

BODYGUARD

LUCK: 50

ANTAGONIST

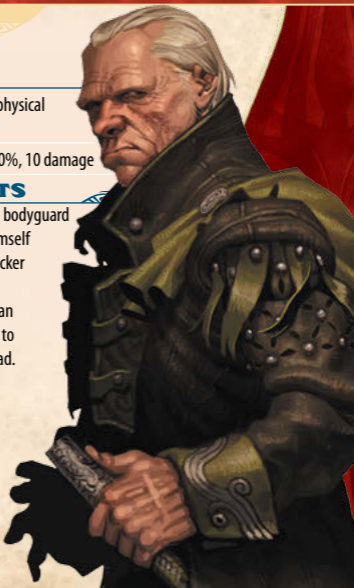
SKILLS

SABER: 50%, 30 physical damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

PROTECTOR: If the bodyguard can interpose himself between an attacker and their target, the bodyguard can force that attack to target him instead.





BOUNTY HUNTER

Luck: 50

ANTAGONIST

SKILLS

HAND CROSSBOW: 50%,
40 physical damage

SHORT SWORD: 50%,
30 physical
damage

ANYTHING

ELSE: 40%,
10 damage

BENEFITS

RELENTLESS: This character does not gain challenge dice (◆) to rolls as a result of having wounds.





CITY WATCH MUSKETEER

Luck: 50

ANTAGONIST

SKILLS

FLINTLOCK RIFLE: 50%, 70 damage,
2 wounds when wounding,
no challenge dice (◆) for
attacking targets at long
range, extremely loud,
3 actions to reload

ANYTHING ELSE: 40%,
10 damage

BENEFITS

NONE.





CONCERNED CITIZEN

LUCK: 50


ANTAGONIST

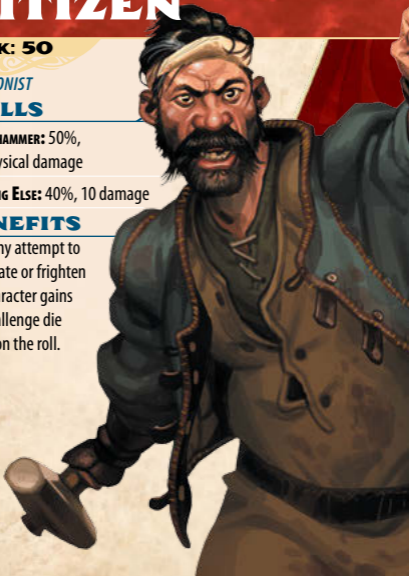
SKILLS

AXE OR HAMMER: 50%,
30 physical damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

ZEAL: Any attempt to
intimidate or frighten
this character gains
one challenge die
() on the roll.





CULTIST

Luck: 50

ANTAGONIST

SKILLS

SINUOUS DAGGER: 50%,
20 physical damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

THEY COULD BE ANYONE: The Judge can spend 4 heat (🔥🔥🔥🔥) at any time in a scene to declare that a minor, background character in that scene is actually the cultist.





HIRED KILLER

LUCK: 50

ANTAGONIST

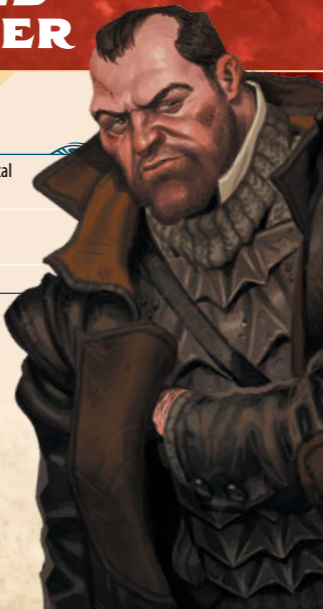
SKILLS

KNIFE: 50%, 20 physical damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

UNEXPECTED: If the Judge spends heat to add this character to the scene as a complication, the Judge does not have to reveal the killer's presence right away.





MERCENARY

LUCK: 50

ANTAGONIST

SKILLS

LONGSWORD: 50%, 30 physical damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

SKEPTIC: Any attempt to convince or coerce this character gains one challenge die (◆) on the roll.





PIRATE

LUCK: 50

ANTAGONIST

SKILLS

CUTLASS: 50%, 30 physical damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

BLOODTHIRSTY: This character regains all his lost luck each time he deals a wound to an opponent.





