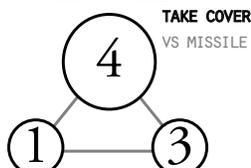


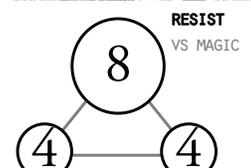
COMMON NAME DELTRA
 TRUE NAME DELTREANATH
 SEX, AGE, RACE FEMALE, 24, HUMAN
 THE PARTY

WITS



KNOWLEDGE	CUNNING
ALCHEMY \triangle	DECEPTION \blacktriangle
CRAFT \triangle	SCROUNGE \triangle
MEDICINE \triangle	TRACKING \triangle
QUERY \triangle	TRAPS \triangle

RESOLVE

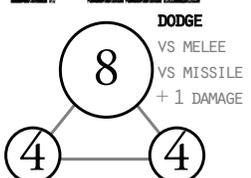


PRESENCE	WILLPOWER
BEAST KEN \triangle	MANA POINTS
CHARM \triangle	$\circ \circ \circ \circ \circ$
MENACE \triangle	$\circ \circ \circ \circ \bullet$
PERFORMANCE \triangle	$\bullet \bullet \bullet \bullet \bullet$

APPEARANCE QUALITIES

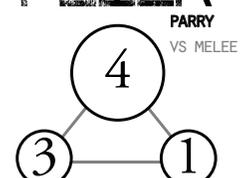
BUILD	PETITE
EYES	BLUE, LAZY-EYED
HAIR	BLONDE, BRAIDHAWK
SKIN	FAIR, FRECKLED

SPEED



AGILITY	DEXTERITY
ACROBATICS \blacktriangle	FIRED MISSILE \blacktriangle
ATHLETICS \triangle	LOCK PICKING \triangle
ESCAPE ARTISTRY \blacktriangle	PRECISE MELEE \triangle
STEALTH \triangle	SLEIGHT OF HAND \blacktriangle

POWER



STRENGTH	ENDURANCE
BRUTE MELEE \triangle	HEALTH POINTS
FEAT OF STRENGTH \triangle	$\circ \circ \circ \circ \circ$
THROWN MISSILE \blacktriangle	$\circ \bullet \bullet \bullet \bullet \bullet$
UNARMED MELEE \triangle	$\bullet \bullet \bullet \bullet \bullet$

PERSONALITY QUALITIES

DESIRES	WEALTH, A QUIET LIFE
FEARS	BETRAYAL
TENDS TO	WAKE UP SCREAMING
USED TO	BE DIRT POOR

\circ CRITICAL WOUND / WEAK POISON -1 HP IF MOVE AND ACT
 \bullet MORTAL WOUND / STRONG POISON -1 HP PER TURN

TALENTS & SPELLS

INNOCENT (DECEPTION AND SLEIGHT OF HAND IGNORE 1 BOTCH, SOMETIMES).

SNIPER (FIRED MISSILE AND THROWN MISSILE IGNORE 1 BOTCH).

SPIDER (ACROBATICS AND ESCAPE ARTISTRY IGNORE 1 BOTCH).

GLAMOUR (3 MP, UNOPPOSED CHALLENGING, BECOME SOMEONE ELSE FOR A SCENE).

CHAMELEON (3 MP, OPPOSED, MAGICAL STEALTH IN PLAIN SIGHT).

SHARE SIGHT (1 MP, SHARE ONE'S VISION WITH ONE WHOSE TRUE NAME IS KNOWN).

TRADEMARK WEAPON: CROSSBOW

RULES DAMAGE + 2, FIRED MISSILE, RANGED, SLOW RELOAD, TWO-HANDED

QUALITIES DISTRACTING FEATURE (LOOKING GLASS), DWARVEN MAKE, STRIKING STORAGE (CASE APPEARS TO BE A WHICKER BASKET).

