

GENERIC HUMANS

Humans

Name	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Anarchist	1	11	+1	1d6	2/15	30'	10	5	+1	15+
Assassin	2	12a	+2	Wpn+1	Wpn+1	30'	8	3	+2	14+
<u>Crossbow:</u> (100/300) 1d10+1 - Tags: 2H, SR, PM										
<u>Throwing Blade:</u> (30/60) 1d4+1										
<u>Stiletto:</u> 1d4+1 2/18 Tags: S, PM										
<i>Mobile:</i> The assassin can split their move around their action.										
Bandit	1	12a	+2	Wpn	Wpn	30'	8	5	+1	15+
<u>Crossbow:</u> (100/300) 1d10										
<u>Shortsword:</u> 1d6 1/15										
Bandit Captain	2	14a	+3	1d6+1	2/15	30'	8	4	+1	14+
Berserker	2	12	+2 x2	1d10+1	4/15	30'	11	6	+0	14+
Bodyguard	1	13a	+2	1d6+1	3/15	30'	9	4	+1	15+
<i>Defender:</i> The Bodyguard can take the screen an ally action as an on-turn action										
Bowman	1	12	+2	Wpn+1	Wpn+1	30'	7	5	+1	15+
<u>Shortbow:</u> (50/300) 1d6+1										
<u>Dagger:</u> 1d4+1 2/15										
Brawler	1+2	10	+2	1d2+2	-	30'	8	5	+1	15+
Caveman	1	10	+1	1d6	2/13	30'	7	5	+1	15+
Commoner	1	10	+0	1d6	1/13	30'	7	5	+1	15+
Child	½	10	+0	1d4-1	-	25'	5	8	+1	16+
Cultist	1	10	+1	1d4	1/15	30'	10	5	+1	15+
Cult Fanatic	1	10	+1 x2	1d4	1/15	30'	12	5	+1	15+
Duelist	2	13as	+2	1d8	1/13	30'	9	4	+1	14+
<i>Arts:</i> Duelist, pg. 349. 3 effort.										
- <i>Code Duello.</i> DAY For the rest of the scene the duelist gains a +4 bonus to AC and can roll attacks twice against a target. This lasts as long as only the duelist and the target attack each other.										
- <i>Gentlemen's Withdrawal.</i> SCENE Gain a free fighting withdrawal as part of a move action.										
Duelist, Master	5	16s	+3 x2	1d6+1	3/15	30'	10	4	+2	13+
<i>Arts:</i> Duelist, pg. 349. 4 effort.										
- <i>Code Duello.</i> DAY For the rest of the scene the duelist gains a +4 bonus to AC and can roll attacks twice against a target. This lasts as long as only the duelist and the target attack eachother.										
- <i>Piercing Strike.</i> SCENE For the rest of the scene a target always takes shock from the duelist.										
- <i>Unworthy Rabble.</i> The duelist rerolls missed attacks against foes with one hit die.										
Gentry	1	10	+0	1d4	1/15	30'	7	5	+2	15+
Gladiator	3	15as	+3	1d6+1	2/13	30'	9	2	+1	14+
<i>Knockdown:</i> The gladiator can attack with a shield bash (1d4+1 dmg.) If the attack roll is 16 or higher the target is knocked prone, and the gladiator can attack them as an on-turn action.										

