

Name: _____

Race: Human Profession: Soldier

Affiliation: Cygnaran 3rd Commando

Attributes:

Agility d8

Spirit d6

Smarts d6

Strength d6

Vigor d6

Derived Stats:

Charisma -0-

Pace 8

Toughness 7 (2)

Parry 6

Hindrances:

Enemy, Loyal, Quirk

Edges:

Commando, Fleet-Footed

Skills:

Notice d6

Stealth d8+2

Shooting d8

Survival d8+2

Fighting d6

Throwing d6

Equipment:

Woodlands Garb (tan and green shirt and trousers, jacket, boots, belt, hat)

Leather and Chain Vest (+2 Toughness)

Longsword d6+d8

Dagger d6+d4

Throwing Axe d6+d6

Longbow 2d8

30 arrows in quiver

Shoulder Pouch

assorted adventuring gear

Enemy (Major Hindrance)

The character has a recurring nemesis of some sort.

Loyal (Minor Hindrance)

The hero tries to never betray or disappoint his friends.

Quirk (Minor Hindrance)

The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame.

Commando (Edge)

Requirements: Novice, Agility d8+, Notice d6+, Stealth d8+, Survival d8+. Commandos are skilled in covert operations and trained to infiltrate and survive behind enemy lines. They receive a +2 bonus to Stealth and Survival rolls. They also gain a +2 bonus to any Notice roll against an enemy attempting to use Stealth.

Fleet-Footed (Edge)

Requirements: Novice, Agility d6+. +2 Pace, d10 running die instead of d6.

Fatigue -1 -2 INC -3 -2 -1 Wounds

Name: _____
Race: Human Profession: Gun Mage
Affiliation: None

Attributes:

Agility d8 Spirit d4
Smarts d8 Strength d6
Vigor d6

Derived Stats:

Charisma -0- Pace 6
Toughness 6 (1) Parry 4

Hindrances:

Enemy, Loyal, Quirk

Edges:

Arcane Background (Magic), Gun Mage, Pistoleer

Powers:

Bolt, Blinding Flash, Obscure
Power Points (10)

Skills:

Spellcasting d8 Notice d6
Knowledge (Glyphs) d6 Stealth d6
Fighting d4 Shooting d8
Knowledge (Craft: Small Arms) d6

Equipment:

Traveling Garb (white shirt, brown trousers, scarf,
boots, belt with holsters, red sash (under belt), hat)
Leather Buff Coat (+1 Toughness)
Two (2) Mage-Lock Pistol 2d6
60 “shots” for pistols
Longsword d6+d8
Dagger d6+d4
Shoulder Pouch
assorted adventuring gear

Fatigue -1 -2 INC -3 -2 -1 Wounds

Enemy (Major Hindrance)

The character has a recurring nemesis of some sort.

Loyal (Minor Hindrance)

The hero tries to never betray or disappoint his friends.

Quirk (Minor Hindrance)

The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame.

Arcane Background (Magic)

Allows access to magical powers

Gun Mage (Edge)

Requirements: Novice, Arcane Background (Magic), Spellcasting d6+, Smarts d6+, Knowledge (Glyph Magic) d6+, Shooting d6+.
See description.

Pistoleer

Requirements: Novice, Shooting d6+, Knowledge (Craft: Small Arms) d4+, may not have All Thumbs Hindrance. May move and reload pistols with no penalty (normally this suffers a multi-action penalty of -2), and not required to make a Repair or Craft (Small Arms) roll to reload a pistol. The character must still roll Repair or Craft (Small Arms) to reload rifles or artillery pieces.

Name: _____

Race: Human Profession: Wizard

Affiliation: Mages Guild

Attributes:

Agility d6 Spirit d6
Smarts d10 Strength d4
Vigor d4

Derived Stats:

Charisma -0- Pace 6
Toughness 5 (1) Parry 4

Hindrances:

Enemy, Loyal, Quirk

Edges:

Arcane Background (Magic), Wizard, Educated

Powers:

Bolt, Bless, Light
Power Points (10)

Skills:

Spellcasting d8 Fighting d4
Knowledge (Arcana) d10 Throwing d6
Knowledge (History) d8
Knowledge (Iron Kingdoms) d8

Equipment:

Wizard Garb (shirt and trousers, over-robe, scarf,
boots, belt, orange sash (under belt), hat)
Leather Vest (+1 Toughness)
Staff d4+d6
Dagger d4+d4
Shoulder Pouch
assorted adventuring gear

Enemy (Major Hindrance)

The character has a recurring nemesis of some sort.

Loyal (Minor Hindrance)

The hero tries to never betray or disappoint his friends.

Quirk (Minor Hindrance)

The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame.

Arcane Background (Magic)

Allows access to magical powers

Wizard (Edge)

Requirements: Novice, Arcane Background (Magic), Spellcasting d6+, Smarts d6+, Knowledge (Arcana) d8+. Each Spellcasting raise reduces cost of spell by 1 point.