PRIVATE SECURITY OFFICER

LUCK: 50

ANTAGONIST

SKILLS

SABER: 50%, 30 physical damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

INSPIRE DISCIPLINE: Any mental attack made against members of a private security force under this character's command gains one challenge die (🎲) on the roll.





ROOFTOP SNIPER

Luck: 50

ANTAGONIST

SKILLS

HEAVY CROSSBOW:

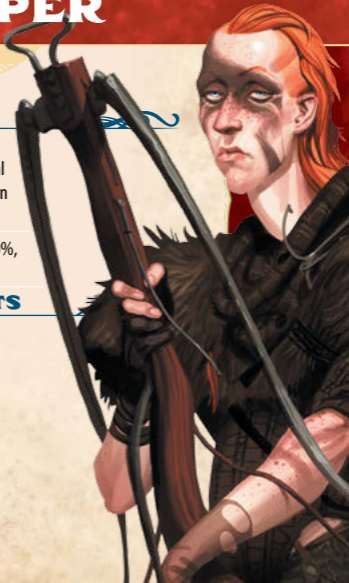
50%, 50 physical
damage, 1 action
to reload

ANYTHING ELSE: 40%,

10 damage

BENEFITS

NONE.





SOLDIER

LUCK: 75

ANTAGONIST, AGENT OF THE CROWN

SKILLS

HAND CROSSBOW: 50%, 40 physical damage

LONGSWORD: 50%, 30 physical damage

ANYTHING

ELSE: 40%,
10 damage

BENEFITS

NONE.





WATCH LIEUTENANT

LUCK: 50

*ANTAGONIST, AGENT
OF THE CROWN*

SKILLS

SABER: 50%, 30 physical damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

CHAIN OF COMMAND: If City Watch minions are defending this character in the scene, attacks against the lieutenant gain two challenge dice (🎲🎲) on the roll.





FUSSY BUREAUCRAT

LUCK: 50

ANTAGONIST, DRAMATIC ENEMY

SKILLS

INTERROGATE: 50%, 30 mental damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

DRAMATIC ENEMY:

Physical attacks against this character are treated as though the bureaucrat has 0 luck.





LESSER MERCHANT

LUCK: 50

ANTAGONIST, DRAMATIC ENEMY, MERCHANT

SKILLS

INTERROGATE: 50%, 20 mental damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

DRAMATIC ENEMY: Physical attacks against this character are treated as though the merchant has 0 luck.

NATURALLY SUSPICIOUS: Any attempt to deceive this character gains one challenge die (◆) on the roll.





MINOR NOBLE

LUCK: 50

ANTAGONIST, DRAMATIC ENEMY, NOBLE

SKILLS

INTIMIDATE: 50%, 20 mental damage

ANYTHING ELSE: 40%, 10 damage

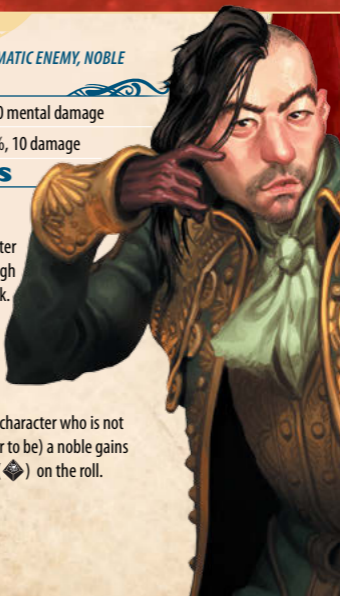
BENEFITS

DRAMATIC ENEMY:

Physical attacks against this character are treated as though the noble has 0 luck.

SUPERIORITY

COMPLEX: Any mental attack made against this character by a character who is not (or does not appear to be) a noble gains one challenge die (◆) on the roll.