TRADEMARK OUTFIT: DRESS

RULES INNOCUOUS

QUALITIES GENERIC, SHODDY (CRUDE MENDING)

EQUIPMENT, CONSUMABLES, AND LOOT

CLOAK

INFILTRATION TOOLS

TORCH

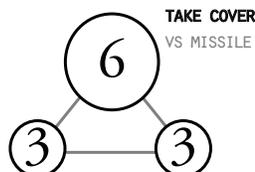
CHANGES OF CLOTHING (ADULT MALE TUNIC, SMALL CHILD'S DRESS)

DAGGER (BALANCED, CONCEALABLE, DIRTY, DAMAGE 0, LIGHT, MELEE, PRECISE MELEE, SHORT, THROWN MISSILE)

STRAW DOLL, COIL OF YARN, IMMACULATE PAIR OF SLIPPERS

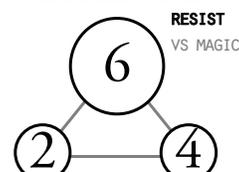
COMMON NAME	DANERYCK
TRUE NAME	MORIKHAN
SEX, AGE, RACE	MALE, 41, DWARF
THE PARTY	

WITS



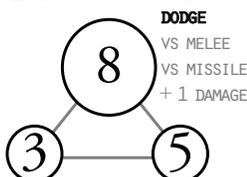
KNOWLEDGE		CUNNING	
ALCHEMY	▲	DECEPTION	△
CRAFT	△	SCROUNGE	△
MEDICINE	△	TRACKING	△
QUERY	△	TRAPS	△

RESOLVE



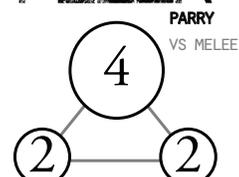
PRESENCE		WILLPOWER	
BEAST KEN	△	MANA POINTS	
CHARM	△		○○○○○○
MENACE	△		○○○○●●
PERFORMANCE	△		●●●●●●

SPEED



AGILITY		DEXTERITY	
ACROBATICS	△	FIRED MISSILE	△
ATHLETICS	△	LOCK PICKING	△
ESCAPE ARTISTRY	△	PRECISE MELEE	▲
STEALTH	△	SLEIGHT OF HAND	△

POWER



STRENGTH		ENDURANCE	
BRUTE MELEE	△	HEALTH POINTS	
FEAT OF STRENGTH	△		○○○○○○
THROWN MISSILE	△		○○●●●●
UNARMED MELEE	△		●●●●●●

APPEARANCE QUALITIES	
BUILD	BARREL-CHESTED
EYES	DETERMINED
HAIR	SHORT, BLACK
SKIN	LEATHERY, TATTOOED

PERSONALITY QUALITIES	
DESIRES	POWER
FEARS	GHOSTS, FAILURE
TENDS TO	CURSE, BROOD
USED TO	HAVE A TITLE

TALENTS & SPELLS	
BLOODLETTER (PRECISE MELEE IGNORES 1 BOTCH).	
SMUGGLER (HIDE A SMALL THING ON PERSON, IMPOSSIBLE TO FIND).	
ASSASSIN (ALCHEMY IGNORES 1 BOTCH WHEN MAKING POISONS).	
SHARD WARP (5 MP, UNOPPOSED OF VARYING DIFFICULTY, TRAVEL THROUGH SHARDS).	
SHADOW CACHE (3 MP, UNOPPOSED TRIVIAL, STORE OBJECTS IN SHADOWS).	
DISSEMBLE (1 MP, OPPOSED, ENCRYPT FACES).	

○ CRITICAL WOUND / WEAK POISON -1 HP IF MOVE AND ACT	○ MORTAL WOUND / STRONG POISON -1 HP PER TURN
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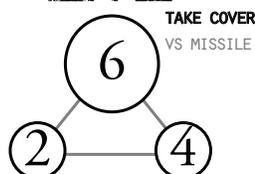
TRADEMARK WEAPON: DAGGER	
RULES	BALANCED, CONCEALABLE, DIRTY, DAMAGE 0, LIGHT, MELEE, PRECISE MELEE, SHORT, THROWN MISSILE
QUALITIES	DISTRACTING FEATURE (FLAT SQUARE TIP), DWARVEN MAKE

TRADEMARK OUTFIT: LEATHER ARMOR	
RULES	LIGHT DEFLECTION
QUALITIES	GENERIC, HUMAN MAKE (STYLED LIKE A TRENCH COAT), SHODDY

EQUIPMENT, CONSUMABLES, AND LOOT	
BUCKLER (BLOCK ANY MELEE)	
CLOAK	
TORCH	
WALKING LAB (ALLOWS ALCHEMY ANYWHERE)	
BOW (DAMAGE 0, FIRED MISSILE, RANGED, TWO-HANDED)	
EMPTY JOURNAL, MYSTERIOUS LOCK OF HAIR, RING ON A NECKLACE	

