



Apilandrus High Elf Archwizard

Apilandrus is a scion of high elven society. A student of the long-renowned wizards of Quel'thalas, he agreed to assist the Kirin Tor of Dalaran when they assumed such a great importance during the Second War. Since then, he has stayed with the human wizards, battling against the Undead Scourge that has overwhelmed the land, despite the elves' withdrawal from the Alliance. In spite of the new Blood Elf movement, Apilandrus refuses to embrace warlock magics, even to combat them.

Rank: Veteran (57 XP)

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Investigation d6, Knowledge (arcana) d8, Notice d8, Persuasion d6, Spellcasting d12, Streetwise d4.

Charisma: 0 (-2 vs. night elves & tauren); **Pace:** 6; **Parry:** 4; **Toughness:** 6 (5)

Hindrances: Cautious, Loyal, Magic Addiction, Overconfident, Stubborn

Edges: Low-Light Vision, Arcane Background (Arcane Magic), Rapid Recharge, Wizard, Command, Inspire
Arcane Magic

Power Points: 20; **Spells:** *bolt (lightning)*, *continual blast (blizzard)*, *deflection (mystic shield)*, *offensive armor (fire shield)*, *summon: water elemental*,

Gear: Quarterstaff (Str+2, +1 Parry, 2-handed), Mystic Robes (+1),



Gillidan, High Elf Priest of Light [41]

Gillidan and his fellow Priests of the Inner Light never even considered leaving the human lands. To do so would have been to violate the very truths they have embraced.

Personality: _____

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Faith d8, Fighting d4, Guts d6, Knowledge (religion) d8, Notice d6

Charisma: 0 (-2 vs. night elves & tauren); **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious, Magic Addiction

Edges: Low-Light Vision, Arcane Background (Inner Light), Priest

Miracles: **Power Points:** 15; **Spells:** *bolt (white light)*, *dispel*, *heal*, *inner fire*

Gear: Quarterstaff (Str+2, +1 Parry, 2-handed)



Water Elemental (Summoned Unit)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10, Shooting d8

Pace: 5; **Parry:** 7; **Toughness:** 13

Abilities: Armor +3, Size +3, Fearless, Two-Fisted

- **Construct:** +2 to recover from being Shaken, ½ damage from piercing weapons, immune to called shots, poison and disease.
- **Waterspout:** Water elementals can blast a jet of water at an opponent. This attack does damage within a Small Burst Template of the target (adjacent opponents can make an Agility check to avoid it). Damage: Str; Range 3/6/12; RoF: 1.



Galen Silverhand

Human Paladin

Galen is an orphan of Azeroth, whose parents died in the First War against the orcs. Discovered by knights of Lordaeron, he was given to the church. When the Knights of the Silver Hand were formed by Archbishop Faol, he was fostered by the Order, and has become one of its staunchest knights.

The recent disbanding of the Order of the Silver Hand has left Galen shaken, but still he pledges to uphold the ideals of the Order and defend the human lands.

Rank: Veteran (55 XP)

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Faith d8, Guts d8, Intimidation d8, Knowledge (religion) d4, Notice d4, Persuasion d6, Riding d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (6)

Hindrances: Heroic, Stubborn

Edges: Arcane Background (The Light), Champion, Charismatic, Command, Hold the Line, Natural Leader, Spell Aura

The Light (Miracles)

Power Points: 15; **Spells:** *armor, boost/lower trait, heal (holy light)*

Gear: Proofed Plate (+4), Adamantine Warhammer (Str+6, AP 1, 2-handed), Warhorse



Sir Daman Sturdyguard, Knight of Lordaeron [97]

These staunch knights are the steel in the backbone of the Alliance forces, charging into battle at the vanguard of any army.

