

**THISTLEFOLK THIEF**

T1+1 Leader

A cunning thief from the Thistlefolk, skilled in stealth and surprise attacks.

**Difficulty:** 16**Attack:** +4**Serrated Blade:** Melee | 2d6 + 4 phy**Motives & Tactics:***Steal, Ambush, Evade, Surprise*

## FEATURES

**Back Off** - Action

**Spend a Fear** to make an attack roll against all targets within melee range. Any they succeed against are blasted backwards, dealing 3d6 + 4 magic damage and pushing them into far range.

## HP &amp; STRESS



HP ☐ ☐ ☐ ☐

STRESS ☐ ☐

**JAGGED KNIFE KNEEBREAKER**

T1+1 Bruiser

An imposing brawler carrying a large club.

**Difficulty:** 14**Attack:** -2**Club:** Melee | 1d6 + 9 phy**Experience:**

Thief +2

Unveiled Threats +3

**Motives & Tactics:***Grapple, Intimidate, Profit, Steal*

## FEATURES

**I've Got 'Em** - Passive

Creatures Restrained by the Kneebreaker take double damage from attacks by other adversaries.

**Hold Them Down** - Action

Make an attack against a target within Melee range. On a success, the target takes no damage but is Restrained and Vulnerable. The target can break free, clearing both conditions, with a successful **Strength** Roll or is freed automatically if the Kneebreaker takes Major or greater damage.

## HP &amp; STRESS



HP ☐ ☐ ☐ ☐ ☐ ☐

STRESS ☐ ☐ ☐

**PIRATE TOUGH**

T1+1 Bruiser

A thickly muscled and tattooed pirate with melon-sized fists.

**Difficulty:** 15**Attack:** +2**Massive Fists:** Melee | 3d6 phy**Experience:**

Sailor +2

**Motives & Tactics:***Plunder, Raid, Smash, Terrorize*

## FEATURES

**Swashbuckler** - Passive

When the Tough marks 2 or fewer HP from an attack within Melee range, the attacker must **mark a Stress**.

**Clear the Decks** - Action

Make an attack against a target within Very Close range. On a success, **mark a Stress** to move into Melee range of the target, dealing 3d6 physical damage and knocking the target back to Close range.

## HP &amp; STRESS



HP ☐ ☐ ☐ ☐ ☐

STRESS ☐ ☐ ☐

**CULT ADEPT**

T2 Support

An experienced mage wielding shadow and fear.

**Difficulty:** 14**Attack:** +2**Rune-Covered Rod:** Far | 2d4+3 mag**Experience:**

Fallen Lore +2

Rituals +2

**Motives & Tactics:***Curry favor, Hinder foes,**Uncover knowledge*

## FEATURES

**Enervating Blast** - Action

*Spend a Fear* to make a standard attack against a target within range. On a success, the target must **mark a Stress**.

**Shroud of the Fallen** - Action

**Mark a Stress** to wrap an ally within Close range in a shroud of Protection until the Adept marks their last HP. While Protected, the target has resistance to all damage.

**Shadow Shackles** - Action

*Spend a Fear* and choose a point within Far range. All targets within Close range of that point are Restrained in smoky chains until they break free with a successful **Strength** or **Instinct** Roll. A target Restrained by this feature must spend a Hope to make an action roll.

**Fear Is Fuel** - Reaction*Uses: 2*

Twice per scene, when a PC rolls a failure with Fear, clear a Stress.

## HP &amp; STRESS



HP ☐ ☐ ☐ ☐

STRESS ☐ ☐ ☐ ☐ ☐ ☐

Fear Is Fuel ☐ ☐

**CALLIOPE CRIMSON**

T2 Leader

A dashing Firbolg woman with a tri-corn hat, a thick coat, and a polished cutlass.

**Difficulty:** 16**Attack:** +3**Cutlass:** Melee | 2d8+4 phy**Experience:**

Sailor +3

Negotiation +2

**Motives & Tactics:***Raid, Rescue, Revenge*

## FEATURES

**Swashbuckler** - Passive

Any incoming damage below 23 causes the attacker to **mark a Stress**.

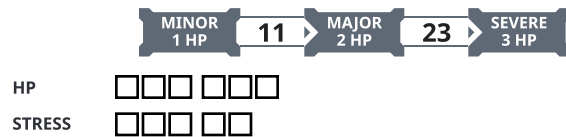
*She is a whirlwind of steel, constantly pressuring you even while warding off your blows.*

**Grapple Swing** - Action

Calliope shoots out her grapppler to a spot within Close range and swings from it up to a Far range. She may make an attack at a target in her path.

*She shoots a well-loved grapppler out and swings with grace and speed.*

## HP &amp; STRESS

**JAGGED KNIFE BANDIT**

T1+1 Standard

A cunning criminal in a cloak bearing one of the gang's iconic knives.

**Difficulty:** 14**Attack:** +2**Daggers:** Melee | 1d12 + 1 phy**Experience:**

Thief +2

**Motives & Tactics:***Escape, Profit, Steal, Throw smoke*

## FEATURES

**Climber** - Passive

The Bandit climbs just as easily as they run.

**From Above** - Passive

When the Bandit succeeds on a standard attack from above a target, they deal **2d6 + 1** physical damage instead of their standard damage.

## HP &amp; STRESS



HP ☐ ☐ ☐ ☐

STRESS ☐ ☐ ☐