Character Name	NOCE	RESTON	Player	's Name
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	1.	GOALS	Ex	perience
\	2.		7	,
	3.			
			Dice from.	
	Favorite Use	Marks SKILLS	Marks Nature	 Nurture
		Academics		
		Athletics		
		Craft		
		Deceit		
		Endurance		
Personal Motto:		Evasion		
		Fighting		
		Negotiation		
		Observation		
TRAITS TRAITS		Presence Questioning		
Body d Speed d		Shooting		
Mind d Will d		Supernatural		
	7.7	Tactics		
Nature d Nurture d Nurture		Vehicles		
	(One Mark = d4, Two Mar	rks = d6, Three Marks = d8, Four Marks = d10,	Five Marks = d12, Six Marks	s = d12, d4, etc.
BATTLE BE		% 6.776 %		
21/14	!	GIFTS (
Initiative Dodge Defense	Name			Recharge?
Speed Dice & Mind Dice Speed Dice & Evasion Dice		te Dying, Dead, Unconscious on self; reduce Ove		Rest _
Stride Dash Scramble Run	Personality:	(X to claim a bonus d12 on one	appropriate roll)	Rest
d Charles Char	Nature			
One One-half Speed Speed Dice Body + Speed + Dash	Nature Nurture			
Main Attack Attack Dice	Nurture			
Threat? Effect	11417417			
Block? Yes / No				
Backup Attack Attack Dice				
Threat? Effect				
Block? Yes / No				
Soak (Body Dice) Outfit (and Bonus, if any)				
DAMAGE				
any = Reeling d8 concealment penalty				_
1 = Hurt				
3 = Injured +1 future Damage on you				_
4 = Dying				
6 = Overkilled Allies Near you become Panick	ed			



Focus and Wait ... or Take Any Two Actions — Aim for bonus d8 vs. one target • Attack • Control a vehicle • Dash to Reach, Close, Near, Short Range • Guard for bonus d8 vs. all attacks • Put away a weapon • Rally a friend using Will & Tactics Dice • Ready a weapon • Recharge an Action Gift • Recover from Reeling • Reload • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

Bugbear



GOALS

Player's Name



Personal Motto: "Magic is just science I don't know yet!"



Body d 4 Mind d 8 Nature d 6 Nurture d 8

Will d 6

Goblin

Wizard

1.	Experience
2.	
3.	

				Dice from	1
Favorite Use	Marks	SKILLS	Marks	Nature	Nurture
	//	Academics	d6		48
		Athletics			
		Craft			
	111	Deceit	48	d6	
		Endurance			
	//	Evasion	d6	d6	
		Fighting			
		Negotiation		d6	
		Observation			48
	1	Presence	d4		
		Questioning			
		Shooting			
	/	Supernatural	44		d8
		Tactics			
		Vehicles			

(One Mark = d4, Two Marks = d6, Three Marks = d8, Four Marks = d10, Five Marks = d12, Six Marks = d12, d4, etc.)

Initiative Dodge Defense d8, d6 **2d6** Speed Dice & Mind Dice Speed Dice & Evasion Dice Stride Dash Scramble Run 1 3 d6 13 One One-half Speed +1 if Body>Speed Speed Dice Body + Speed + Dash

Main Attack Attack Dice

Words of Bewildering @ Short 3d8,d6,d

Threat? No Effect

Block? Yes (No) Vs. Group's Lowest Rolle

Backup Attack Attack Dice

Cane Sword @ Close d8, d6, d4

Threat? Close Effect

\$24

Damage +1 Block? (Yes) No

Outfit (and Bonus, if any) Soak (Body Dice)

Magician's (Magic d8)

DAMAGE

any = Re	eling 🔲	d8 concealment penalty
1 = H	urt	+1 future Damage on you
2 = Pan	icked _	can't Attack or Rally
Z = Ini	herm	1 future Damage on wou

get first aid! Dying Dead

Do you have a Combat Save? 6 = Overkilled Allies Near you become Panicked



GIFTS



	Name	Recharge?
	Combat Save (X to negate Dying, Dead, Unconscious on self; reduce Overkilled to Dying)	Rest
	Personality: Abrasive (X to claim a bonus d12 on one appropriate roll)	Rest _
	Nature Mocking (bonus d12 to "Taunt" stunt)	×
ed	Nature Trickery (bonus d12 to "Trick" stunt)	
	Nurture Luck (X to re-roll one die two times, take best of 3)	Chapter 🗌
14	Nurture Mumbling (x to use magic spells)	Chapter 🔲
	Non-Logical Thought (X to change fate!)	Chapter 🔲
er	Ally (Tudmire, Typical Goblin Gambler)	
	Research (bonus d12 to book research)	
14		
-1		
3)		
ed		