Personality: _____

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Notice d4, Riding d6

Charisma: 0 **Pace:** 6; **Parry:** 6; **Toughness:** 10 (6)

Edges: Cavalry, Combat Reflexes, Sweep

Gear: Fine Longsword (Str+4), Lance (Str+4, AP 1, Reach 2), Proofed Plate Armor (+4), Medium Shield (+1 Parry/+1 Armor v. ranged)

Warhorse

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d8, Notice d4

Pace: 8; **Parry:** 6; **Toughness:** 12 (10)

Abilities: Fleet-footed (d8 Running), Size+3, Kick (Str+1)

Gear: Chain barding (+2)



Tarn Stoneforge

Thane of the Ironforge Dwarves

Tarn is the thane of the Stoneforge clan of dwarves, from deep within the dwarven kingdoms of Khaz Modan. His clan was only rarely threatened by the Horde in days past, leaving Tarn and his people free to hone their skills, and explore the connection with the Titans discovered in the latter days of the Second War. So when the Scourge fell upon his people, the thane of the Stoneforge Clan was ready to let loose his fury upon them.

Rank: Veteran (58 XP)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10, Faith d8, Guts d8, Intimidation d8, Investigation d6, Knowledge (history) d6, Notice d6, Taunt d6, Throwing d8

Charisma: 0; **Pace:** 5; **Parry:** 7; **Toughness:** 12 (7)

Hindrances: Short, Curious, Stubborn, Quirk: Dwarves did everything first.

Edges: Low-light Vision, Arcane Background (Avatar), Florentine, Command, Frenzy, Hard to Kill

Dwarven Avatar (Channeling)

Power Points: 15; **Powers:** *smite (+stun Extras), blast (Thunder Clap, centered on you, stuns extras)*

Gear: Mithril Plate (+5), Adamantine Battle Axe (Str+5, AP 1), Mithril Hammer (Str+3, 4/8/12, returns when thrown)



Hadran and Colm, Dwarven Mortar Crew [81]

Not all your people have turned their backs on working with steel and steam. These staunch mortar crews have come to your call, as their thane.

Hadran **Personality:** _____

Colm **Personality:** _____

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Guts d8, Notice d4, Repair d6, Shooting d8

Charisma: 0 **Pace:** 5; **Parry:** 4; **Toughness:** 8 (6)

Edges: Low-Light Vision, Artillerist

Gear: Studded Leather Armor (+2), Short Sword (Str+2)

Mortar

Damage: 3d6+2 in a Small Burst Template

Range: 40/80/120

1 Action to reload; cannot move while firing/reloading. Capable of indirect fire

Ammunition: *High Low Out*



Foot Soldiers [40 each]

The backbone of the armies of Lordaeron, human foot soldiers are well-known for their proficiency with shields, and their staunch devotion to their duty.

Tomas **Personality:** _____
Bradly **Personality:** _____
Colan **Personality:** _____
Mavor **Personality:** _____
Daelen **Personality:** _____

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 8 (5)

Edges: Block, Defend

Gear: Fine Broadsword (Str+4), Plate Armor (+3), Kite Shield (+2 Parry, +2 Armor vs. Ranged)



Dwarven Riflemen [40 each]

From the besieged kingdom of Khaz Modan, these dwarves come with their legendary Long Rifles to strengthen the forces of the Alliance.

Hurn **Personality:** _____
Muradh **Personality:** _____
Angus **Personality:** _____
Bradhel **Personality:** _____
Grovan **Personality:** _____

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Guts d8, Notice d6, Shooting d8

Pace: 5; **Parry:** 4; **Toughness:** 8 (6)

Edges: Low-Light Vision, Musketeer, Marksman

Gear: Studded Leather Armor (+2), Bayonet (Str+2), Long Rifle (2d8+1, AP 1, 15/30/60, 1 Action to reload)

Ammunition: *Very High* **High** *Low* *Out*



Gul'kar Stormbreaker

Orc Shaman

Gul'kar is one of the last of the shamans of old. He learned to speak with the spirits on Draenor, long before Ner'zhul and Gul'dan's mad descent into warlock magics. Long persecuted, he now helps revive the old traditions, as one of the Far Seer advisors of the warchief and shaman Thrall.