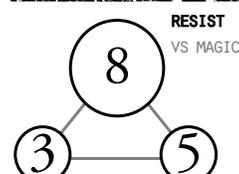
COMMON NAME	ROOK
TRUE NAME	TANASSAH
SEX, AGE, RACE	FEMALE, 39, HUMAN
THE PARTY	

WITS



KNOWLEDGE		CUNNING	
ALCHEMY	△	DECEPTION	▲
CRAFT	△	SCROUNGE	△
MEDICINE	△	TRACKING	△
QUERY	△	TRAPS	△

RESOLVE

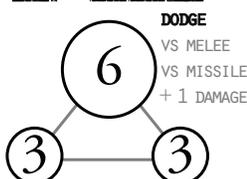


PRESENCE		WILLPOWER	
BEAST KEN	△	MANA POINTS	
CHARM	▲		○○○○○○
MENACE	△		○○○○○○
PERFORMANCE	△		●●●●●●

APPEARANCE QUALITIES

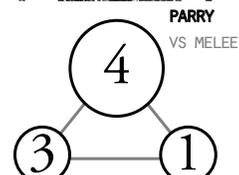
BUILD	LITHE
EYES	BROWN, HYPNOTIC
HAIR	BRUNETTE, SHELLACKED
SKIN	PALE, SHINY

SPEED



AGILITY		DEXTERITY	
ACROBATICS	△	FIRED MISSILE	△
ATHLETICS	△	LOCK PICKING	△
ESCAPE ARTISTRY	△	PRECISE MELEE	△
STEALTH	△	SLEIGHT OF HAND	△

POWER



STRENGTH		ENDURANCE	
BRUTE MELEE	△	HEALTH POINTS	
FEAT OF STRENGTH	△		○○○○○○
THROWN MISSILE	△		○●●●●●
UNARMED MELEE	△		●●●●●●

PERSONALITY QUALITIES

DESIRES	ORDER
FEARS	NOBILITY, SOMA
TENDS TO	FLIRT, HOARD
USED TO	BE A CONSTABLE

TALENTS & SPELLS

- LIAR (DECEPTION IGNORES 1 BOTCH)
- ATTRACTIVE (CHARM IGNORES 1 BOTCH SOMETIMES).
- MIND READ (3 MP, OPPOSED, ACCESS A TARGET'S MEMORIES).
- PSYCHOMETRY (3 MP, UNOPPOSED OF VARYING DIFFICULTY, ACCESS AN OBJECT'S MEMORIES).
- MAZE (3 MP, UNOPPOSED OF VARYING DIFFICULTY, ENCRYPT PORTALS/PASSAGES).
- ASTRAL EYES (1 MP, UNOPPOSED TRIVIAL, SENSE MAGIC AND HIDDEN EVIDENCE).
- TRACER (1 MP, UNOPPOSED OF VARYING DIFFICULTY, GEOLOCATE SHARDNETS).

○ CRITICAL WOUND / WEAK POISON	○ MORTAL WOUND / STRONG POISON
-1 HP IF MOVE AND ACT	-1 HP PER TURN

TRADEMARK WEAPON: CLUB ("PERSUASION")

RULES	BALANCED, BRUTE MELEE, CONCEALABLE, DIRTY, DAMAGE 0, SHORT, THROWN MISSILE
QUALITIES	ELVEN MAKE (CURVED, WITH A BALL ON TOP), NAMED

TRADEMARK OUTFIT: BRIGANDINE

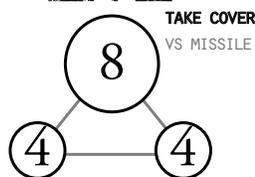
RULES	LIGHT DEFLECTION
QUALITIES	DWARVEN MAKE (OBSIDIAN STUDS), RISQUÉ (BACKLESS)

EQUIPMENT, CONSUMABLES, AND LOOT

- LANTERN STAFF
- CLOAK
- TORCH
- CRYPTOMANCER'S KIT
- FIRE BOMB, ACID BOMB
- READING CANDLE, CADAVER SKETCHES, ABACUS, SACHEL OF COAL DUST