BRAVO

LUCK: 50

ANTAGONIST, NOBLE

SKILLS

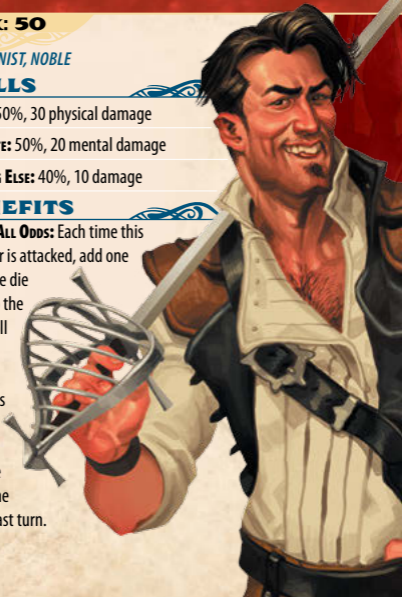
RAPIER: 50%, 30 physical damage

INTIMIDATE: 50%, 20 mental damage

ANYTHING ELSE: 40%, 10 damage

BENEFITS

AGAINST ALL ODDS: Each time this character is attacked, add one challenge die (⬠) to the attack roll for each time the bravo has been attacked since the end of the bravo's last turn.





BLOODED CAPO

LUCK: 200

MAJOR VILLAIN

SKILLS

STILETTO: 80%, 40 physical damage

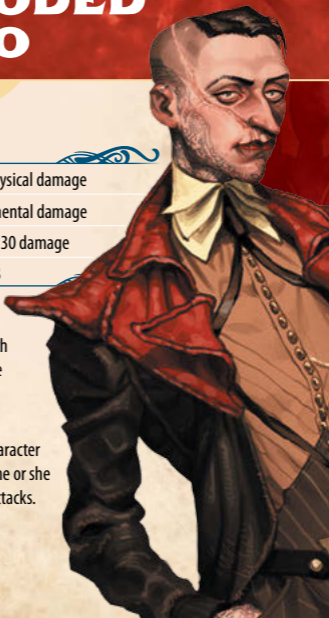
THREATEN: 65%, 30 mental damage

ANYTHING ELSE: 40%, 30 damage

BENEFITS

BRUTAL: If this character reduces a target to 0 luck with a physical attack, the target of that attack also takes 1 wound.

UNFLAPPABLE: This character halves any damage he or she takes from mental attacks.





CULT LEADER

LUCK: 200

MAJOR VILLAIN

SKILLS

MIND-ALTERING SORCERY: 80%,
60 mental damage

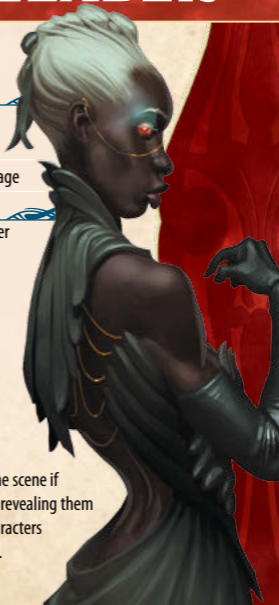
ANYTHING ELSE: 40%, 30 damage

BENEFITS

MIND CONTROL: If this character reduces another character to 0 luck using sorcery, that character becomes the thrall of the cult leader, obeying the leader's every command until the cult leader dies.

MY PEOPLE ARE EVERYWHERE:

The Judge can spend 4 heat (🔥🔥🔥🔥) to add a size 4 squad of cultist minions to the scene if this character calls for them, revealing them from among background characters inconsequential to the scene.





DREDGER

LUCK: 200

MAJOR VILLAIN

SKILLS

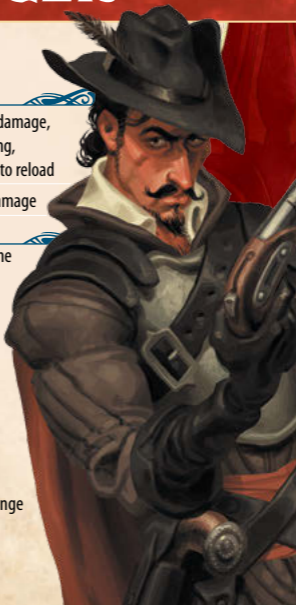
FLINTLOCK PISTOL: 80%, 70 damage, 2 wounds when wounding, extremely loud, 1 action to reload

ANYTHING ELSE: 40%, 30 damage

BENEFITS

AGAINST ALL ODDS: Each time this character is attacked, add one challenge die (◆) to the attack roll for each time the Dredger has been attacked since the end of the Dredger's last turn.

NATURALLY SUSPICIOUS: Any attempt to deceive this character gains one challenge die (◆) on the roll.