Generic Humans, Continued

Name	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Guard	1	14a	+1	Wpn	Wpn	30'	8	4	+1	15+
Club: 1d4 Tags: LL Crossbow: (100/300) 1d10 Tags: SR Spear: 1d6 1/13 Catchpole: Humanoid targets hit by the catchpole must make an evasion save or be restrained. Restrained targets cannot move and make attack and damage rolls twice, taking the worse results. A restrained target can escape from a catchpole wait a Str/Exert check against a DC of 10.										
Headsman	1	12a	+1	1d12	2/15	30'	8	4	+1	15+
Healer	4	12a	+1	1d6	1/13	30'	8	5	+1	13+
Arts: Healer, pg. 81. 3 effort. - <i>Healing Touch.</i> SCENE For rest of scene touch an ally as a main action to heal 2d6+1 HP. - <i>Healer's Eye.</i> COMITTED Flawlessly diagnose creatures and see living creatures in the dark. - <i>Purge Ailment.</i> DAY Cure an ally of a poison or disease.										
Healer, Acolyte	1	10	+0	1d4	1/15	30'	8	5	+1	15+
Arts: Healer, pg. 81. 3 effort. - <i>Healing Touch.</i> SCENE For rest of scene touch an ally as a main action to heal 2d6+1 HP. - <i>Refined Restoration.</i> Up to a dozen tended allies lose 2 system strain per night.										
Hunter	1	11	+1	Wpn	Wpn	30'	7	5	+1	15+
Hand Axe: 1d6 1/15 Shortbow: (50/300) 1d6										
Knight	4	18as	+6	1d8+2	4/13	30'	10	1	+2	13+
Cleave: If two or more creatures are adjacent to the knight and each other the knight can make one attack on each of them. Rally: The knight's followers gain a +1 to morale checks if they can see the knight.										
Martial Artist	3	14	+2 x2	1d8	2/15	30'	9	3	+1	14+
Arts: Vowed, pg. 87. 3 effort. - <i>Hurling Throw.</i> SCENE On a successful attack the target must make a Physical Saving throw or be thrown 10' in a direction of the martial artist's choice. - <i>Revivifying Breath.</i> DAY Gain 1d6+3 hit points. When used at 0 HP all remaining effort is used.										
Martial Artist, Initiate	1	13	+1	1d6	1/15	30'	8	4	+1	15+
Arts: Vowed, pg. 87. 3 effort. - <i>Brutal Counter.</i> SCENE After an attack on the initiate is resolved they may counterattack.										
Martial Artist, Master	7	16	+4 x2	1d10+1	3/15		12	1	+2	12+
Arts: Vowed, pg. 87. 4 effort. - <i>Brutal Counter.</i> SCENE After an attack on the master is resolved they may counterattack. - <i>Faultless Awareness.</i> The master can never be surprised. - <i>The Inward Eye.</i> COMITTED The master has normal vision regardless of darkness or blindness. - <i>The Master's Vigor.</i> Regain 2 HP per hour. - <i>Revivifying Breath.</i> DAY Gain 1d6+3 hit points. When used at 0 HP all remaining effort is used.										
Mercenary	1	14a	+2	Wpn+1	Wpn+1	30'	7	3	+1	15+
Longsword: 1d8+1 3/13 Shortbow: (50/300) 1d6+1										

Generic Humans, Continued

Name	HD	AC	Atk.	Dmg.	Shock	Move	HD	ML	AC	InstAtk.	Skill	DR	Save	Shock	M
Mercenary Captain	3	16a	+3	1d12+2	Slaver Spy	30'	1	8	11a	2	+1	+1	1d4+1	1/13	
Brutal Opener: The mercenary's attack is a surprise attack.					Thief		1	11		+1		1d4	1/15		
Militia	1	13a	+1	1d6	Thief, Master	30'	3	8	12	4	+2	+1	1d6+1	3/13	
Musketeer	1	13a	+1	Wpn	Wpn	30'	Master of Movement: The musketeer has a climbing speed equal to their movement speed.								
Dagger: 1d4															
Musket: (75/150) 2d8															
Ninja	4	14	+2	1d8+1	Noble		3	13a		+1		1d4	1/15		
Arts: Vowed, pg. 87. 3 effort. -Leap of the Heavens. SCENE Leap 40' damage. -Nimble Ascent. SCENE For the rest of the scene, the ninja can move on vertical surfaces and ceilings. -Unobtrusive Step. DAY Once per scene					Arts: Thought Noble, pg. 355. 3 effort. -Impress Imperative. DAY A target must succeed on a reasonable task. -Positive Association. DAY A target must succeed on a thought noble as a friend until attacked or the thought noble is attacked. -Unthinkable Thought. DAY A target must succeed on a thought noble to acknowledge the existence of a creature or object for the first time.										
Noble	1	12a	+2	Wpn+1	Wpn	30'	1	7	13a	5	+1	+1	1d4+	-	
Nomad	1	10	+1	Wpn	Wpn	30'	1	7	13a	5	+1	+1	1d4+	-	
Pilgrim	1	11a	+0	1d6	Tribal										
Pistoleer	1	11a	+2	1d4+1	Warrior		1	12s		+1		1d6	2/13		
Pistol Brace: The pistoleer carries a brace of 1d4+1 (3) flintlock pistols (range 45/45, 1d6+1 dmg., Tags: AP, SR)					Grand Plate: The warlord is immune to damage from the shock rating is 16 or higher, it is two-handed, or the wielder is a priest.										
Sailor	1	11	+1	1d6	1/15	30'	1	15as		+2		1d8+1	3/13		
Scout	1	12a	+1	Wpn+1	Warrior		1	15as		+2		1d8+1	3/13		
Shortbow: (50/300) 1d6+1					War Priest		5	17as		+3		1d8+1	2/18		
Shortsword: 1d6+1					Arts: Blood Priest, pg. 353. 3 effort.										
Skinshifter	3	12a	+1	1d6	1/13	30'	-Fear No Flame. DAY An ally is immune to mundane damage. -God Wills It. DAY Up to 30 allies gain a +2 bonus to all rolls during the scene.								
Arts: Skinshifter, pg. 347. 3 effort. -Change Shape. DAY Change into an alternate form.					-Merciful Healing. DAY An ally gains 2d6+4 HP. If doing so would cause the ally to die, the ally instead gains 1d6+4 HP.										
Skinshifter, Flying Form	""	12	+2	1d2+1	-	40'	-Sanctified Ward COMMITTED Until the priest takes a shock, gain a +4 bonus to AC and saves, and enemies cannot attack them.								
*Movement: Flying requires a main action. Otherwise the form moves on the ground at 30'.					-Turn False Life. DAY 2d6+5 Hit dice of non-living creatures are added to the ally's hit points until attacked.										
Eyes of the Hawk: This form has a +2 bonus to notice checks.															
Skinshifter, Stealth Form	""	12	+2	1d2+1	-	30'	-Turn False Life. DAY 2d6+5 Hit dice of non-living creatures are added to the ally's hit points until attacked.								
The Serpent's Kiss: Commit effort for the SCENE for an attack to deal an additional 1d8+1 poison damage. This poison can be paralytic instead of deadly															
Skinshifter, War Form	""	15	+2	1d8+1	3/13	40'	""	""	""	""	""	""	""		
Soldier	1	16as	+2	Wpn+1	Wpn+1	30'	8	3		+1		15+			
Light Spear: (30/60) 1d6+1					3/13										
Short Sword: 1d6+1					3/15										
Soldier, Phalanx	1	16as	+0	1d6+1	3/15	25'	8	3		+1		15+			
Tower Shield: If 3 or more soldiers with tower shields are in a line they and creatures behind them gain a +4 to AC. The shields are unwieldy; when dropped the soldier gains the stats of an unshielded soldier , though their weapon stays the same.															
Soldier, Unshielded	1	15a	+2	Wpn+1	Wpn+1	30'	8	3		+1		15+			
Crossbow: (100/300) 1d10+1					-	Tags: SR									
Halberd: 1d10+1					3/15	Tags: 2H, L									
Pike: 1d8+1					2/18	Tags: 2H, L									
Shortsword: 1d6+1					3/15										