Rank: Veteran (59 XP)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Faith d10, Guts d8, Intimidation d6, Knowledge (spirits) d8, Notice d8,

Riding d6 Survival d6, Tracking d4.

Charisma: -2 (0 in the Horde); **Pace:** 6; **Parry:** 5; **Toughness:** 9 (6)

Hindrances: Savage Heritage, Vengeful, Elderly, Cautious, Stubborn

Edges: Brawny, Arcane Background (Shaman), Shaman, Cavalry, Nerves of Steel

Shaman (Miracles)

Power Points: 20; **Powers:** *bolt (chain lightning, +1 target/raise, boost/lower trait, far sight, bloodlust.*

Gear: Thorium Chain Hauberk (+3, resists 1 AP), Thorium Warblade (Str+4, AP 1)

Dire Wolf

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 6

Abilities: Fleet-footed (d10 Running), Size+1, Bite (Str+2), Go For the Throat (hit least armored area on raise)



Kag'ar, Wolfriider [96]

Revived by Thrall, the raiders of the orcs are no longer barbaric and bloodthirsty, but they are still savage and fearsome in battle.

Personality:

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d4, Riding d6, Throw d6

Charisma: -2 (0 with Horde) **Pace:** 6; **Parry:** 6; **Toughness:** 10 (7)

Edges: Brawny, Cavalry, Berserk

Gear: Thorium Chain Hauberk (+3, resists 1 AP), Thorium Warblade (Str+4, AP 1), Net (entraps)

Dire Wolf

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 6

Abilities: Fleet-footed (d10 Running), Size+1, Bite (Str+2), Go For the Throat



Hûrak Deathbellow

Tauren Chieftain

Hûrak is a wise and powerful tauren chief. Secure in his power, and compassionate to the young race of orcs, he has lent them his might and the might of his tribe in order to protect them against their enemies, and help them in rediscovering their shamanic traditions of old. His connections to the earth and his ancestors (through his totem) gives him tremendous power.

Rank: Veteran (56 XP)

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Faith d6, Guts d8, Intimidation d10, Survival d8

Charisma: 0; **Pace:** 7; **Parry:** 7; **Toughness:** 13 (10)

Hindrances: Lumbering, All Thumbs, Large, Heroic, Vow (Major - protect and guide the orcs, no matter the cost), Loyal

Edges: Horns (Str+2), Charge, Arcane Background (Totem Warrior), Champion, Command, Inspire, Fervor, Sweep, Trademark Weapon (Halberd).

Totem Warrior (Channeling)

Power Points: 15; **Powers:** *smite (does stun), fireburst (shockwave), blast (war stomp; centered on character, does stun).*

Gear: Heavy Chain Hauberk (+3), Thorium Halberd (Str+4, AP 1, Reach 1)



Grokka, Tauren Warrior [56]

Sworn to their chieftain, Hûrak, these fierce warriors use their totems as massive clubs to cut a wide swath through their opponents.

Personality: _____

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d4, Survival d6

Charisma: 0; **Pace:** 6 **Parry:** 6; **Toughness:** 11 (10)

Hindrances: Lumbering, Large, All Thumbs

Edges: Horns (Str+2), Charge, Combat Reflexes, Sweep

Gear: Thick Hides (+1), Totem (Str+3, AP 2 vs. rigid armor)



Ragath Blood Drinker Jungle Troll Shadow Hunter

Ragath is one of the greatest heroes of the Darkspear Clan of jungle trolls. A master of both combat and dark voodoo magics, he is cunning and ruthless in hunting down his enemies, and then dispatching them without mercy.

Rank: Veteran (55 XP)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Faith d8, Guts d8, Intimidation d8, Stealth d10, Survival d6, Throwing d10, Tracking d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (6)

Hindrances: Low Cunning, All Thumbs, Bloodthirsty, Outsider, Stubborn, Overconfident, Quirk (mutters to spirits)

Edges: Fast Regeneration, Arcane Background (Voodoo), Marksman, Woodsman.

