

PRE-GENERATED CHARACTER

PAPIUS VARRO, NOBLE WARRIOR

AGILITY 10		
Skill	TN	Focus
Acrobatics	12	2
Melee	13	3
Stealth	11	1

AWARENESS 8		
Skill	TN	Focus
Insight	8	—
Observation	8	—
Survival	9	1
Thievery	8	—

BRAWN 8		
Skill	TN	Focus
Athletics	8	—
Resistance	11	3

COORDINATION 8		
Skill	TN	Focus
Parry	11	3
Ranged Weapons	9	1
Sailing	8	—

INTELLIGENCE 8		
Skill	TN	Focus
Alchemy	8	—
Craft	8	—
Healing	9	1
Linguistics	8	—
Lore	9	1
Warfare	8	—

PERSONALITY 9		
Skill	TN	Focus
Animal Handling	10	1
Command	10	1
Counsel	10	1
Persuade	10	1
Society	11	2

WILLPOWER 11		
Skill	TN	Focus
Discipline	13	2
Sorcery	11	—

Born in northern Aquilonia on the border of the Khauran. Papius spent much of his youth in Cimmeria, his father a lesser noble trying to recruit the surly hillmen to fight alongside him in revolt against King Vilerus. After his family's estate was seized by the cruel king, Varro took knightly orders and roamed throughout the land.

Varro is tall and brown-haired, with grey eyes and strong jaw, a model of Aquilonian gentry.

Varro was protecting an Aquilonian noblewoman named Dellia Attus, and was captured with her while sailing off the coast of Argo. He is ruled by a sense of duty, sworn to defend her. He does not like M'tanga overmuch, as he detests slavery.

BACKGROUND

- **Homeland:** Aquilonia
- **Caste:** Petty Nobility
- **Nature:** Stoic
- **Education:** Educated on the Battlefield
- **Story:** Exile to the Estates
- **Trait:** Cast Aside
- **War Story:** Survived a Duel
- **Languages:** Aquilonian, Cimmerian




SOAK

Armor	3 (Chainmail, All Locations, Noisy)
Courage	2


STRESS

Vigor	10
Resolve	10

ATTACKS

- **Arming Sword (M):** Reach 2, 4 , 1H, Parrying
- **Shield (M):** Reach 2, 2 , 1H, Knockdown, Shield 2
- **Steely Glare (T):** Range C, 3 , mental, Stun

TALENTS

- **Cosmopolitan:** Varro can speak to anyone else with this talent, no matter what languages they speak.
- **Courageous:** Varro can re-roll one d20 on Discipline tests. He gains 2 Courage Soak.
- **No Mercy:** When making a Melee attack, Varro can re-roll 1 .
- **Iron Will:** Varro recovers both Vigor and Resolve with Recover Actions, regaining the same amount of each (2, +2 per Momentum spent). Varro can add 2 Doom to use a Recover Action as a Minor Action, but does not get to re-roll Cover dice.
- Varro's talents of **Sheltered**, **Subject**, and **A Modicum of Comfort** are not useful in this adventure.

OTHER BELONGINGS

An ancient piece of jewelry, its surface covered in verdigris.

FORTUNE POINTS

1	2	3	4	5	6	7	8	9	10
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HARMS

Wounds	10
Trauma	10



PRE-GENERATED CHARACTER



HYPATIA VESNIUS, ARCHER



AGILITY 9		
Skill	TN	Focus
Acrobatics	11	2
Melee	10	2
Stealth	10	1

AWARENESS 11		
Skill	TN	Focus
Insight	11	—
Observation	12	1
Survival	14	3
Thievery	11	—

BRAWN 9		
Skill	TN	Focus
Athletics	9	—
Resistance	11	2

COORDINATION 11		
Skill	TN	Focus
Parry	13	2
Ranged Weapons	15	4
Sailing	11	—

INTELLIGENCE 7		
Skill	TN	Focus
Alchemy	7	—
Craft	8	1
Healing	7	—
Linguistics	7	—
Lore	7	—
Warfare	8	1

PERSONALITY 7		
Skill	TN	Focus
Animal Handling	8	1
Command	7	—
Counsel	7	—
Persuade	7	—
Society	8	1

WILLPOWER 8		
Skill	TN	Focus
Discipline	11	3
Sorcery	8	—

A hardy native of the Bossonian Marches, Hypatia grew up always alert to an attack by the forest-dwellers out of Pictland. She was conscripted from an early age into the Aquilonian military and spent years serving such unworthy masters. After a flood almost killed her regiment, she mustered out, seeking adventure. Years of near-poverty have left her eager to reverse her fortunes.

Hypatia is tall and sturdy, with light brown hair and grey eyes, her gear well-made and practical.

When her ship was captured, Hypatia shot out the eye of the slaver captain (though he does not know it), and she is eager to complete the job. Conditioned by her military service, she trusts Varro and dislikes Kellen.

