

## STAT BLOCKS

### CIVILIAN

Humanoid or Animal

Stamina 8	Size 1S, 1M, 1L, or 2 / Stability 0
Speed 5	
Free Strike 1	
Might 0    Agility 0    Reason 0    Intuition 0    Presence 0	

### HUMAN MALICE

#### MALICE FEATURES

At the start of any human's turn, you can spend malice to activate one of the following features.

**Chemical Device** (Maneuver) (Non-minion) ♦ 2d10 + 2 ♦ 3 Malice

**Keywords** Area, Magic, Ranged

**Distance** 3 cube within 10    **Target** Each enemy in the cube

♦ ≤11 4 corruption damage; A<0 slowed (save ends)

★ 12–16 6 corruption damage; A<1 slowed (save ends)

\* 17+ 9 corruption damage; A<2 restrained (save ends)

#### Exploit Opening ♦ 5 Malice

Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.

#### Staying Power ♦ 7 Malice

Each non-minion human in the encounter regains Stamina equal to 5 times their level.

### HUMAN BRAWLER

#### LEVEL 1 PLATOON BRUTE

Human, Humanoid

EV 6

Stamina 40

**Immunity** Corruption 1, Psychic 1

Speed 5

**Size 1M / Stability 0**

**Free Strike 4**

Might +2    Agility +1    Reason +0    Intuition +0    Presence +0

**Haymaker** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1    **Target** One creature or object

♦ ≤11 6 damage

★ 12–16 9 damage

\* 17+ 12 damage; M<2 grabbed, target has a bane on escaping the grab

**Effect** brawler deals an additional 2 damage if the target is already grabbed.

#### Throw (Maneuver) ♦ 1 Malice

**Keywords** —

**Distance** Melee 1    **Target** One creature grabbed by the brawler

**Effect** Push 5.

#### Shoot the Hostage

The brawler takes half damage from strikes if they have a creature or object grabbed. The grabbed creature or object takes the other half of the damage.

#### Supernatural Insight

The brawler ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

### HUMAN GUARD

#### LEVEL 1 MINION BRUTE

Human, Humanoid

EV 3 for four minions

Stamina 5

**Immunity** Corruption 1, Psychic 1

Speed 5

**Size 1M / Stability 0**

**With Captain** Speed +2

**Free Strike 2**

Might +2    Agility +0    Reason +0    Intuition +0    Presence +0

**Halberd** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 2    **Target** One creature or object per minion

♦ ≤11 2 damage

★ 12–16 4 damage

\* 17+ 5 damage

**Effect** If the guard is flanked, they can make a free strike against an additional target adjacent to them.

#### Supernatural Insight

The guard ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

### HUMAN RAIDER

#### LEVEL 1 MINION HARRIER

Human, Humanoid

EV 3 for four minions

Stamina 4

**Immunity** Corruption 1, Psychic 1

Speed 7

**Size 1M / Stability 0**

**With Captain** Edge on strikes

**Free Strike 1**

Might +0    Agility +2    Reason +0    Intuition +0    Presence +0

**Handaxes** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Charge, Melee, Strike, Weapon

**Distance** Melee 1    **Target** One creature or object per minion

♦ ≤11 1 damage

★ 12–16 2 damage

\* 17+ 3 damage

**Effect** If this ability is used while charging, the raider can make a ranged free strike before using the ability.

#### Supernatural Insight

The raider ignores concealment if it's granted by a supernatural effect, or the target is supernatural.