Voodoo (Miracles)

Power Points: 15; **Powers:** *boost/lower trait, detect/conceal arcana, heal*

Gear: Brigandine (+3), Short Sword (Str+2), Bow and Thorium Arrows (2d6+1, AP 2, 12/24/48)



Kur'rukk, Batrider [100]

Cunning and deadly, these subjects of Rag'ath's mount giant bats, and hurl down dangerous potions from high above. Fanatically loyal to Rag'ath, they are even willing to suicide themselves if he so orders it.

Personality: _____

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Guts d10, Intimidation d4, Notice d6, Stealth d6, Throwing d8

Charisma: 0; **Pace:** 6 **Parry:** 4; **Toughness:** 11 (10)

Hindrances: All Thumbs, Outsider, Bloodthirsty

Edges: Fast Regeneration, Cavalry, Steady Hand, Rapid Throwing

Gear: Leather Armor (+1), Liquid Fire potions (3d6+2, Small Burst, 3/6/12)

Ammunition: *Very High High Low Out*

Giant Bat

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d4, Guts d6, Notice d10, Tracking d6

Pace: 2 (Flight 12", Climb 6"); **Parry:** 4; **Toughness:** 9

Abilities: Size +3, Flight, Echolocation



Orc Grunts [41 each]

The bulk of the Horde is comprised of these valiant and deadly warriors. Known in the past for their brutality and depravity, the orcs have begun to return to their savage but noble roots.

Garm **Personality:** _____
 Murk **Personality:** _____
 Kobla **Personality:** _____
 Razh **Personality:** _____
 Zugar **Personality:** _____

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 10 (7)

Edges: Brawny, Berserk

Gear: Fine Battle Axe (Str+4), Heavy Chain Hauberk (+3)



Troll Headhunters [41 each]

The savage troll spearthrowers of the Darkspear tribe have long aided the Horde as repayment of the debt they owe Thrall from saving the tribe from destruction.

Cha'zzik **Personality:** _____
 Giraan **Personality:** _____
 Thool **Personality:** _____
 Legosa **Personality:** _____
 Nakele **Personality:** _____

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Guts d6, Intimidate d6, Notice d6, Stealth d6, Tracking d4, Throwing d8

Pace: 6; **Parry:** 4; **Toughness:** 8 (6)

Hindrances: Outsider, Bloodthirsty, All Thumbs

Edges: Fast Regeneration, Marksman, Rapid Throwing

Gear: Hardened Leather Armor (+2), Fine Throwing Spears (Str+3, 4/8/16)

Ammunition: *Very High* **High** *Low* *Out*



Malani Silverwind

Night Elf - Priestess of the Moon

Malani Silverwind is not one of the original Sentinels recruited by Tyrande Whisperwind to defend the Kaldorei. She is the child of one of those stalwart defenders. Born and raised with the defense of Kalimdor her primary duty, she devotes her heart and soul to Elune, and to the cause before her. She is compassionate, if not warm, with her allies, but woe to her enemies.

Rank: Veteran (58 XP)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Faith d8, Guts d8, Intimidation d6, Knowledge (religion), Riding d6, Shooting d8, Stealth d8 (+4), Survival d6, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (6)

Hindrances: All Thumbs, Solitary, Proud, Heroic, Bloodthirsty

Edges: Low-Light Vision, Shadowmeld, Arcane Background (Elune), Priestess, Spell Aura, Cavalry, Steady Hand, Command, Inspire, Natural Leader

Moon Priestess (Miracles)

Power Points: 20; **Powers:** *smite (fire aura), boost/lower trait, quickness, summon (owl scout)*

Gear: Moonsilver Plate Armor (+3), Elven longbow (2d6+1, AP 1, 15/30/60), Moonsilver Glaive (Str+3, AP 1, 4/8/16)

Nightsabre Panther

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d6, Notice d8, Stealth d8 (+4)

Pace: 8; **Parry:** 6; **Toughness:** 8

Abilities: Bite/Claw (Str+2), Size +2, Pounce



Felore, Kaldorei Huntress [102]

The Huntresses of the Sentinels have been patrolling the woods of Kalimdor since before the memory of most races. Fierce yet silent upon their nightsabre panthers, they are a force to be reckoned with.