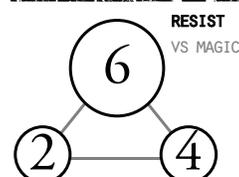
COMMON NAME	THANNER
TRUE NAME	HECKERAN
SEX, AGE, RACE	MALE, 29, HUMAN
THE PARTY	

WITS



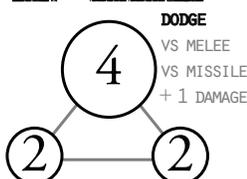
KNOWLEDGE		CUNNING	
ALCHEMY	▲	DECEPTION	△
CRAFT	▲	SCROUNGE	△
MEDICINE	▲	TRACKING	▲
QUERY	△	TRAPS	△

RESOLVE



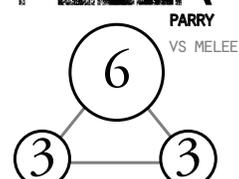
PRESENCE		WILLPOWER	
BEAST KEN	▲	MANA POINTS	
CHARM	△	○○○○○○	
MENACE	△	○○○○●●	
PERFORMANCE	▲	●●●●●●	

SPEED



AGILITY		DEXTERITY	
ACROBATICS	△	FIRED MISSILE	△
ATHLETICS	△	LOCK PICKING	△
ESCAPE ARTISTRY	△	PRECISE MELEE	△
STEALTH	△	SLEIGHT OF HAND	△

POWER



STRENGTH		ENDURANCE	
BRUTE MELEE	△	HEALTH POINTS	
FEAT OF STRENGTH	△	○○○○○○	
THROWN MISSILE	△	○○○○●●	
UNARMED MELEE	△	●●●●●●	

APPEARANCE QUALITIES

BUILD	BROAD-SHOULDERED, STATUESQUE
EYES	GREEN, PIERCING
HAIR	SHAVED
SKIN	DARK, DUSTY

PERSONALITY QUALITIES

DESIRES	MEN, JUSTICE
FEARS	CONFINEMENT
TENDS TO	LOSE HIS TEMPER
USED TO	HAVE A PARTNER

TALENTS & SPELLS

VALOROUS (SACRIFICE SELF TO HIT THAT WOULD REDUCE AN ALLY TO 0 OR LESS HP).

HEALER (MEDICINE IGNORES 1 BOTCH, ALCHEMY IGNORES 1 BOTCH WHEN DEALING WITH HEALING POTIONS AND ANTIDOTES).

HUNTER (BEAST KEN AND TRACKING IGNORE 1 BOTCH).

HEALING HANDS (3 MP, UNOPPOSED CHALLENGING, RESTORES SOME HP).

STASIS (1 MP, UNOPPOSED CHALLENGING, SLOWS THE EFFECTS OF POISONS/TOXINS).

ARTISAN (CRAFT IGNORES 1 BOTCH, PERFORMANCE IGNORES 1 BOTCH FOR WORKS OF ART).

○ CRITICAL WOUND / WEAK POISON

-1 HP IF MOVE AND ACT

○ MORTAL WOUND / STRONG POISON

-1 HP PER TURN

TRADEMARK WEAPON: SWORD

RULES BRUTE MELEE, DAMAGE + 1, MELEE, SHORT

QUALITIES HUMAN MAKE, REFLECTIVE

TRADEMARK OUTFIT: SCALE ARMOR

RULES ENDURANCE REQUIREMENT 3, HEAVY DEFLECTION, MAX AGILITY 4

QUALITIES PREVIOUS OWNER (DEAD LOVER), STORIED (A LEGENDARY SMITHS LAST WORK).

EQUIPMENT, CONSUMABLES, AND LOOT

KITE SHIELD (BLOCK MELEE/MISSILE, DEFEND OTHERS)

CLOAK

TORCH

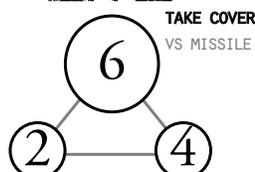
MEDICINE BAG (ALLOWS STABILIZATION)

SLING (DAMAGE -1, FIRED MISSILE, RANGED)