SORCERER

LUCK: 200

MAJOR VILLAIN

SKILLS

DESTRUCTIVE SORCERY: 80%,
60 physical damage

ANYTHING ELSE: 40%,
30 damage

BENEFITS

AGAINST ALL ODDS:

Each time this character is attacked, add one challenge die (🎲) to the attack roll for each time the sorcerer has been attacked since the end of the sorcerer's last turn.

I'LL DESTROY YOU ALL: For each boon this character rolls on an attack using sorcery, this character targets one additional character with that same attack.





SPIDER

LUCK: 200

MAJOR VILLAIN, AGENT OF THE CROWN

SKILLS

INTERROGATE: 80%, 40 mental damage

FLINTLOCK PISTOL: 65%, 70 damage, 2 wounds when wounding, extremely loud, 1 action to reload

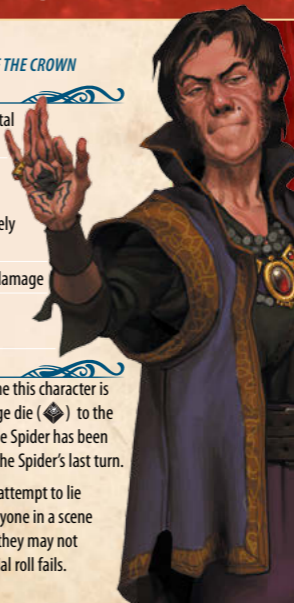
RAPIER: 65%, 50 physical damage

ANYTHING ELSE: 40%, 30 damage

BENEFITS

AGAINST ALL ODDS: Each time this character is attacked, add one challenge die (⬠) to the attack roll for each time the Spider has been attacked since the end of the Spider's last turn.

TRUTHSEEKER: If characters attempt to lie to or otherwise deceive anyone in a scene containing this character, they may not push their luck if their initial roll fails.





ARCHPRIEST

LUCK: 200

*MAJOR VILLAIN,
DRAMATIC ENEMY*

SKILLS

INTIMIDATE: 80%, 40 mental damage

ANYTHING ELSE: 40%, 30 damage

BENEFITS

DRAMATIC ENEMY: Physical attacks against this character are treated as though the archpriest has 0 luck.

UNTOUCHABLE: Any physical attacks against this character automatically generate 6 heat (🔥🔥🔥🔥🔥🔥).





POWERFUL MERCHANT

LUCK: 200

MAJOR VILLAIN, DRAMATIC ENEMY, MERCHANT

SKILLS

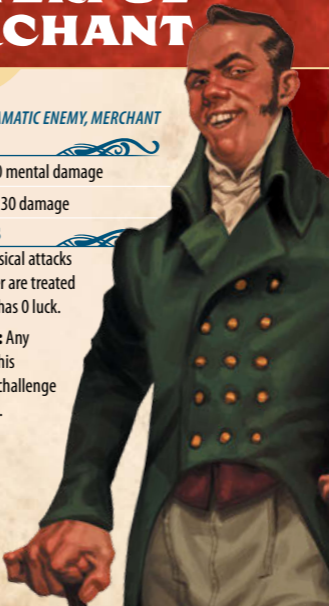
INTERROGATE: 80%, 40 mental damage

ANYTHING ELSE: 40%, 30 damage

BENEFITS

DRAMATIC ENEMY: Physical attacks against this character are treated as though he or she has 0 luck.

NATURALLY SUSPICIOUS: Any attempt to deceive this character gains one challenge die (◆) on the roll.





SCHEMING SENATOR

Luck: 200

MAJOR VILLAIN, DRAMATIC ENEMY

SKILLS

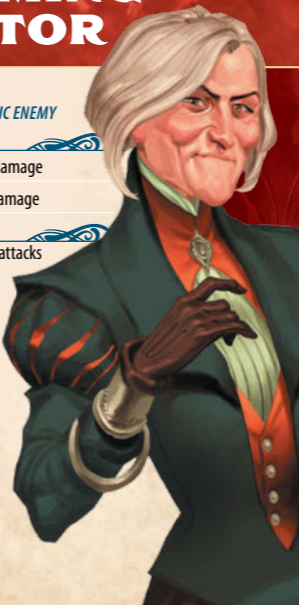
COERCE: 80%, 40 mental damage

ANYTHING ELSE: 40%, 30 damage

BENEFITS

DRAMATIC ENEMY: Physical attacks against this character are treated as though the senator has 0 luck.

