

Playtest Kit v1.5

Pregenerated Characters

See v1-5 rules for suggested gear

|  |  |
| --- | --- |
| **Name: Utha the Thug****AGILITY** | **10** |
| Acrobatics | 13(1) |
| Melee combat | 15(2) |
| Stealth | 10 |
| **AWARENESS** | **9** |
| Observation | 9 |
| Insight | 9 |
| Thievery | 11(1) |
| **CO-ORDINATION** | **9** |
| PARRY | 13(2) |
| Ranged Weapons | 10(1) |
| Sailing | 9 |
| **INTELLIGENCE** | **7** |
| Lore | 8(1) |
| Linguistics | 8(1) |
| Craft | 9(1) |
| Siege craft | 7 |
| Healing | 10(1) |
| Chirurgery | 7 |
| **WILLPOWER** | **10** |
| Alchemy | 7 |
| Discipline | 13(1) |
| Sorcery | 10 |
| Survival | 12(1) |
| **PERSONALITY** | **8** |
| Animal Handling | 11(1) |
| Society | 11(1) |
| Persuade | 9(1) |
| Command | 8 |
| Counsel | 8 |
| **PHYSIQUE** | **11** |
| Resistance | 14(2) |
| **STRENGTH** | **12** |
| Athletics | 15(2) |

Ranged Damage Bonus +[cd]1

Melee Damage Bonus +[cd]3

Presence +[cd]0

Vigour 14 Resolve 13

**Talents**

##### Leverage 1

On any test to lift or move an inanimate object where the character generates at least one success, he may immediately roll one additional d20. Any successes generated on this additional dice are added to the initial success total.

##### Rigorous Training 1

The character generates one additional success on any Athletics test that generates at least one success.

##### No Mercy

When making a Melee combat attack, a character may re-roll One damage dice The new die roll must be accepted.

Pregen 2

|  |  |
| --- | --- |
| NAME | Maria |
| **AGILITY** | **11** |
| Acrobatics | 15(2) |
| Melee combat | 16(5) |
| Stealth | 12(1) |
| **AWARENESS** | **9** |
| Observation | 12(1) |
| Insight | 10(1) |
| Thievery | 9 |
| **CO-ORDINATION** | **9** |
| Parry | 13(2) |
| Ranged Weapons | 10(1) |
| Sailing | 10(1) |
| **INTELLIGENCE** | **8** |
| Lore | 9(1) |
| Linguistics | 9(1) |
| Craft | 9(1) |
| Siege craft | 8) |
| Healing | 9(1) |
| Chirurgery | 8 |
| **WILLPOWER** | **10** |
|  Alchemy | 10 |
| Discipline | 12(1) |
| Sorcery | 10 |
| Survival | 11(1) |
| **PERSONALITY** | **7** |
| Animal Handling | 8(1) |
| Society | 8(1) |
| Persuade | 8(1) |
| Command | 8(1) |
| Counsel | 7 |
| **PHYSIQUE** | **12** |
| Resistance | 13(1) |
| **STRENGTH** | **10** |
| Athletics | 12(1) |
|  |  |

Ranged Damage Bonus +[cd]1

Melee Damage Bonus +[cd]2

Presence +[cd]0

Vigour 13 Resolve 12

**Talents**

##### No Mercy

When making a Melee combat attack, a character may re-roll One damage dice The new result must be accepted.

##### Deflection

Characters with this talent pay one less (to a minimum of 0) Threat point in order to take a Parry Response Action.

##### Riposte

After successfully executing a Parry Response Action, characters with this talent may immediately pay one Threat point to make a standard melee attack against the foe they parried. Momentum remaining from the Parry action may be carried over to this melee attack.

Pregen 3

|  |  |
| --- | --- |
| NAME | Temurbek the crafty |
| **AGILITY** | 9 |
| Acrobatics | 11(1) |
| Melee combat | 10(1) |
| Stealth | 10(1) |
| **AWARENESS** | **11** |
| Observation | 14(1) |
| Insight | 12(1) |
| Thievery | 13(1) |
| **CO-ORDINATION** | **10** |
| Parry | 11(1) |
| Ranged Weapons | 15(5) |
| Sailing | 11(1) |
| **INTELLIGENCE** | **12** |
| Lore | 14(1) |
| Linguistics | 14(1) |
| Craft | 15(3) |
| Siege craft |  |
| Healing | 14(1) |
| Chirurgery | 13(1) |
| **WILLPOWER** | **9** |
|  Alchemy | 9 |
| Discipline | 12(1) |
| Sorcery | 9 |
| Survival | 9 |
| **PERSONALITY** | **10** |
| Animal Handling | 12(1) |
| Society | 11(1) |
| Persuade | 11(1) |
| Command | 10 |
| Counsel | 10 |
| **PHYSIQUE** | **8** |
| Resistance | 8 |
| **STRENGTH** | **7** |
| Athletics | 8(1) |

Ranged Damage Bonus +[cd]2

Melee Damage Bonus +[cd]0

Presence +[cd]2

Vigour 8 Resolve 12

**Talents**

#### Natural Craftsman

The character may re-roll any dice that did not generate a success on the initial roll when making a Crafts test, but must accept the new result.

#### Prodigious Designer

Any time the character chooses to design a new item or structure — or modify an existing design — he may reduce the difficulty of the Crafts test by one step. This may eliminate the need for a test.