Personality: _____

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d6, Riding d6, Stealth d8 (+4), Survival d6, Throwing d8

Charisma: -2; **Pace:** 6 **Parry:** 6; **Toughness:** 11 (10)

Hindrances: All Thumbs, Outsider, Proud

Edges: Low-Light Vision, Shadowmeld, Cavalry, Steady Hand, Ricochet (Rapid Shot), Beast Master (Owl).

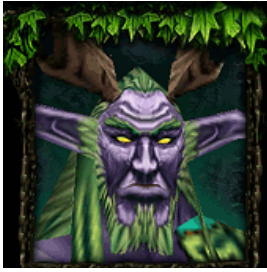
Gear: Moonsilver Plate Armor (+3), Moonsilver Glaive (Str+3, 1 AP, 4/8/16)

Nightsabre Panther

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d6, Notice d8, Stealth d8 (+4)

Pace: 8; **Parry:** 6; **Toughness:** 8



Tiberius Oakfist Keeper of the Grove

Tiberius Oakfist is a Child of Cenarius, offspring of the demigod's mating with a Kaldorei woman. In him reposes the power of the forest itself, and a link to Nature. While it is unusual for a Child of Cenarius to leave the forests of the Kaldorei, and unheard of to venture to such a desolate land as Northrend, he has his reasons. When the original expedition was sent, three seeds of Ancient Protectors were sent to protect the camp. Now, Tiberius must see what has happened to these precious and magical seeds.

Rank: Veteran (57 XP)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Faith d10, Fighting d8, Guts d6, Healing d6, Intimidate d6, Notice d6, Survival d6, Tracking d6

Charisma: -2; **Pace:** 7; **Parry:** 6; **Toughness:** 7 (6)

Hindrances: All Thumbs, Outsider, Stubborn, Arrogant, Loyal

Edges: Arcane Background (Nature Magic), Nature's Fury (Str+2 claw), Champion, Command, Natural Leader, Spell Aura

Gear: Enchanted Claw (Claw - Str+3), Enchanted Hide Armor (+2 Armor, -1 AP)

Nature Magic: Power Points - 25 *Spells:* offensive armor (thorns), heal, paralyze, smite.



Arnomius, Druid of the Talon [45]

The druids of the Talon pledge their devotion to the totem of the Storm Crow, and act as potent support for the Sentinel armies, both as spellcasters and scouts.

Personality: _____

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Faith d8, Fighting d6, Guts d6, Knowledge (nature) d8, Notice d8, Survival d6, Tracking d6

Hindrances: All Thumbs

Edges/Abilities: Low-Light Vision, AB (Nature Magic), Druid, Improved Dodge

Power Points: 15 **Spells:** boost/lower trait, bolt, stun (cyclone), shape change

Storm Crow Form: Agility d10, Strength d6 Vigor d8

Edges/Abilities: Flight (10", Climb 6"), Blessed Claws/Beak (Str+1, AP 1), Low-Light Vision, Nature's Strength (+1 armor)

Pace: 2; **Parry:** 5; **Toughness:** 7 (6)

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Blessed Quarterstaff (Str+2, AP 1, +1 Parry)



Malecante the Fallen

Night Elf Demon Hunter

In the days after Illidan reestablished the Well of Life, many of the Kaldorei were sorely tempted to once again harness the power of arcane magic. Malecante was one of those who succumbed. In fact, he succumbed so thoroughly that he nearly became slave to a vicious demon. Luck was with him, however. He had discovered the ritual to bind a demon within a vessel of steel and flesh. He performed the ritual just in time, and has since atoned for his failing by harnessing the arcane energies of the demon to battle others of its kind, as well as other threats to the Kaldorei.