SECRET PROTECTOR: The Judge can spend 4 heat (🔥🔥🔥🔥) to add an antagonist to the scene (someone assigned by the Crown to protect this character) at any time.





MAGISTRATE

LUCK: 200

*MAJOR VILLAIN, DRAMATIC
ENEMY, AGENT OF THE CROWN*

SKILLS

INTERROGATE: 80%, 40 mental
damage

ANYTHING ELSE: 40%,
30 damage

BENEFITS

DRAMATIC ENEMY: Physical
attacks against
this character are
treated as though the
magistrate has 0 luck.

HUMILIATION: If this
character reduces another
character to 0 luck, that
character loses all Influence.





IMPERIOUS NOBLE

LUCK: 200

MAJOR VILLAIN, DRAMATIC ENEMY, NOBLE

SKILLS

COERCE: 80%, 40 mental damage

INTIMIDATE: 65%, 40 mental damage

ANYTHING ELSE: 40%, 30 damage

BENEFITS

DRAMATIC ENEMY: Physical attacks against this character are treated as though the noble has 0 luck.

SUPERIORITY COMPLEX: Any mental attack made against this character by a character who is not (or does not appear to be) a noble gains two challenge dice (🎲🎲) on the roll.

NEVER FAR FROM GUARDS: The Judge can spend 4 heat (🔥🔥🔥🔥) to add a size 4 squad of private security force minions to the scene if this character calls for them.





CITY WATCH PATROL

LUCK: —

*MINION SQUAD (SIZE 2),
AGENT OF THE CROWN*

SKILLS

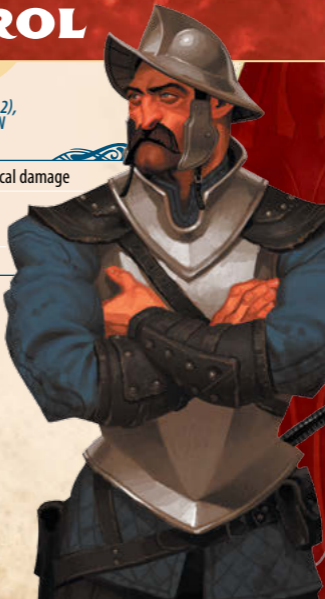
SABER: 50%, 10 physical damage

ANYTHING ELSE: 40%,
10 damage

BENEFITS

COLLECTIVE STRENGTH:

Every successful attack (or boon on an attack) against the squad reduces its size by 1 and its damage by 5.





BLOODED THUGS

LUCK: —

MINION SQUAD (SIZE 5)

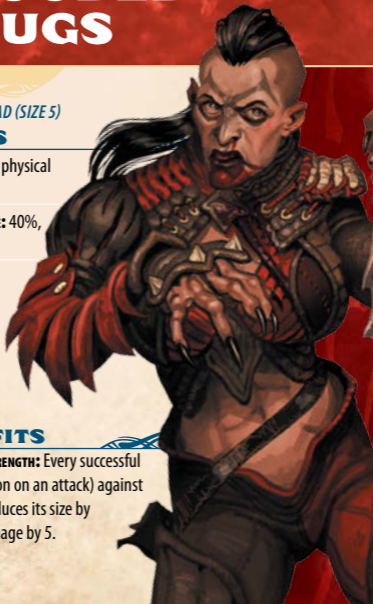
SKILLS

SAP: 50%, 25 physical damage

ANYTHING ELSE: 40%, 25 damage

BENEFITS

COLLECTIVE STRENGTH: Every successful attack (or boon on an attack) against the squad reduces its size by 1 and its damage by 5.





PRIVATE SECURITY GUARDS

LUCK: –

MINION SQUAD (SIZE 5)

SKILLS

CLUB: 50%,
25 physical
damage

ANYTHING ELSE: 40%,
25 damage

BENEFITS

COLLECTIVE STRENGTH:

Every successful attack (or boon on an attack) against the squad reduces its size by 1 and its damage by 5.