#### Improvised Tool

The character has the vision to recognise alternative uses of common items. With success on a Challenging D2 Crafts test, the character can adapt existing items at hand to solve a problem. This adaptation is only good for a single use. Any Momentum from the test can be spent to provide an additional use per point of Momentum. After the final use has been completed, the item is ruined for both the alternative use and its originally intended use.

Pregen 4

|  |  |
| --- | --- |
| NAME | Makda the young master |
| **AGILITY** | **10** |
| Acrobatics | 12(1) |
| Melee combat | 11(1) |
| Stealth | 14(3) |
| **AWARENESS** | **12** |
|  Observation | 15(3) |
| Insight | 14(2) |
| Thievery | 17(5) |
| **CO-ORDINATION** | **9** |
|  Parry | 11(1) |
|  Ranged Weapons | 11(1) |
| Sailing | 10(1) |
| **INTELLIGENCE** | **8** |
|  Lore | 11(1) |
| Linguistics | 8 |
| Craft | 9(1) |
| Siege craft | 8 |
| Healing | 8 |
| Chirurgery | 8 |
| **WILLPOWER** | **9** |
|  Alchemy | 9 |
|  Discipline | 10(1) |
| Sorcery | 9 |
| Survival | 9 |
| **PERSONALITY** | **7** |
|  Animal Handling | 8(1) |
| Society | 7 |
| Persuade | 8(1) |
| Command | 7 |
| Counsel | 7 |
| **PHYSIQUE** | **11** |
|  Resistance | 11 |
| **STRENGTH** | **10** |
|  Athletics | 14(2) |
|  |  |

Ranged Damage Bonus +[cd]3

Melee Damage Bonus +[cd]2

Presence +[cd]0

Vigour 11 Resolve 10

**Talents**

##### Scout

The character may re-roll one d20 when making a Stealth test, but must accept the new result.

##### Life of Crime

When the character generates at least one success on a Persuade or Lore test to relate to or interact with the criminal element, he may immediately roll one additional d20 and add the result to the skill test.

##### Know the Risks

The character may re-roll one d20 when making a Thievery test, but must accept the new result.

Pregen 5

|  |  |
| --- | --- |
| NAME | Afktagha |
| **AGILITY** | **10** |
| Acrobatics | 13(1) |
| Melee combat | 11(1) |
| Stealth | 11(1) |
| **AWARENESS** | **11** |
| Observation | 14(2) |
| Insight | 14(2) |
| Thievery | 14(1) |
| **CO-ORDINATION** | **9** |
|  Parry | 12(1) |
| Ranged Weapons | 12(1) |
| Sailing | 9 |
| **INTELLIGENCE** | **10** |
| Lore | 11(1) |
| Linguistics | 11(1) |
| Craft | 11(1) |
| Siege craft |  |
| Healing | 11(1) |
| Chirurgery |  |
| **WILLPOWER** | **8** |
| Alchemy | 8 |
| Discipline | 9(1) |
|  Sorcery | 8 |
| Survival | 11(1) |
| **PERSONALITY** | **12** |
| Animal Handling | 13(1) |
| Society | 14(1) |
| Persuade | 17(5) |
| Command | 13(1) |
| Counsel | 13(1) |
| **PHYSIQUE** | **9** |
| Resistance | 9 |
| **STRENGTH** | **7** |
| Athletics | 8(1) |
|  |  |

Ranged Damage Bonus +[cd]2

Melee Damage Bonus +[cd]0

Presence +[cd]4

Vigour 9 Resolve 9

**Talents**

##### Charismatic

The character’s Presence bonus rating is increased by +[CD]1 (this is already included)

##### Naturally Charming

The character has a warm personality and a winning smile. People trust him. A successful Persuade test yields one additional point of Momentum.

##### Sixth Sense

The character may re-roll one d20 when making an Insight test, but must accept the new result.

Pregen 6

|  |  |
| --- | --- |
| NAME | Aestertorius |
| **AGILITY** | **11** |
| Acrobatics | 14(2) |
| Melee combat | 14(2) |
| Stealth | 12(1) |
| **AWARENESS** | **7** |
| Observation | 8(1) |
| Insight | 8(1) |
| Thievery |  |
| **CO-ORDINATION** | **12** |
|  Parry | 14(2) |
| Ranged Weapons | 13(1) |
| Sailing |  |
| **INTELLIGENCE** | **8** |
| Lore | 9(1) |
| Linguistics | 9(1) |
| Craft | 9(1) |
| Siege craft |  |
| Healing | 9(1) |
| Chirurgery | 9(1) |
| **WILLPOWER** | **9** |
|  Alchemy |  |
| Discipline | 11(1) |
|  Sorcery |  |
|  Survival | 10(1) |
| **PERSONALITY** | **9** |
|  Animal Handling | 11(2) |
| Society | 10(1) |
| Persuade | 14(3) |
| Command | 14(3) |
| Counsel |  |
| **PHYSIQUE** | **10** |
|  Resistance | 12(1) |
| **STRENGTH** | **10** |
|  Athletics | 11(1) |
|  |  |

Ranged Damage Bonus +[cd]0

Melee Damage Bonus +[cd]2

Presence +[cd]1

Vigour 12 Resolve 11

**Talents**

##### Professional

The character has learned to issue orders in such a way that they are clear to the recipient, with little margin for misinterpretation. The character may re-roll one d20 when making a Command test, but must accept the new result.

##### No Mercy

When making a Melee combat attack, a character may re-roll One damage dice The new result must be accepted.

Specialist (Swords)

When using Swords, each Threat point paid to gain additional dice provides two dice instead of one. This does not change the maximum number of dice that can be obtained from Threat.