. Rats, mice, and vermin of all kinds cause Fear in Ferdinand (ask the GM). Ferdinand really dislikes Courtiers (not including Sali, obviously). Ferdinand refuses to harm an Entertainer (his mother's profession). Magic has taken its toll on Ferdinand's soul. Gain +3 Corruption.

INITIAL WEALTH
You begin the game with 6d10 brass pennies. You gain an extra +6d10 brass pennies for every secret you have selected.
1 gold crown = 20 silver shillings = 240 brass pennies

PURSE		
Gold	Silver	Brass



AMRIS EMBERFELL



Quotations

'You live there? In that... den? My, you're very brave.'
'What's Cothique like? Caliethar. Well, it's less... disordered.'
But, that building was built just ten years ago!
'Caledorianathys Aqshinthia!'

Who is Amris?

Amris's father is a Merchant Prince of Cothique, and he wants Amris to follow in his footsteps, but Amris has absolutely no desire to do this at all. Because Amris is in love. With Humanity. In the short two-score years he's been in Altdorf he's been both appalled and delighted by just how much has changed. From top to bottom, the Empire is an evershifting, chaotic source of utter bewilderment, and Amris adores it. He made a deal with Sali last year – she'd break him out of his father's compound if he'd help her in a job to steal a brooch from his cousin. Well, that just sounded too exciting to turn down. Yes, he might be on the run; and, yes, his father might view Sali as a thief and a kidnapper; but is there really anything wrong with that?

What is he like?

Young, naïve, and ferociously intelligent

Why play Amris?

Amris is an Elf with a sharp mind and a mysterious past. Play him if:

- You want to play something quite different and quite alien from the rest of the party.
- You like the idea of an all-round capable Character that relies less on luck and rerolls and more on Skill.
- You like Elves.

DO NOT LOOK INSIDE THIS CHARACTER SHEET UNLESS YOU
ARE THE GM, OR YOU ARE DEFINITELY GOING TO PLAY AMRIS.
THERE ARE SECRETS WITHIN!

AMRIS EMBERFELL HIGH ELF MERCHANT



CHARACTER SHEET
EXPLANATION

CHARACTERISTICS AND SKILLS

Characteristics and Skills are used in Tests to see if succeed or fail at unsure tasks. See the **Tests Reference Sheet** for more on this.

FATE

You can permanently spend a Fate point to become incapacitated instead of being killed, ensuring you survive the rest of the combat *or* you can avoid all damage from one source by spending 1 point. If you spend a Fate Point, your current Fortune Points also drop by 1.

FORTUNE

You can spend a Fortune point to reroll a failed Test *or* add +1 SL to a Test after it is rolled *or* choose when to act in a Round, regardless of Initiative order. At the beginning of each session, your Fortune Points are set at to your current Fate Point level +1 for your Luck Talent.

RESILIENCE

You can spend a Resilience Point to choose a 1d100 result for one of your Tests (even after rolling); this will also automatically win an Opposed Test (if you are in one) by a minimum of +1 SL. If you spend a Resilience Point, your current Resolve Points also drop by 1.

RESOLVE

You can spend a Resolve point to remove 1 Condition from which your Character currently suffers. You can also spend 1 point to ignore the Fear trait, and not be afraid. Lastly, you can spend 1 point to ignore the negative modifiers of any Critical Wound for 1 Round.

WOUNDS

You lose Wounds when hurt. Refer to the **Injury Reference Sheet** for more. You lose Wounds when hurt. Refer to the **Injury Reference Sheet** for more.

CORRUPTION

This shows how corrupt your soul is becoming.

TALENTS

These are your special capabilities. The 'Description' explains what they do.

ARMOUR POINTS AND WEAPONS

There are used in combat to resist damage or harm enemies. Refer to the Combat Reference Sheet for more on how they are used during play.

TRAPPINGS

These are the items your Character is carrying and any rules they may have.

AMRIS EMBERFELL
HIGH ELF MERCHANT

CHARACTERISTICS									
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
48	42	28	28	56	48	47	60	43	41

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
1	1	1	1	10	

BASIC SKILLS		
Animal Care	60	Care for Animals
Athletics	48	Run, jump, and heft
Charm	51	Charm others
Charm Animal	53	Charm animals
Climb	28	Scale surfaces
Cool	48	Keep in control
Consume Alcohol	38	Tolerate alcohol
Dodge	48	Avoid things
Endurance	28	Ignore hardships
Haggle	48	Make a bargain
Intimidate	28	Coerce others
Intuition	56	Read others
Leadership	46	Command others
Navigation	61	Not get lost
Outdoor Survival	60	Subsist out-of-doors
Perception	61	Spot details
Ride	48	Ride a horse
Stealth	48	Creep around

Talent Name	Description
Acute Sense (Vision)	See things others do not
Sixth Sense	Ignore Surprise with a Simple Intuition Test
Night Vision	Can see 40 yards in the dark
Read/Write	Can read and write

01-09
0
Head

25-44
0
Right arm
(or primary arm)