BLOODED UNDERBOSS

Luck: 100

MINOR VILLAIN

SKILLS

RUSTY DAGGER: 65%, 30 physical damage

ANYTHING ELSE: 40%, 20 damage

BENEFITS

BRUTAL: If this character reduces a target to 0 luck with a physical attack, the target of that attack also takes 1 wound.





BRITISH LIEUTENANT

LUCK: 100

MINOR VILLAIN

SKILLS

FISTS AND FEET: 65%, 20 physical damage

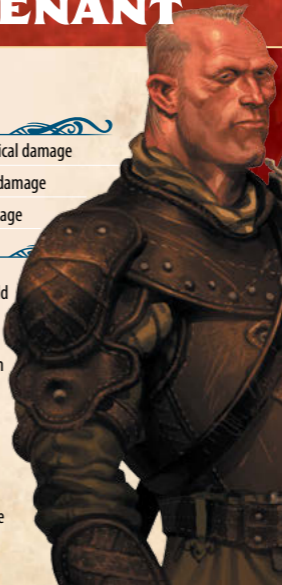
INTIMIDATE: 50%, 30 mental damage

ANYTHING ELSE: 40%, 20 damage

BENEFITS

AGAINST ALL ODDS: Each time this character is attacked, add one challenge die (◆) to the attack roll for each time the lieutenant has been attacked since the end of the lieutenant's last turn.

BARROOM BRAWLER: This character can make two fists and feet attacks on his turn, but the attacks must be against different targets.





CHURCH ASSASSIN

LUCK: 100

MINOR VILLAIN

SKILLS

HAND CROSSBOW: 65%,
50 physical damage

STILETTO: 50%, 30 physical
damage

ANYTHING ELSE: 40%,
20 damage

BENEFITS

AGAINST ALL ODDS: Each time this character is attacked, add one challenge die (🎲) to the attack roll for each time the assassin has been attacked since the end of the assassin's last turn.

TELEPORT: As an action, this character teleports to any place he or she can see.





CULT RECRUITER

LUCK: 100

MINOR VILLAIN

SKILLS

COERCE: 65%, 30 mental damage

MIND-ALTERING SORCERY: 50%,
30 mental damage

ANYTHING ELSE: 40%, 20 damage

BENEFITS

THEY COULD BE ANYONE: The Judge can spend 12 heat at any time in a scene to declare that a background character in that scene is actually this character.

SUBTLE: When this character uses sorcery to attack someone, the Judge does not have to reveal that this character is the one making that attack.





ENDLESS DAWN PROVOCATEUR

LUCK: 100

MINOR VILLAIN

SKILLS

INTERROGATE: 65%, 30 mental damage

INTIMIDATE: 50%, 30 mental damage

ANYTHING ELSE: 40%, 20 damage

BENEFITS

ZEAL: Any attempt to intimidate or frighten this character gains one challenge die (◆) on the roll.

EMBOLDENED BY THE MOB:

If there are any other members of the Endless Dawn in a scene, this character regains 10 luck at the start of each of his or her turns.





PIRATE CAPTAIN

LUCK: 100

MINOR VILLAIN

SKILLS

CUTLASS: 65%, 40 physical damage

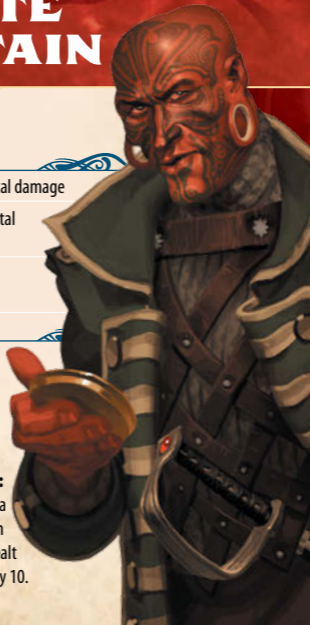
COMMAND: 65%, 30 mental damage

ANYTHING ELSE: 40%, 20 damage

BENEFITS

BLOODTHIRSTY: This character regains all his lost luck each time he deals a wound to an opponent.

DEAD MEN TELL NO TALES: Once per turn in a drama scene, this character can increase the damage dealt by a squad of minions by 10.





