

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

TALENTS

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
Head

25-44
1
Right arm
(or primary arm)

10-24
1
Left arm
(or secondary arm)

45-79
3
Body

90-00
1
Right leg

80-89
1
Left leg

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

WEAPONS

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

NOTES

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

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

0

Body

80-89

0

Left leg



TRAPPINGS

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

WEAPONS

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

NOTES

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

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)

WEAPONS

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

NOTES

You have 12 bullets for your sling.

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
3	3	3	3	10	

BASIC SKILLS

Athletics	31	Run, jump, and heft
Charm	23	Charm others
Charm Animal	43	Charm animals
Climb	25	Scale surfaces
Cool	63	Keep in control
Consume Alcohol	35	Tolerate alcohol
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



01-09
0
Head

25-44
0
Right arm
(or primary arm)

10-24
0
Left arm
(or secondary arm)

45-79
0
Body

90-00
0
Right leg

80-89
0
Left leg

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

WEAPONS

Name	Skill	Range	Damage	Qualities
Scythe	47	None	+6	Damaging

NOTES

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.

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

TALENTS

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

ARMOUR POINTS

01-09

0

Head

10-24

0

Left arm
(or secondary arm)



25-44

0

Right arm
(or primary arm)

45-79

2

Body

90-00

2

Right leg

80-89

2

Left leg

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)

WEAPONS

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

NOTES

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

25-44
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Right arm
(or primary arm)

90-00
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Right leg

10-24
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Left arm
(or secondary arm)

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3
Body

80-89
1
Left leg

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)

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

NOTES

Powder and shot for 12 shots from her pistols.