90-00
2
Right leg

10-24
0
Left arm
(or secondary arm)

45-79
2
Body

80-89
2
Left leg

WEAPONS				
Name	Skill	Range	Damage	Qualities
Sword	53	None	+4	None
Dagger	53	None	+2	None

TRAPPINGS	
Dagger	- To stab with (see Weapons)
Healing Draught	- Drink to Heal 1d10 Wounds
High Elf Clothing	- It's fine and silky
Scale Hauberk	- +2 Armour Points on Body and Legs
Sword	- Also to stab with (see Weapons)

NOTES

CHARACTER
BACKGROUND

CHARACTER DETAILS	
Age: 98 Height: 6'5" Hair: Blond Eyes: Amber and Brown Skin: Creamy	Mother: Princess Imryth Emberfell Father: Alantha Goldcrest Siblings: 1 Sister Partners: None Birthplace: Avethir, Caledor

MOTIVATION
Read over then circle one of the following three statements to explain what motivates you.
1) Learn a fascinating new fact about Humanity. 2) Find a new book of esoteric Human lore. 3) Escape your father's pursuers.
During play, if you do something that matches your Motivation, you can regain +1 spent Resolve point

GROUP TIES
Select 1, some, or all of the following ties to the rest of the group to choose how you wish Amris to act.
Amris is enthralled by Salundra's drive and changeable moods. Amris loves Molli like a little sister, which she seems happy with. Gunnar is so sad. Amris wants him to be happy. He'll need to try harder. Ferdinand is like a child scrabbling in the muck; an utterly compelling study. Else is so cold and unfeeling that he finds it hard to communicate with her.

SECRETS
Select 1, some, or all of the following secrets. For each one you choose, begin the game with an extra 2d10 silver shillings..
Amris's mother, a princess from Caledor, is gravely ill. Amris is the heir. In truth, Amris cares little for Humanity; it's mostly an act. Gain +3 Corruption. Amris is fascinated by the Asrai, Wood Elves, and is keen to study them. Amris is also a spy for his mother, and is keeping tabs on Humanity. Amris is fascinated by fire, and must pass a Cool Test not to stare.

INITIAL WEALTH		
You begin the game with 2d10 silver shillings. You gain an extra +2d10 silver shillings for every secret you have selected.		
1 gold crown = 20 silver shillings = 240 brass pennies		

PURSE		
Gold	Silver	Brass

ELSE SIGLOBEN



Quotations

'In the name of Sigmar, you are found wanting.'

'What? No, no, I wasn't looking at Amris.'

'I will serve the Empire as my mother did before me.'

'SIGMAR PRESERVE US!'

Who is Else?

Else is dedicated to Sigmar. Nothing else. Her mother was a Witch Hunter and instilled in her the importance of the work. First hand. Else will never forget the burnings she witnessed as a child. Or the screams. She'll do anything to avoid a world where those screams are common-place. So, she burns the weak to preserve the Empire. Because Else is dedicated to Sigmar. Nothing else.

What is she like?

Quiet, dedicated, and iron-willed.

Why play Else?

Else shoots her way out of most problems, bellowing to Sigmar, god of the Empire, as she does so.

- If you want to play a strong-willed Character who does not back down.
- But does use her expensive pistols to resolve most situations in Sigmar's good name.
- A very strong all-rounder with potentially complicated emotional depth.

DO NOT LOOK INSIDE THIS CHARACTER SHEET UNLESS YOU
ARE THE GM, OR YOU ARE DEFINITELY GOING TO PLAY ELSE.
THERE ARE SECRETS WITHIN!

ELSE SIGLOBEN HUMAN WITCH HUNTER



CHARACTER SHEET
EXPLANATION

CHARACTERISTICS AND SKILLS

Characteristics and Skills are used in Tests to see if succeed or fail at unsure tasks. See the **Tests Reference Sheet** for more on this.

FATE

You can permanently spend a Fate point to become incapacitated instead of being killed, ensuring you survive the rest of the combat *or* you can avoid all damage from one source by spending 1 point. If you spend a Fate Point, your current Fortune Points also drop by 1.

FORTUNE

You can spend a Fortune point to reroll a failed Test *or* add +1 SL to a Test after it is rolled *or* choose when to act in a Round, regardless of Initiative order. At the beginning of each session, your Fortune Points are set at to your current Fate Point level +1 for your Luck Talent.

RESILIENCE

You can spend a Resilience Point to choose a 1d100 result for one of your Tests (even after rolling); this will also automatically win an Opposed Test (if you are in one) by a minimum of +1 SL. If you spend a Resilience Point, your current Resolve Points also drop by 1.

RESOLVE

You can spend a Resolve point to remove 1 Condition from which your Character currently suffers. You can also spend 1 point to ignore the Fear trait, and not be afraid. Lastly, you can spend 1 point to ignore the negative modifiers of any Critical Wound for 1 Round.