Rank: Veteran (58 XP)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d10, Intimidation d8, Notice d8, Spellcasting d8

Charisma: -2 (-4 among Kaldorei); **Pace:** 6; **Parry:** 7; **Toughness:** 8 (5)

Hindrances: All Thumbs, Solitary, Proud, Bad Eyes (Mystic Blinding), Bloodthirsty, Code of Honor (always give an opponent a chance to defend himself, make your capabilities known.)

Edges: Low-Light Vision, Arcane Background (Demon Hunter), Trademark Weapon (Demon-infused warblade), Improved Dodge, Improved Frenzy

Demon Hunter (Channeling, Warlock Magic)

Power Points: 15 **Powers:** *smite (flame-wreathed warblade)*, *mana burn (bolt + 1d6 mana damage)*, *offensive armor (immolate)*.

Gear: Chimaera Hide Armor (+3), Demon-Infused Warblade (Str+4, AP 1)



Marakanis, Blood Elf Spellbreaker [53]

The Blood Elves of Quel'thalas are viewed with suspicion by many of their high elven kin, to say nothing of the Kaldorei. Malecante has allied with them, since he understands the blood elf mindset, and can appreciate their techniques.

Personality: _____

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Knowledge (arcana) d8, Notice d8, Spellcasting d8

Charisma: -2; **Pace:** 6 **Parry:** 7; **Toughness:** 8 (5)

Hindrances: Cautious, Magic Addiction

Edges: Low-Light Vision, Arcane Background (Magic), Wizard, Spellbreaker, Control Spell, Arcane Resistance, Block

Arcane Magic **Power Points:** 10 **Spells:** *mana burn (bolt + 1d6 mana damage)*, *dispel*, *feedback (smite + 1d4 mana damage)*.

Gear: Fine Twin Sword (Str+3, +1 Parry), Plate Armor (+3), Kite Shield (+2 Parry, +2 Toughness v. ranged)



Kaldorei Archers [44 each]

The front lines of the Sentinel army, the stealthy and accurate archers of the night elves are feared, and rightfully so, by all who have faced them.

Kathris **Personality:** _____
 Theta **Personality:** _____
 Delas **Personality:** _____
 Ariel **Personality:** _____
 Manala **Personality:** _____

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Notice d6, Shooting d8, Stealth d6 (+4)
Pace: 6; **Parry:** 4; **Toughness:** 7 (5)
Hindrances: All Thumbs, Outsider, Proud
Edges: Low-Light Vision, Shadowmeld, Marksman, Rapid Shot
Gear: Chain Shirt (+2), Elven Longbow (2d6, AP 1, 15/30/60)
Ammunition: *Very High* *High* *Low* *Out*



Glaive Throwers [80 each]

As eerie as they are dangerous, the glaive throwers of the Kaldorei seem to operate by magic, without an operator. In truth, these deadly siege engines are animated by the combined efforts of two Wisps, strange spirits who may be the spirits of dead night elves.

Attributes: Agility d4-2, Smarts d6, Spirit d8, (Vigor d8)
Skills: Guts d8, Notice d6, Shooting d8

Pace: 4 (Acc 1); **Parry:** 2; **Toughness:** 12 (4)
Damage: 2d8, AP 3. Also hits 2" behind main target as an area attack, doing the same damage, but no AP.
Range: 20/40/80
Reload: 1 Action.
Ammunition: *Very High* *High* *Low* *Out*



Tyron Blacksword

Human Forsaken - Knight

Tyron was a staunch and true knight of Lordaeron. Under the command of Prince Arthas against the Scourge, he fell and was left for dead. However, the strange energies of the Undead Scourge had permeated his body, and he rose as one of the Forsaken. Holding off his dark urges by force of will, he sought for his old commander, thinking only of his loyalties. When he learned that Arthas had forsaken Lordaeron and become a Death Knight, he swore that he would kill the man himself. This grim goal is all that stands between this man and madness. A journey to Northrend is, at least, a start.

Rank: Veteran (55 XP)

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d12, Guts d8, Intimidation d8, Knowledge (undead) d6, Riding d10

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 14 (9)

Hindrances: Outsider, Ugly, Code of Honor, Loyal, Death Wish (Destroy Arthas), Bloodthirsty

Undead: +2 Toughness, +2 to recover from Shaken, ½ damage from piercing attacks, immune to poison, disease, called shots and wound penalties.

