

ELITE SOLDIER

T2 Standard

An armored squire or experienced commoner looking to advance.

Difficulty: 15**Attack:** +1**Spear:** Very Close | 2d8+4 phy**Motives & Tactics:***Gain glory, Keep order, Make alliances*

FEATURES

Reinforce - Action

Mark a Stress to move into Melee range of an ally and make a standard attack against a target within Very Close range. On a success, deal 2d10+2 physical damage and the ally can clear a Stress.

Vassal's Loyalty - Reaction

When the Soldier is within Very Close range of a knight or other noble who would take damage, you can **mark a Stress** to move into Melee range of them and take the damage instead.

HP & STRESS

HP ☐☐☐☐STRESS ☐☐☐☐**KATARI BURGLAR**

T2 Skulk

A cunning thief with acrobatic skill and a flair for the dramatic.

Difficulty: 14**Attack:** +3**Longbow:** Far | 2d4+3 phy**Experience:**

Acrobatics +3

Motives & Tactics:*Hide, Profit, Pilfer, Evade*

FEATURES

Quick Hands - Action

Make a claw attack against a target in Melee range. On a success, deal 1d8+2 phy damage and this adversary steals one item or consumable from the target's inventory.

The Katari swipes at you with their claws, and when their paw comes away, they've stolen something from your pouch. They flash you a satisfied smile.

Escape Plan - Action

Mark a Stress to reveal a snare trap set by the Katari Burglar. All targets within Very Close range of the trap must make an **Agility** Reaction Roll (13) or be pulled off their feet and suspended upside down. They are Vulnerable and Restrained until they get free with a **Finesse** or **Strength** Roll (13).

A snare snaps closed on you and flips you upside down. The Katari gives you a mocking wave as they make their escape.

HP & STRESS

HP ☐☐☐☐STRESS ☐☐☐☐**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 & 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 & STRESS



HP

STRESS

Fear Is Fuel