WOUNDS

You lose Wounds when hurt. Refer to the **Injury Reference Sheet** for more. You lose Wounds when hurt. Refer to the **Injury Reference Sheet** for more.

CORRUPTION

This shows how corrupt your soul is becoming.

TALENTS

These are your special capabilities. The 'Description' explains what they do.

ARMOUR POINTS AND WEAPONS

There are used in combat to resist damage or harm enemies. Refer to the Combat Reference Sheet for more on how they are used during play.

WEAPON QUALITIES

Damaging: When you Damage an opponent (see the **Combat Reference Sheet**), also add the Unit's die to the total Damage. So, a winning roll of 45 to hit would add an extra +5 Damage, and 38 would add an extra +8 Damage.
Impale. Any of your rolls ending in a 0, such as 10, 20, 30, 40, you have scored a Critical Hit, as explained on the **Injury Reference Sheet**.
Penetrating: The weapon ignores the first point of Armour when causing Damage.
Pistol: You can use the ranged weapon as a Melee weapon.
Reload 1: You must pass a Ballistic Skill Test with +1 SL to reload a Pistol (see the **Tests Reference Sheet** for more on this).

TRAPPINGS

These are the items your Character is carrying and any rules they may have.

ELSE SIGLOBEN
HUMAN WITCH HUNTER

CHARACTERISTICS									
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
42	48	32	45	29	28	24	33	48	26

FATE	FORTUNE	RESILIENCE	RESOLVE	WOUNDS	CORRUPTION
2	2	4	4	15	

BASIC SKILLS		
Athletics	28	Run, jump, and heft
Charm	31	Charm others
Charm Animal	48	Charm animals
Climb	32	Scale surfaces
Cool	55	Keep in control
Consume Alcohol	35	Tolerate alcohol
Dodge	28	Avoid things
Endurance	45	Ignore hardships
Haggle	31	Make a bargain
Heal	33	Heal wounds
Intimidate	45	Coerce others
Intuition	34	Read others
Leadership	34	Command others
Navigation	29	Not get lost
Outdoor Survival	38	Subsist out-of-doors
Perception	43	Spot details
Ride	28	Ride a horse
Stealth	28	Creep around

TALENTS	
Talent Name	Description
Resolute	+1 Damage when Charging into Combat
Night Vision	Can see into 20 yards of darkness
Coolheaded	+5 Willpower (included)
Read/Write	Can read and write

ARMOUR POINTS

01-09
1
Head

10-24
1
Left arm
(or secondary arm)

25-44
1
Right arm
(or primary arm)

45-79
3
Body

90-00
1
Right leg

80-89
1
Left leg

WEAPONS				
Name	Skill	Range	Damage	Qualities
Pistol (x2)	56	20 yards	+8	Damaging, Impale, Penetrating, Pistol, Reload 1
Dagger	42	None	+2	None
Sword	42	None	+4	None

TRAPPINGS
Breast Plate - +2 Armour Points to the chest
Dagger - For stabbing (see Weapons)
Light Armour - +1 Armour Points to all Hit Locations
Pistol - For shooting (see Weapons)
Spare Pistol - Fire again without reloading
Sword - For stabbing (see Weapons)

NOTES
Powder and shot for 12 shots from her pistols.

CHARACTER
BACKGROUND

CHARACTER DETAILS	
Age: 26 Height: 5'11" Hair: Dark Brown Eyes: Black Skin: Pale	Mother: Gerlinde Sigloben Father: Zenechar Trott Siblings: 8 half-brothers and sisters Partners: None Birthplace: Havelfurt, Reikland

MOTIVATION
Read over then circle one of the following three statements to explain what motivates you.
1) Ending heretics. 2) Finding love. 3) Binding the folk of the Empire together into a greater whole.
During play, if you do something that matches your Motivation, you can regain +1 spent Resolve point

GROUP TIES
Select 1, some, or all of the following ties to the rest of the group to choose how you wish Else to act.
Respects Salundra, her noble blood, and her noble goals. Just not the drinking. The Dwarfs were allies of Sigmar, and Else wants to be the best ally to Gunnar. Molli is skilled. That is the only thing good to say about her. Ferdinand, a witch, needs be watched at all times for signs of corruption. Amris. Else's weakspot. She is head-over heels in love with him. And it's breaking her.

SECRETS
Select 1, some, or all of the following secrets. For each one you choose, begin the game with an extra 1d10 brass pennies
Else has taken to flogging herself to purge her impure thoughts. Start each day with 1 <i>Fatigued</i> Condition that lasts 2 hours. Else dreams of Amris nightly, obsessively, needfully. Gain 3 Corruption points. You will not attack any Elves. You have grown attached to them. You like killing heretics a little too much. Gain 3 Corruption points. You are over pious. You will donate 10% of all moneys made to Sigmar's temples.

INITIAL WEALTH		
You begin the game with 1d10 brass pennies. In addition, you gain an extra +1d10 brass pennies for every secret you have selected.		
1 gold crown = 20 silver shillings = 240 brass pennies		

PURSE		
Gold	Silver	Brass