OUTDATED MAPS, PRAYER BEADS, COLLAPSIBLE FISHING POLE

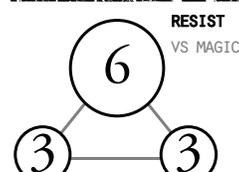
COMMON NAME	AHKA
TRUE NAME	BIANKETTA
SEX, AGE, RACE	FEMALE, 63, ELF
THE PARTY	

WITS



KNOWLEDGE		CUNNING	
ALCHEMY	△	DECEPTION	△
CRAFT	△	SCROUNGE	△
MEDICINE	△	TRACKING	△
QUERY	△	TRAPS	△

RESOLVE



PRESENCE		WILLPOWER	
BEAST KEN	△	MANA POINTS	
CHARM	△		○○○○○○
MENACE	△		○○○○●●
PERFORMANCE	△		●●●●●●

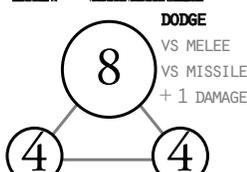
APPEARANCE QUALITIES

BUILD	SINEWY
EYES	GREEN
HAIR	RED, DREADLOCKED
SKIN	DIRTY, TAUT

PERSONALITY QUALITIES

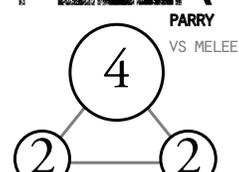
DESIRES	ANARCHY, HELPING THE NEEDY
FEARS	PEASANTS, DWARVES
TENDS TO	STEAL, FALL IN LOVE
USED TO	BE A SOLDIER

SPEED



AGILITY		DEXTERITY	
ACROBATICS	△	FIRED MISSILE	△
ATHLETICS	△	LOCK PICKING	△
ESCAPE ARTISTRY	△	PRECISE MELEE	△
STEALTH	△	SLEIGHT OF HAND	△

POWER



STRENGTH		ENDURANCE	
BRUTE MELEE	△	HEALTH POINTS	
FEAT OF STRENGTH	△		○○○○○○
THROWN MISSILE	△		○○●●●●
UNARMED MELEE	△		●●●●●●

TALENTS & SPELLS

- DEATH FROM ABOVE (ADD ACROBATICS SUCCESSES TO ATTACK WHEN FALLING).
- POLEVAULTER (CAN MAKE IMPOSSIBLE JUMPS IF EQUIPPED WITH STAFF/SPEAR).
- WHISPERER (HAS A FAMILIAR, A GOBLIN NAMED "DIRT").
- MESSENGER (DELIVER SMALL OBJECT TO PERSON WHOSE TRUE NAME IS KNOWN).
- BLOOM BLESSING (AREA OF EFFECT SPELL, EFFECTS DEPEND ON FLORA COMMANDED).
-CREATE CALM, CREATE CLOUD OF DEBRIS, SMOTHER FIRES.
- SWARM SONG (AREA OF EFFECT SPELL, EFFECTS DEPEND ON VERMIN COMMANDED).
-MAKE LIGHT, MAKE NOISE, DETECT MAGIC.
- WARNING GLYPH (SET MAGICAL TRAP THAT DETECTS TRESPASSERS).

○ CRITICAL WOUND / WEAK POISON	○ MORTAL WOUND / STRONG POISON
-1 HP IF MOVE AND ACT	-1 HP PER TURN

TRADEMARK WEAPON: SPEAR

RULES	BALANCED, CUMBERSOME, DAMAGE + 1, MELEE, PRECISE MELEE, THROWN MISSILE, TWO-HANDED
QUALITIES	PRECIOUS (CARVED OF STUNNING BLOOD-RED OAK)

TRADEMARK OUTFIT: LEATHER ARMOR

RULES	LIGHT DEFLECTION
QUALITIES	DISTRACTING FEATURE (HAY PADDING PROTRUDES FROM PLATES), ELVEN MAKE (PURPLE CARAPACE BRACERS AND SHIN GUARDS).

EQUIPMENT, CONSUMABLES, AND LOOT

- CLOAK
- TORCH
- CLIMBING GEAR (CAN SET RIGGING FOR OTHERS TO CLIMB)
- CROSSBOW (DAMAGE + 2, FIRED MISSILE, RANGED, SLOW RELOAD, TWO-HANDED).
- BAG OF RAT JERKY (FOR DIRT), DECK OF CARDS, POUCH OF TOBACCO