Focus and Wait ... or Take Any Two Actions — Aim for bonus d8 vs. one target • Attack • Control a vehicle • Dash to Reach, Close, Near, Short Range • Guard for bonus d8 vs. all attacks • Put away a weapon • Rally a friend using Will & Tactics Dice • Ready a weapon • Recharge an Action Gift • Recover from Reeling • Reload • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling Riley



GOALS



Player's Name

			:	Dice from	,
Favorite Use	Marks	SKILLS	Marks	Nature	Nurture
		Academics			
	//	Athletics	d6		
		Craft			
		Deceit			
		Endurance			
	//	Evasion	d6		d6
		Fighting		48	46
		Negotiation			
	1	Observation	d4	48	
	1	Presence		48	
		Questioning	44		
	111	Shooting	48		46
		Supernatural			
		Tactics			
		Vehicles			

(One Mark = d4, Two Marks = d6, Three Marks = d8, Four Marks = d10, Five Marks = d12, Six Marks = d12, d4, etc.)



Personal Motto: "Every day brings a new contest."



TRAITS TRAITS



Body d 6 Speed d 8 Mind d 4 Will d 6

Nature d 8 Nurture d 6

Patchwork

Guerilla



d12, d8, d4 **2d6** Speed Dice & Mind Dice Speed Dice & Evasion Dice Stride Dash Scramble Run

1 d8 18 One-half Speed +1 if Body>Speed One Speed Dice Body + Speed + Dash

Main Attack Attack Dice

Long Bow @ Very Long 2d8, 2d6

Threat? No

Block? Yes No

Damage +2

Backup Attack Attack Dice

Punch @ Close

2d8, 2d6

Threat? No

Damage +0 Block? Yes No

Outfit (and Bonus, if any)

Leather (Armor d6)



,		
any = Re	eeling _	d8 concealment penalty
1 = I	Iurt 🔲	+1 future Damage on you
2 = Par	nicked _	can't Attack or Rally
3 = In	iured	+1 future Damage on you

4 = Dying get first aid! Do you have a Combat Save? 5 = Dead 6 = Overkilled Allies Near you become Panicked

MONEY



· (-)		GIFTS (
	Name	Re	charge?
	Combat Sa	ve (X to negate Dying, Dead, Unconscious on self; reduce Overkilled to Dying)	Rest 🔲
	Personality	y: Jogful (X to claim a bonus d12 on one appropriate roll)	Rest 🔲
	Nature	Bestial Nature (ignore concealment at Near Range)	M
ed	Nature	Danger Sense (bonus d12 to Initiative or to observe danger)	X
	Nurture	Dodge (bonus d8 to dodge attacks)	M
6	Nurture	Veteran (aim or guard for d12 bonus, not d8)	X
		Bow Combat (when you ready or reload a bow, you're also aiming)	N N
		Favor Bonus with Shooting (Roll any ones? Roll a bonus d12!)	X
		Bravery (X to negate Panicked) Ac	tion 🔲
ò			
)			
d			

Focus and Wait ... or Take Any Two Actions — Aim for bonus d8 vs. one target • Attack • Control a vehicle • Dash to Reach, Close, Near, Short Range • Guard for bonus d8 vs. all attacks • Put away a weapon • Rally a friend using Will & Tactics Dice • Ready a weapon • Recharge an Action Gift • Recover from Reeling • Reload • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

Martin Manchester



Pl	layer	's P	lame

Recharge?

Rest

Rest __

Chapter _

Chapter __

GOALS



				Dice from	1
Favorite Use	Marks	SKILLS	Marks	Nature	Nurture
		Academics			
		Athletics			
		Craft			
		Deceit			d4
	//	Endurance	d6		
		Evasion			
	1	Fighting	d4		
	///	Negotiation	48	48	
		Observation			44
	//	Presence	d6		d4
		Questioning		48	
	1	Shooting	44		
		Supernatural			
		Tactics		48	
		Vehicles			

(One Mark = d4, Two Marks = d6, Three Marks = d8, Four Marks = d10, Five Marks = d12, Six Marks = d12, d4, etc.)

GIFTS 1

Trade: Stage Magician (d12 bonus to perform magic on stage)

Insider with President Roosevelt (bonus d12 to influence)

(X to claim a bonus d12 on one appropriate roll)

Combat Save (X to negate Dying, Dead, Unconscious on self; reduce Overkilled to Dying)

Low Profile (bonus d12 to look inconspicious)

Luck (X to re-roll one die two times, take best of 3)

Team Player (assist bonus is d12, not d8)

Non-Logical Thought (x to change fate!)