Edges: Cavalry, Trademark Weapon (black sword), First Strike, Hard to Kill, Sweep, Berserk

Gear: Proofed Plate Armor (+4), Black Greatsword (Str+5, AP 1, -1 Parry, 2 hands)

Skeletal Warhorse

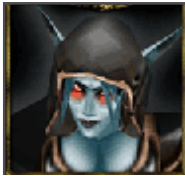
Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d8, Notice d4

Pace: 8; **Parry:** 6; **Toughness:** 14 (12)

Abilities: Fleet-footed (d8 Running), Size+3, Kick (Str+1), Undead

Gear: Chain barding (+2)



Miliana, Dark Ranger [48]

This elven ranger of Quel'thalas fell in battle and was taken from death against her will. Now she turns the darkness in her heart against the Undead Scourge, in revenge for what it has done to her.

Personality: _____

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Notice d8, Shooting d8, Stealth d6, Tracking d8

Charisma: -4; **Pace:** 6 **Parry:** 5; **Toughness:** 10 (8)

Hindrances: All Thumbs, Outsider, Ugly, Bloodthirsty

Edges: Low-Light Vision, Marksman, Woodsman, Berserk, *Undead*

Gear: Dark Leather Armor (+2), Elven Longbow with Fine Arrows (2d6+1, 15/30/60)

Ammunition: *Very High High Low Out*



Yabba Whiskeyfist

Pandaren Brewmaster

Yabba Whiskeyfist is one of the pandaren. Long ago, they shared land with the Kaldorei. When the world was sundered, the pandaren disappeared into the west. Now they have returned, reputedly from their island empire of Pandaria. They are cheery, spiritual, and with a deep and abiding fondness for drink. In some of them, this has led to incredible fighting abilities, as they learn to channel the spirit of...well, the spirits!

Rank: Veteran (56 XP)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d4, Fighting d10, Geomancy d8, Guts d6, Knowledge (spirits) d8, Taunt d8

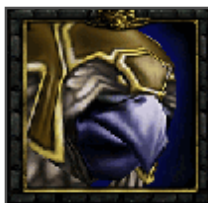
Charisma: -2; **Pace:** 4 (6 on all fours); **Parry:** 7; **Toughness:** 10 (8)

Hindrances: Outsider, Habit (alcoholic), Pacifist (minor), Quirk (always cheerful)

Edges: Claws (Str+1), Arcane Background (Brewmaster), Quick, Improved Dodge, Improved Frenzy, First Strike
Brewmaster (Channeling)

Power Points: 15 **Powers:** *deflection (drunken weaving), smite (drunken brawler), stun (single target - douse with alcohol), fireburst (breath of fire, +1d6 damage on target doused with alcohol).*

Gear: Bambus armor (+2), Staff (Str+2, Parry+1, 2 hands)



Garrath Wildhammer and Huntscream [112]

The Wildhammer dwarves of the mountains of Khaz Modan are a strange and isolated group. They care little for the archeology or the gadgets of their kin. Instead they are focused on their bond with the gryphons of the Aerie Peaks. And drinking. Mustn't forget the drinking.

Personality: _____

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidate d8, Notice d6, Riding d6, Throwing d8

Charisma: -2; **Pace:** 5 **Parry:** 4; **Toughness:** 9 (6)

Hindrances: Outsider

Edges: Low-Light Vision, Cavalry, Steady Hand, Strafing Run

Gear: Brigandine (+3), Storm Hammer (Str+2, 3/6/12; travels 1" behind target per raise)

Gryphon

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12, Vigor d6

Skills: Fighting d8, Guts d8, Notice d8, Tracking d6

Pace: 6 (Flight 12", Climb 4"); **Parry:** 6; **Toughness:** 9

Abilities: Size +3, Flight, Beak/Claws (Str+2), Swoop