

Bark Hound	Level 1 Retainer
Animal, Fey	EV 3
Stamina 18	Immunity poison 3 / Weakness fire 3
Speed 6	Size 1M / Stability 0
	Free Strike 1
Might 0 Agility 2 Reason 0 Intuition 0 Presence 1	
Envenomed Claws (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object
✦ ≤11	5 poison damage
★ 12-16	6 poison damage; shift 1
✱ 17+	8 poison damage; shift 2; M<2 bleeding (save ends)
Bark Worse Than Its Bite (Action)	
Keywords Area, Magic	
Distance 2 burst	Target All enemies in the burst
✦ ≤11	2 sonic damage
★ 12-16	3 sonic damage
✱ 17+	4 sonic damage
Effect The hound grows a barkskin.	
Sturdy Like an Oak	
While the hound has a barkskin, whenever the hound takes damage, it can lose its barkskin to half the damage and shift 2.	

Gwennyl Thorton	Level 1 Defender Retainer
Human, Humanoid	EV 3
Stamina 30	Size 1M / Stability 1
Speed 5	Free Strike 2
Might +2	Agility 0
Reason 0	Intuition 0
Presence +1	
Practiced Strike (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object
✦ ≤11	3 damage
★ 12-16	5 damage; A<1 weakened (save ends)
✱ 17+	7 damage; A<2 weakened (save ends)
Effect This ability inflicts bleeding (EoT) if the target is already weakened.	
Supernatural Insight	
Gwennyl ignores concealment if it's granted by a supernatural effect.	

Squire Qoroth	Level 1 Harrier Retainer
Fey, Humanoid, Wode Elf	EV 3
Stamina 23	Size 1M / Stability 1
Speed 7	Free Strike 2
Might 0	Agility +2
Reason 0	Intuition +1
	Presence 0
Thorned Fist (Action) ◆ 2d10 + 2 ◆ Signature	
Keywords Charge, Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object
✦ ≤11	3 damage
★ 12-16	5 damage; grow a thornskin
✱ 17+	7 damage; grow a thornskin
Masking Glamour	
Abilities targeting Qoroth that would take a bane from cover or concealment have a double bane instead.	
Veil of Thorns	
While Qoroth has a thornskin, whenever he takes damage from a melee ability, he can lose his thornskin to shift 2 and cause the attacker to bleed (save ends).	

Squire Bleddyn	Level 1 Defender Retainer
Fey, Humanoid, Wode Elf	EV 3
Stamina 28	Size 1M / Stability 1
Speed 5	Free Strike 2
Might +2	Agility 0
Reason 0	Intuition 0
Presence +1	
Sharpened Shield (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object
Effect Bleddyn and their mentor, if they're within 5 squares from Bleddyn, can shift 2 before the ability is used.	
✦ ≤11 3 damage; push 1; M<0 prone	
★ 12-16 4 damage; push 2; M<1 prone	
✳ 17+ 5 damage; push 3; M<2 prone	
Masking Glamour	
Abilities targeting Bleddyn that would take a bane from cover or concealment have a double bane instead.	
Unwavering in the Storm	
When an ally is adjacent to Bleddyn, they have cover and can choose to use Bleddyn's Stability to resist force movement.	
Doomed	
In Scene 9 and 10, Bleddyn cannot die and they automatically obtain a tier 3 outcome on all tests and ability rolls. At the end of Scene 10, Bleddyn dies.	

Familiar				
Familiar				EV 3
Stamina 2 * your level		Size 1T / Stability 0		
Speed 6 (fly, hover)				
Might -3	Agility +2	Reason 0	Intuition +1	Presence +1
Telepathic				
While you and your familiar are within 10 squares of each other, you can communicate telepathically and share each other's senses. While sharing senses, each of you also benefits from your own senses at the same time.				