Disbelief (bonus d12 to resist magic)



Personal Motto: "Don't lose hope, not now, not ever."



TRAITS TRAITS



Body d 6 Mind d 6

Human

Speed d 6 Will d 8

Nature d 8 Nurture d 4

Performer



BATTLE (S)



Personality: Idealistic

Nature

Nature Nurture

Nurture

Initiative 2d6		Dodge Defense		
Speed Dice & Mind Dice		Speed Dice & Evasion Dice		
Stride	Dash	Scramble	Run	
1	3	d6	15	
One	One-half Speed +1 if Body>Speed	Speed Dice	Body + Speed + Dash	

Main Attack Attack Dice

Service Revolver @ Medium 2d6, d4

Threat? Close Effect

Block? Yes No

Damage +2

Backup Attack Attack Dice

Punch @ Close 2d6, d4

Threat? No

Damage +0 Block? Yes No

Outfit (and Bonus, if any)

Do you have a Combat Save? **6** = **Overkilled** Allies Near you become Panicked

Dead

\$12

Showy (Entertain d8)



any =	Reeling	d8 concealment penalty
1 =	Hurt	☐ +1 future Damage on you
2 = 3	Panicked	an't Attack or Rally
3 =	Injured	☐ +1 future Damage on you
4 =	Dring	det finet aid





Focus and Wait or Take Any Two Actions — Aim for bonus d8 vs. one target • Attack • Control a
vehicle • Dash to Reach, Close, Near, Short Range • Guard for bonus d8 vs. all attacks • Put away a weapon •
Rally a friend using Will & Tactics Dice • Ready a weapon • Recharge an Action Gift • Recover from Reeling •
Reload • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

Maga



Player's Name

GOALS



Personal Motto: "As the last of my line, I will keep my family



Mind d 4

Speed d 6 Will d 6 Nature d 8 Nurture d 8

Dragon-Bride

Warrior

	Dia fran	
3.		
2.		
1.	Experience	

		0111110	:	Dice from	
Favorite Use	Marks	SKILLS	Marks	Nature	Nurture
		Academics			
	11	Athletics	d6	48	
		Craft			
		Deceit			
		Endurance			
		Evasion		48	
	111	Fighting	48		d8
		Negotiation			
	1	Observation	44		
	//	Presence	d6		
		Questioning			
		Shooting			48
		Supernatural			
	/	Tactics	d4	48	48
		Vehicles			

(One Mark = d4, Two Marks = d6, Three Marks = d8, Four Marks = d10, Five Marks = d12, Six Marks = d12, d4, etc.)

Initiative d12, d6, d4 Speed Dice & Mind Dice

Stride Dash

1 3 One-half Speed +1 if Body>Speed One

d8, d6 Speed Dice & Evasion Dice Scramble Run

Dodge Defense

d6 15 Speed Dice Body + Speed + Dash

Main Attack Attack Dice

Lainneinine Sword @ Close 348, 346

Threat? Close Effect

Block? (Yes) No Damage +1 Slaying

Backup Attack Attack Dice

Nanogene Bow @ Very Long d8, 2d6, d4

Threat? _ No Effect

Block? Yes (No) Damage +1 Slaying

Soak (Body Dice) Outfit (and Bonus, if any)

2d6 Dragon-Bride (Armor 3de

DAMAGE

any = Reeling d8 concealment penalty +1 future Damage on you 1 = Hurt 2 = Panicked acan't Attack or Rally

Dying get first aid!

Dead Do you have a Combat Save? 6 = Overkilled Allies Near you become Panicked



	GIFTS	

7 < -	GIF15	
	Name	Recharge?
	Combat Save (X to negate Dying, Dead, Unconscious on self; reduce Overkilled to Dying)	Rest 🔲
	Personality: Intense (X to claim a bonus d12 on one appropriate roll)	Rest
	Nature Danger Sense (d12 to Initiative or to observe danger)	×
ed	Nature Dragon-Bride's Trappings (stuff!)	Chapter -
	Nurture Resolve (include Will as bonus Soak dice)	×
6	Nurture Veteran (aim or guard for d12 bonus, not d8)	
	Toughness (x to make damage Weak)	Rest 🔲
9	Blade Combat (bonus d8 to Blades)	×
	Knockout Strike (make damage Weak, Subdual)	
14		
9		
16)		
ed		

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