HUMANS

Anarchists typically wish to destroy a state, though this statline is useful for rioters and radicals of all kinds.

Assassins are hired killers. Most fight from a distance and prefer to run if discovered, but they are dangerous mobile fighters up close.

Bandits is a statline for representing common brigands, criminals, and pirates. Unless desperate, bandits won't attack a group unless they outnumber its armed members. **Bandit Captains** lead larger or well-organized groups of bandits. If the captain is subdued the remaining bandits make a morale check.

Berserkers are warriors that become frenzied and fearless in combat through drugs, rituals, or rage. Outside of combat berserkers have 1 hit die and a morale of 9.

Bodyguards are hired protection. The statline here represents guards willing and able to take blows for their charge. If their charge is killed bodyguards immediately make a morale check.

Bowmen are talented, but not extraordinary, archers.

Brawlers are musclebound commoners who fight with their fists. They don't fight with much technique. In combat brawlers may try to grapple their target.

Cavemen are primitive humans who lack even subsistence farming. Cavemen make morale checks when faced with displays of magic or technology.

Commoners are everyday individuals. Farmers, laborers, fishermen, servants, serfs, slaves, and more can be represented by this statline.

Children are unlikely to be fought in most campaigns. They are much more likely to be NPC allies.

Cultists are devotees of dark powers. While untrained, cultists are less likely to flee when doing their dark work. When defending sites or individuals holy to them cultists may have a morale of 12.

Cult Fanatics are cultists with less regard for their lives but more skill with a knife.

DUELISTS

Duelists are no ordinary swordsmen. Their techniques are nothing short of magical. The archetypical duelist will not pick fights with entire groups, preferring to focus on one target at a time. Occasionally duelists band together and pick fights with other duelists. Duelists make morale checks whenever they are outnumbered in melee combat. Note that duelists of all types can be a deadly encounter for a character that they target.

Master Duelists attain their title by defeating countless newcomers. Unless the master duelist serves a higher power (or are authorities themselves) they must be sought out or challenged to fight them.

Gentry. Are skilled members of the middle and upper class. Lesser lords, merchants, physicians, sages, and mundane priests can be represented by this statline.

Gladiators are skilled fighters. Gladiators tend to open combat with a shield bash. While the archetypical gladiator is a crowd-pleasing pit fighter this statline can be used for any vicious fighter.