Educated (Edge)

Requirements: Novice, Smarts d8+. The character has attended one of the Universities in the Iron Kingdoms, and completed one or more courses of study. Each time this Edge is taken, the character may do one of the following: Increase any three Knowledge skills that are currently equal to or less than the character's Smarts one level; increase any two Knowledge skills that are currently higher than the character's Smarts one level; or gain any two Knowledge skills at d4 each

Fatigue -1 -2 INC -3 -2 -1 Wounds

Name: _____
Race: Human Profession: "Gentleman"
Affiliation: Corvis Thieves Guild

Attributes:

Agility d8
Spirit d8
Smarts d6
Strength d6
Vigor d4

Derived Stats:

Charisma -0- Pace 6
Toughness 5 (1) Parry 5

Hindrances:

Enemy, Loyal, Quirk

Edges:

Thief, Acrobat

Skills:

Climb d6+2 Stealth d8+2
Lockpick d6+2 Throwing d8
Fighting d4 Streetwise d6
Taunt d6

Equipment:

City Garb (nondescript shirt and trousers, patched jacket, soft boots, belt, stylish hat with feather)
Leather Vest (+1 Toughness)
Longsword d6+d8
Throwing Daggers (7) d6+d4
Lockpicks
Shoulder Pouch
assorted adventuring gear

Enemy (Major Hindrance)

The character has a recurring nemesis of some sort.

Loyal (Minor Hindrance)

The hero tries to never betray or disappoint his friends.

Quirk (Minor Hindrance)

The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame.

Thief (Edge)

Requirements: Novice, Agility d8+, Climb d6+, Lockpick d6+, Stealth d8+. +2 to Climb, Lockpick, Stealth, and rolls made to trick or deceive, detecting or disarming traps.

Acrobat (Edge)

Requirements: Novice, Agility d8+, Strength d6+. +2 to Agility tricks. +1 to Parry if unencumbered.

Fatigue -1 -2 INC -3 -2 -1 Wounds

Name: _____
Race: Human Profession: Woodsman
Affiliation: None

Enemy (Major Hindrance)
The character has a recurring nemesis of some sort.

Attributes:

Agility d8
Spirit d6
Smarts d8
Strength d6
Vigor d6

Loyal (Minor Hindrance)
The hero tries to never betray or disappoint his friends.

Quirk (Minor Hindrance)
The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame.

Derived Stats:

Charisma -0- Pace 6
Toughness 6 (1) Parry 5

Hindrances:

Enemy, Loyal, Quirk

Woodsman (Edge)

Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+.
+2 to Tracking, Survival and Stealth while in the Wilderness.

Edges:

Woodsman

Skills:

Survival d8+2 Stealth d6+2
Tracking d8+2 Notice d6
Fighting d6 Shooting d6
Guts d4

Equipment:

Woodlands Garb (mottled green shirt and trousers, jacket, boots, belt, hat)
Leather Vest (+1 Toughness)
Longsword d6+d8
Dagger d6+d4
Longbow 2d8
30 arrows in quiver
Shoulder Pouch
assorted adventuring gear

Fatigue -1 -2 INC -3 -2 -1 Wounds

Name: _____
Race: Wood Elf Profession: Woodsman
Affiliation: Land of Ios

Attributes:

Agility d8
Spirit d8
Smarts d8
Strength d6
Vigor d4

Derived Stats:

Charisma -0- Pace 6
Toughness 6 (1) Parry 5

Hindrances:

Enemy, Loyal, Quirk, All Thumbs (Wood Elf)

Edges:

Elf, Woodsman

Skills:

Survival d8+2 Stealth d6+2
Tracking d8+2 Notice d6
Fighting d4 Shooting d8
Guts d4

Equipment:

Elven Garb (leafy green shirt and trousers, jacket, soft boots, well-crafted belt, hat)
Elven Leather Vest (+1 Toughness)
Elven Longsword d6+d8
Elven Dagger d6+d4
Elven Longbow 2d8
45 arrows in quiver
Shoulder Pouch
assorted adventuring gear

Enemy (Major Hindrance)

The character has a recurring nemesis of some sort.

Loyal (Minor Hindrance)

The hero tries to never betray or disappoint his friends.

Quirk (Minor Hindrance)

The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame.

All Thumbs (Racial Minor Hindrance)

-2 to Repair. Roll of 1 on a mechanical device causes malfunction.

Wood Elf

Elves start with a d6 in Agility. Elves have Low Light Vision and ignore attack penalties for Dim or Dark lighting. Wood Elves have the All Thumbs Hindrance.

Woodsman (Edge)

Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+.
+2 to Tracking, Survival and Stealth while in the Wilderness.

Fatigue -1 -2 INC -3 -2 -1 Wounds

Name: _____

Race: Halfling Profession: Bard

Affiliation: Caspian Players Guild

Attributes:

Agility d8

Spirit d8

Smarts d8

Strength d4

Vigor d6

Derived Stats:

Charisma -0-

Pace 6

Toughness 5 (1)

Parry 5

Hindrances:

Enemy, Loyal, Quirk

Edges:

Halfling, Luck

Skills:

Perform d8

Stealth d4

Taunt d4

Notice d6

Fighting d4

Throwing d8

Knowledge (Bardic Lore) d6

Swim d4

Boating d4

Equipment:

Bardic Garb (colorful shirt, jacket and trousers, wide belt, hat)

Leather Vest (+1 Toughness)

Short Sword d4+d6

Throwing Daggers (8) d4+d4

Musical Instrument (flute, bagpipes or fiddle)

Shoulder Pouch

assorted adventuring gear

Enemy (Major Hindrance)

The character has a recurring nemesis of some sort.

Loyal (Minor Hindrance)

The hero tries to never betray or disappoint his friends.

Quirk (Minor Hindrance)

The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame.

Halfling

Halflings start with a d6 in Spirit and draw an additional Bennie per game session. Since Halflings are short (3 feet tall average), they are less tough (-1 to Toughness).

Luck (Edge)

Requirements: Novice.
+1 Bennie per game session.

Fatigue -1 -2 INC -3 -2 -1 Wounds