

SKILLS

- Climbing d4
- Fighting d6
- Perception d8
- Stealth d4
- Shooting d6
- Survival d6
- Tracking d6

+1 Skill Point

KATAKUMBAS

HINDRANCES and BACKGROUND

A skilled woodsman and hawk-eyed archer.

- + One Major
- + Two Minor

NAME

CONCEPT
Hunter

RACE
Hyperborean

STAR SIGN

PACE

15

CHARISMA

+0

RANK

AGILITY

d8

VIGOR

d6

TOUGHNESS

6 (1)

DARRY

5

edges and SPECIAL ABILITIES

+ Hawk Eye (if he gets the Aim bonus, he deals Perception+d6 damage with his bow).

SMARTS

d8

STRENGTH

d6

SPIRIT

d6

GEAR and heirlooms

+Bow (Damage: 2d6, Range: 12/24/48)

+ Dagger (Str+d4, Range: 3/6/30)

+ Black Arrow (grants the No Mercy Edge when used, can be recovered)

+ Bear Skin (counts as light armor (+1), +1 to Vigor rolls to resist cold)

+ Bear Trap (placed with a Survival roll, opposed by the Stealth of the victim. deals 2d8+2 damage to the victim's leg)

+ Quiver (20 arrows)

+ Dried Meat

+ Backpack

+100 Ceos

Languages: Biro Biro, Hyperborean, Laitian, Lhome, Vendramino.

quiver

20



POWER POINTS

-1

-2

MORT

SIN

-1

-2

INC

FATIGUE

-1

-2

-3

INC

WOUNDS

ENCUMBRANCE

SKILLS

- Climbing d6
- Fighting d6
- Notice d6
- Stealth d6
- Throwing d6

KATAKUMBAS

HINDRANCES and BACKGROUND

An acrobat and juggler, very skilled in his art.

- + One Major
- + Two Minor

NAME

CONCEPT
Juggler

RACE
Dom

STAR SIGN

PACE

15

CHARISMA

+0

RANK

AGILITY

d8

VIGOR

d6

TOUGHNESS

5

DARRY

6

edges and SPECIAL ABILITIES

SMARTS

d6

STRENGTH

d6

GEAR and HEIRLOOMS

SPIRIT

d6

+ Circus (Acrobat)

+ Circus (Juggler - if unencumbered can throw *Improvised Weapons* with no penalty, can throw two items per round with no penalty but cannot Aim)

+ Dagger (Str+d4, Range: 3/6/30)

+ 10 juggler's balls (Str+2, Range: 4/8/16)

+ 3 silver juggler's balls (Str+2, Range: 4/8/16, double damage to undead)

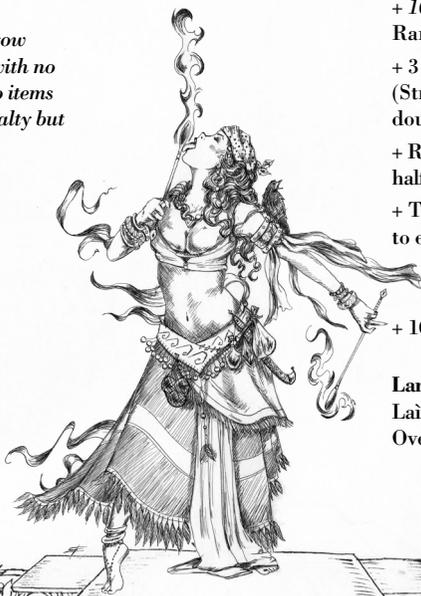
+ Removable stilts (2 yards tall, half Pace when using them)

+ Talking blackbird (ready to escape: it has the Danger Sense Edge)

+ Dried meat

+ 100 Ceos

Languages: Hyperborean, Laitian, Lenga Doma, Overseas Tongue.



-1

-2

MORT

SIN

-1

-2

INC

FATIGUE

POWER POINTS

QUIVER

ENCUMBRANCE

-1

-2

-3

INC

WOUNDS

SKILLS

Fighting d8
 Intimidation d6
 Notice d6
 Persuasion d6
 Riding d8

+ 3 Skill Points

KATAKUMBAS

NAME

CONCEPT
Paladin Absolute

RACE
 Hyperborean

STAR SIGN

HINDRANCES and BACKGROUND

A heroic Knight, moved by an unwavering sense of honor, and eager to do glorious deeds. If he succeeds, his name will live forever in songs and legends.

- + Code of Honor (Knight)
- + Two Minor

PACE

15

CHARISMA

+ 2

edges and SPECIAL ABILITIES

- + Knight of Laitia (+2 Charisma, extra gear)

-1

-2

MORT

SIN

-1

-2

INC

FATIGUE

POWER POINTS

RANK

AGILITY

d8

SMARTS

d6

SPIRIT

d6

VIGOR

d6

STRENGTH

d8

EXPERIENCE

TOUGHNESS

7 (2)

DARRY

7

GEAR and HEIRLOOMS

- + Knight lance (Str+d8, Reach 2, AP 2, Fragile d8)
- + Long sword (Str+d8)
- + Medium armor (+2)
- + Shield with coat-of-arms (+1 Parry, +2 Toughness vs ranged attacks, noble shield: +2 Charisma)
- + Helm (+3, 50% to protect from head attacks)
- + Warhorse (Henchman)
- + Dried flower (from a beloved lady, +1 to Spirit rolls or can be crushed for a one-use Sortes)
- + Dried meat
- + 50 Ceos

Languages: Hyperborean, Laitian, Murias, Vendramino

-1

-2

-3

INC

WOUNDS

QUIVER

ENCUMBRANCE



SKILLS

- Faith d8
- Fighting d6
- Knowledge (Religion) d8
- Notice d6
- Persuasion d8
- +2 Skill Points

KATAKUMBAS

HINDRANCES and BACKGROUND

A sly and wise friar, wandering the lands of Laitia to bring the words of the Timeless Lord to the people.

NAME

CONCEPT
Preacher

RACE
New People (Dom)

STAR SIGN

- + Vow (Preacher)
- + Two Minor

PACE

15

CHARISMA

+0

RANK

AGILITY

d6

VIGOR

d6

TOUGHNESS

5

DARRY

5

Edges and SPECIAL ABILITIES

SMARTS

d8

STRENGTH

d4

SPIRIT

d8

GEAR and HEIRLOOMS

+Arcane Background (Miracles)

+Silver Tongue (+2 to Persuasion rolls, can use Persuasion for Tests of Will)

Powers: Healing (*rub saliva on wounds, praying*).

+ Pilgrim's staff (Str+d4, Reach 1+1 Parry, 2 hands, Chestnut wood made: +1 to Vigor roll)

+ Dagger (Str+d4, Range: 3/6/12)

+ Tau cross

+ Rough-woven robe

+ Scroll of eternal rest (contains a prayer to prevent the dead rising as undead, if recited at funerals, with a Faith (-2) roll the monk permanently gains 1 PP, max once per session)

+ Backpack

Languages: All (due to the Silver Tongue Edge).



-1

-2

MORT

SIN

-1

-2

INC

FATIGUE

POWER POINTS

3

QUIVER

ENCUMBRANCE

-1

-2

-3

INC

WOUNDS