Guards come in all varieties: Caravan protectors, city watchmen, and household sentries are all represented by this statline. Guards often work in teams and will normally call for backup if they suspect a situation is too dangerous.

Headsmen are executioners. They are not skilled fighters, but they do have large weapons.

HEALERS

Healers are not mundane physicians, but are those with magical restorative talents. Most healers are in the employ of nobles or temples, but some itinerants travel from village to village, helping where they can. Most healers charge 10sp per hit point healed.

Acolyte Healers are healers with less training. Most are either apprenticed to an individual healers or lower members in a hierarchy.

Hunters are those who make their living by trapping or killing beasts for food or pelts. This statline can also represent mundane bounty hunters.

Knights are warriors trained in the use of heavy armor and weapons. Armor, training, and horses are expensive, so the role of a knight is often exclusive to the nobility. Most knights prefer to fight lesser-trained foes on the battlefield, as fighting another knight is much riskier.

A knight typically has a retinue of 2d4 squires (use the **guard** statline) who all immediately make a morale check if the knight is incapacitated.

MARTIAL ARTISTS

Martial Artists are those trained in using their body as a weapon. Martial artists tend to be members of elite orders, as their training is both difficult and time-consuming. Unless they are on a mission it is unlikely to encounter more than one martial artists outside of their home base.

Martial Arts Initiates are junior members of martial arts orders, or those who never completed their training.

Martial Arts Masters are those who have nearly perfected their techniques. They either lead temples or are solitary recluses.

Mercenaries and **Mercenary Captains** are soldiers who fight for nothing more than coin. They will not get into fights that they are unlikely to win, and will not attack evenly matched groups without a successful morale check (or the promise of more cash).

Militamen can represent regional quasi-militaries, posses, or quickly raised peasant levies. They are usually untrained.

Musketeers are soldiers or hobbyists who know their way around a musket.

Ninjas are martial artists whose training revolves around movement and stealth. Ninjas never attack outside of terrain with lots of verticality that they can use to their advantage.

Nobles are hereditary aristocrats. They receive some degree of weapon training.

Nomads are anyone with a wandering lifestyle.

Pilgrims are common people traveling to or visiting religious sites. While untrained they do wear some form of armor and carry light weapons for protection.

Pistoleers typically fight outside the law. They carry multiple hand hurlants and make morale checks once they fire their last shot.

Sailors spend most of their time at sea. They have a +1 to morale while on their ship.

Scouts only attack from a distance, and even then only if they have easy escape routes. Unless cornered they prefer to report back what they find.

SKINSHIFTERS

Skinshifters can magically change their forms. Three archetypical alternate forms are provided, with relevant arts already factored in. Note that a skinshifter can only have one of these alternate forms's statlines, even if the forms can assume different shapes.

SOLDIERS

Soldiers are the regular infantrymen for nations powerful enough to field an organized army. Soldiers are rarely alone unless on guard duty, and always have a purpose for being somewhere.

Phalanx Soldiers are soldiers that carry massive tower shields to protect themselves and their comrades. Phalanx soldiers are only found when they have time to prepare and organize, as their formations take time to set up. These formations are usually lines if their flanks are protected, or circular otherwise.

Unshielded Soldiers are soldiers who carry two-handed weapons. When possible, unshielded soldiers remain behind walls of phalanx soldiers and take advantage of their weapon's reach.

Soldiers of all kinds make morale checks when their formations are significantly damaged or they notice their commanding officers fall.

NPCs using tactics are much more challenging to the average party, so beware before employing large numbers of soldiers.

Slavers travel in bands of 3d6 and try to kidnap and imprison others. They only attack if they outnumber their targets. Slavers try to subdue their targets instead of outright killing them, so all of their weapons have the Less Lethal tag.

Spies can be found in all manner of contexts. They will only fight if cornered, preferring to flee otherwise.

Thieves are burglars and pickpockets. They only attack if they absolutely need to, preferring to use stealth otherwise. **Master Thieves** behave the same way, but are more skilled.

Thought Nobles have psionic powers. They rarely fight on their own, preferring to deceive their opponents. Thought nobles usually have 1d4-1 of their arts replaced with non-combat arts.

Thugs are criminal bullies and legbreakers.

Tribal Warriors are the fighters of less-advanced civilizations. They make morale checks when presented with displays of technology.

Warlords are skilled fighters who lead from the front. Their followers make morale checks when they witness the warlord fall.

Warriors are generic fighters with no special abilities.

War Priests utilize magical powers to augment their combat abilities. War Priests make fights much more difficult, as many of their abilities can be used to bolster allies.