BACKGROUND

- **Homeland:** Bossonian Marches
- **Caste:** Warrior
- **Nature:** Wrathful
- **Education:** Family Footsteps
- **Story:** Glorious Battle
- **Trait:** Veteran
- **War Story:** Prevented a Disaster
- **Languages:** Aquilonian, Shemitish

SOAK

Armor	3 (Mail Vest: Torso, Noisy; Helmet: Head, Heavy)
Courage	3

FORTUNE POINTS

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STRESS

Vigor									
Resolve									

HARMS

Wounds				
Trauma				

ATTACKS

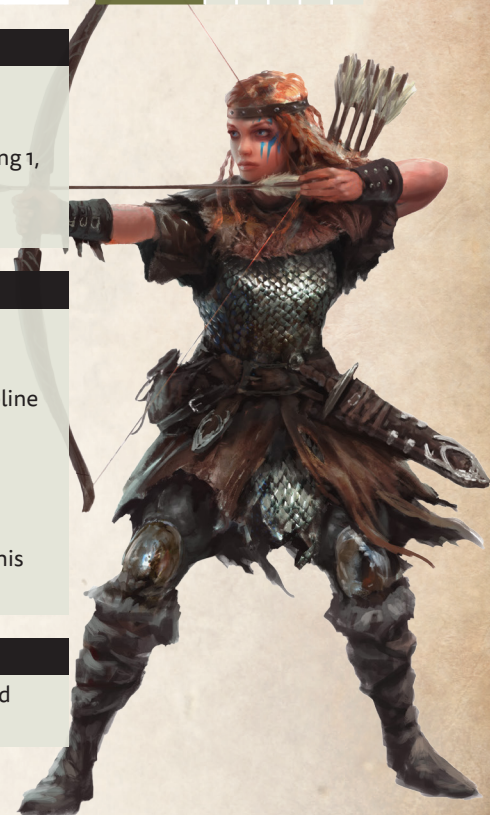
- **Broadsword (M):** Reach 2, 6 Unbalanced, Parrying
- **Bossonian Longbow (R):** Range M, 7 Piercing 1, Volley (2 loads)
- **Steely Glare (T):** Range C, 2 mental, Stun

TALENTS

- **Accurate:** Hypatia can re-roll 2 for Ranged Combat tests.
- **Courageous:** Hypatia can re-roll 1d20 on Discipline tests. She gains 3 Courage Soak.
- **Shoot for the Horizon:** Hypatia reduces the Difficulty of increased Range by one step.
- Hypatia's talents of **A Modicum of Comfort**, **Hunter**, **Sentry**, and **Subject** are not useful in this adventure.

OTHER BELONGINGS

A solid, well-crafted armband made of copper and silver.



PRE-GENERATED CHARACTER



M'TANGA NEDJA, PIRATE



AGILITY 9		
Skill	TN	Focus
Acrobatics	10	1
Melee	10	1
Stealth	12	3

AWARENESS 12		
Skill	TN	Focus
Insight	12	—
Observation	17	5
Survival	13	1
Thievery	14	2

BRAWN 8		
Skill	TN	Focus
Athletics	9	1
Resistance	9	1

COORDINATION 10		
Skill	TN	Focus
Parry	11	1
Ranged Weapons	11	1
Sailing	12	2

INTELLIGENCE 8		
Skill	TN	Focus
Alchemy	8	—
Craft	9	1
Healing	8	—
Linguistics	8	—
Lore	9	1
Warfare	8	—

PERSONALITY 8		
Skill	TN	Focus
Animal Handling	8	—
Command	8	—
Counsel	8	—
Persuade	8	—
Society	9	1

WILLPOWER 7		
Skill	TN	Focus
Discipline	8	1
Sorcery	7	—

A corsair of the Black Kingdoms, M'tanga was once a prince, but was exiled by an elder brother who claimed the crown. Thrown into poverty, M'tanga roved up and down the coast, eventually becoming a sailor and then later a pirate. He has won kings' bounties and squandered them just as easily. Currently he is a pirate without a ship.

M'tanga is tall, muscular, and bald. He cuts a roguish figure, clad in tattered finery from a variety of ports.

While drunk, he was press-ganged into captivity, and is now a slave. He became entranced with a fellow captive, a noblewoman named Delia Attus, and he has promised to free her. M'tanga respects, but does not like Varro, and gets along well with Kellen.

BACKGROUND

- **Homeland:** Black Kingdoms
- **Caste:** Outcast
- **Nature:** Sneaky
- **Education:** Apprenticed Abroad
- **Story:** The Charity of Honest Men
- **Trait:** Debt
- **War Story:** Gained (and Lost) a Great Treasure
- **Languages:** Kushite, Aquilonian

SOAK

Armor	1 (Padded Jerkin, Torso/Arms)
Courage	—

FORTUNE POINTS

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STRESS

Vigor									
Resolve									

HARMS

Wounds				
Trauma				

ATTACKS

- **Sabre (M):** Reach 2, 4, 1H, Parrying
- **Steely Glare (T):** Range C, 2 mental, Stun

TALENTS

- **Sharp Senses:** M'tanga can re-roll one d20 for Observation tests.
- **Perfect Memory:** With an Average (D1) Observation test, M'tanga can investigate any area he's been to, even if he is not in that location any more.
- **Sailor:** M'tanga can re-roll one d20 for Sailing tests
- **Living Shadow 1:** M'tanga gains +1 Momentum for Stealth tests.
- M'tanga's talents of **Strife**, **Embittered**, and **Survivor** are not useful in this adventure.

OTHER BELONGINGS

A share in a small pirate ship; a piece of rough hammered jewelry.



