



Name:

Level:

Strength: **7**

Dexterity: **11**

Willpower: **5**

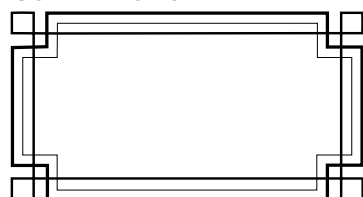
Hit Points: **6**



EQUIPMENT

Club (d6)
3 Bombs
Rocket

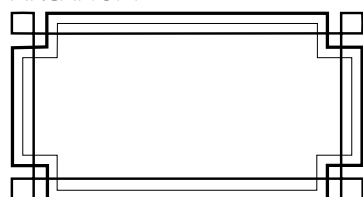
COMPANIONS



SPECIAL CHARACTERISTICS

Darkvision

ARCANUM



Name:

Level:

Strength: **11**

Dexterity: **12**

Willpower: **15**

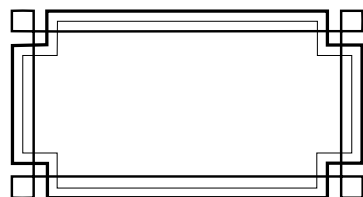
Hit Points: **4**



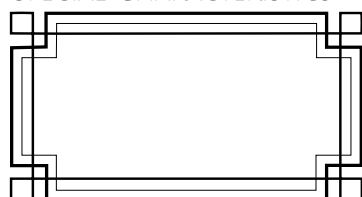
EQUIPMENT

Bow (d6),
Knife (d6)
Rocket
Fire Oil

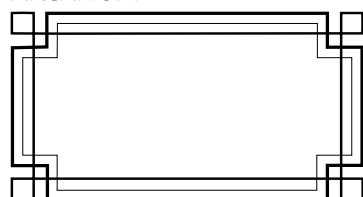
COMPANIONS



SPECIAL CHARACTERISTICS



ARCANUM



Name:

Level:

Strength: **13**

Dexterity: **5**

Willpower: **9**

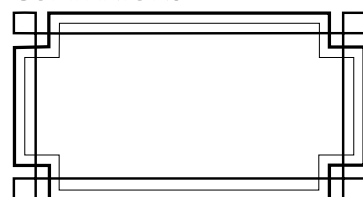
Hit Points: **1**



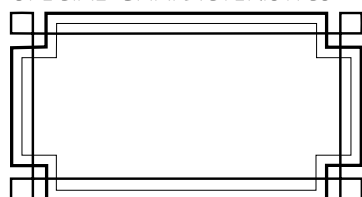
EQUIPMENT

Pistol (d6),
Ether
Poison

COMPANIONS



SPECIAL CHARACTERISTICS



ARCANUM

Black Veil: Target must pass a WIL save or is Blinded until you lift the curse or they have a full rest. Blinded individuals may require a DEX save to carry out other actions that rely on sight, and their attacks are impaired.



Name:

Level:

Strength: **9**

Dexterity: **11**

Willpower: **16**

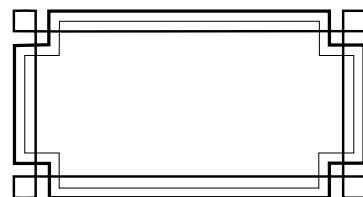
Hit Points: **5**



EQUIPMENT

Pistol (d6)
Acid
Animal Repellent

COMPANIONS



SPECIAL CHARACTERISTICS

Prosthetic Hand

ARCANUM