VETERAN BOUNTY HUNTER

LUCK: 100

MINOR VILLAIN

SKILLS

HAND CROSSBOW: 65%, 50 physical damage

SHORT SWORD: 50%, 40 physical damage

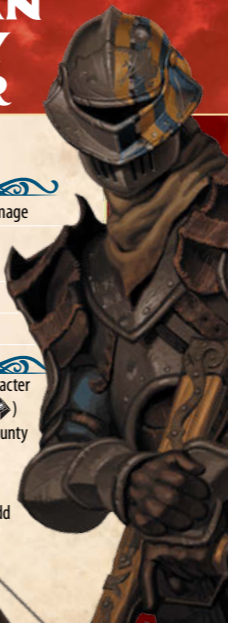
BOLAS: 50%, 30 physical damage

ANYTHING ELSE: 40%, 20 damage

BENEFITS

AGAINST ALL ODDS: Each time this character is attacked, add one challenge die (◆) to the attack roll for each time the bounty hunter has been attacked since the end of the bounty hunter's last turn.

RELENTLESS: This character does not add challenge dice (◆) to rolls as a result of having wounds.





CAPTAIN OF THE WATCH

LUCK: 100

MINOR VILLAIN, AGENT OF THE CROWN

SKILLS

SABER: 65%, 40 physical damage

HAND CROSSBOW: 50%, 50 physical damage

ANYTHING ELSE: 40%,
20 damage

BENEFITS

INSPIRE DISCIPLINE:

Any mental attack made against members of the City Watch under this character's command gains one challenge die (◆) on the roll.





CROWN INVESTIGATOR

Luck: 100

MINOR VILLAIN, AGENT OF THE CROWN

SKILLS

INTERROGATE: 65%, 30 mental damage

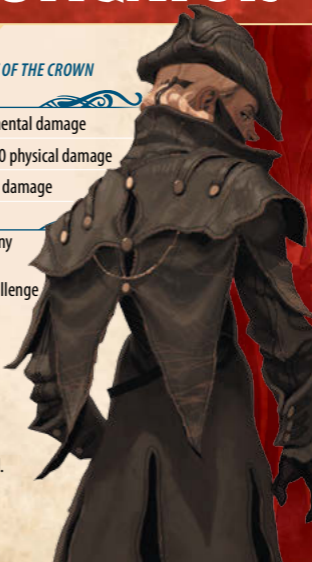
HAND CROSSBOW: 50%, 50 physical damage

ANYTHING ELSE: 40%, 20 damage

BENEFITS

NATURALLY SUSPICIOUS: Any attempt to deceive this character gains one challenge die (🎲) on the roll.

ON THE TRAIL: When this character is in a scene, if the scene ends and the investigator is still alive, add 2 heat (🔥🔥) to the heat pool.





MILITARY OFFICER

LUCK: 100

MINOR VILLAIN, AGENT OF THE CROWN

SKILLS

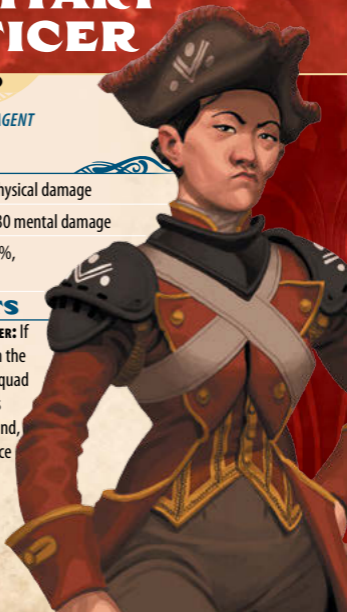
SABER: 65%, 40 physical damage

INTIMIDATE: 50%, 30 mental damage

ANYTHING ELSE: 40%,
20 damage

BENEFITS

COMMANDING OFFICER: If this character is in the same scene as a squad of soldier minions under her command, increase the chance of success for any physical attack made by those minions by 20%.





CALCULATING NOBLE

LUCK: 100

MINOR VILLAIN, DRAMATIC ENEMY, NOBILITY

SKILLS

COERCE: 75%, 30 mental damage

INTIMIDATE: 50%, 30 mental damage

ANYTHING ELSE: 40%,
20 damage

BENEFITS

DRAMATIC ENEMY: Physical attacks against this character are treated as though he or she has 0 luck.

SUPERIORITY COMPLEX: Any mental attack made against this character by a character who is not (or does not appear to be) a noble gains two challenge dice (◆◆) on the roll.

