

# d6:::Magazine



**Be Anything. Adventures and Articles in Open D6 Gaming.**

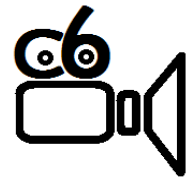
# Editorial Comment

Once again we find ourselves with another d6 Magazine. Issue number two celebrates gadgets, robots, magic items, and other knick knacks. We are in a good place with d6 Magazine, as momentum builds and many contributors begin to send in submissions. More interest is present and as of this commentary, the first issue of d6 Magazine is downloaded over seven thousand times!

I hope you take the time to contact our contributors or send in your comments and good wishes to them. We have a lot more coming down the pipe for d6 Magazine, and we are excited to bring it to you. Stay tuned for updates, as d6Magazine.com gets a slight renovation to make it easier and more accessible for potential and current contributors.

I want to thank all the great contributors personally, and give a brief shout out for them all!

Cheers!  
-J.



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# THE BLACK DESERT

## EXCERPT #2: ROBOTS



The following is an excerpt from the upcoming role-playing game, The Black Desert.

### Robots

While there is no question that the L-Drive is the piece of technology that has allowed the human race to explore space, it is robots that have allowed them to stay there. Able to work indefinitely in a variety of hostile environments, without the need of food, water or air, robots are the glue that hold the Black Desert together.

Despite great strides in quantum computing and the unique technology of the QOOR AI processor, Robots are not themselves intelligent. The most advanced robots, controlled by state-of-the-art quantum computers, are only about as intelligent as a well-trained dog. In game terms, this means that robots generally lack Attributes

altogether, or at most have only one or two. Robots instead rely on their “programming”, Skill Dice that are downloaded into their memories. Robots that require more intelligent direction are controlled via tele-operation by either Human or AI technicians.

There are literally thousands of robots available in The Black Desert. While all designs in this endless variety are in some way unique, all robots share the following traits in common: Robots do not require food, water, or air to function. Robots do not count against a Rocket’s Consumables, no matter how many are aboard.

Because of this, robots are immune the effects of toxic atmospheres, Vacuum and low or high atmospheric pressure. Unless otherwise stated, robots typically have twice the resistance to

radiation that Humans do.

Robots cannot have dice in the Social Attribute. While heuristic algorithms can allow limited creativity in some applications, the vagaries of human nature are beyond a robot's ability to fathom.

Robots cannot have more than 5D in any Skill, or more than a single die in an Attribute.

Robots do not lose stored data when destroyed, unless otherwise stated. This means that a robot's memory (including any new or advanced programming) can be downloaded into a robot of the same type. Unlike AI, this kind of download does not change the robot's "personality".

Robots can gain Progress Points at a rate of half that of Player Characters. This reflects the fact that robots are usually controlled remotely via the Telepresence Skill. These Points can be used to enhance their existing programming (increase Skills), or used to process new programs (add new Skills).

A robot cannot self-program new Skills. New Skills must be downloaded by a person using the Computer Operation; Robotics Skill. The exception is a robot programmed in Computer Operation; Robotics, but such a robot still cannot self-program, as new Skill sets require a system restart.

Robots cannot add Dice in Attributes.

Robots cannot use a Skill they do not have dice in.

## Types

Robots come in three main varieties. Each is specialized for their assigned tasks and has their advantages and disadvantages.

**Automatons:** Little more than automated machinery, Automatons have seen widespread use in industry since their creation in the early twentieth century. While modern Automatons are far more advanced than their ancestors, they still bear a strong resemblance to those most primitive

of robots.

Automatons are by nature stationary devices. At most, an Automaton may be mounted to a moving track or some other static course that gives them mobility only in the most predictable of paths. Automatons are also simultaneously the largest and heaviest as well as the lightest and smallest of the three robot types.

Automatons have the following traits in common:

- Automatons are stationary unless otherwise noted.
- Automatons cannot possess dice in Attributes.
- Automatons can be programmed with up to 5D in Skills. Most Automatons are only programmed with one skill, but they can be programmed with up to three.
- Automatons do not have humanoid frames.

**Teleroids:** This type of robot is nearly as common as Automatons. Teleroids have humanoid frames and are fully mobile. The term "Tele-roid" is short for "Tele-operated Anthroid" and referred to the fact that these robots are universally designed to be controlled via the Telepresence Skill.

Despite this, these robots are also equipped with autonomous modes that make use of their on-board programming. More intelligent than Automatons, Teleroids are as common among the settlers of the Black Desert as dogs and mules were to pioneers of earlier eras.

Teleroids have the following traits in common:

- Teleroids have humanoid frames. These usually range from 1 to 3 meters in height.
- Teleroids can possess 1D in a single Attribute.
- Teleroids can be programmed with up to 10D in Skills. Most have at least three Skills, though they can have up to five. Most of their Skills can be combined with one another.
- All Teleroids can be controlled via the Telepresence Skill.

**Anthroids:** Though all robots with humanoid frames are technically anthroids, the term is usually reserved for robots that cosmetically resemble humans as well. These are the most advanced and expensive (given their size) of the three main robot types. Anthroids differ in style and quality, from animated manikins in clothing stores to diplomatic models that are almost impossible to distinguish without medical examination. That being said, all have a few features that enhance their organic appearance. All are equipped to breathe, have normal Human body heat, and display ticks and eye movements similar to Humans. Advance teleoperation routines may even track the Anthroid's controller and mimic these subconscious movements, further improving the simulation of life.

Anthroids have the following traits in common:  
Anthroids have humanoid frames covered with advanced cosmetic enhancements that mimic Human appearance. In game terms, all Anthroids have a minimum of 1D in Bluff: Mimic Human. Like other Skills, an Anthroid may have up to 5D in Bluff: Mimic Human, but each additional Die in this skill adds 1,000 LSU to the Anthroid's cost.

The Bluff: Mimic Human Skill cannot be raised without this investment and does not count against the maximum number of skills an Anthroid may possess.

Anthroids can possess 1D in up to two Attributes. Anthroids can be programmed with up to 15D in Skills. These are usually in only three different Skills (including Bluff: Mimic Human), but there is no limit to the number of Skills an Anthroid can have.

All Anthroids can be controlled via the Telepresence Skill.

While all Anthroids share the robust internal construction of their fellow robots, their cosmetic

layers do not. High or low pressure, vacuum, and radiation all cause cosmetic damage to Anthroids. For every Damage Level an Anthroid falls, they lose 1D from their Bluff: Mimic Human Skill. This die cannot be replaced until the cosmetic sheath is repaired or replaced.

## Robotic Statistics

The following is an explanation of all of the entries in the typical robot's statistics block:

**Name:** Any nickname or term used to refer to a specific robot. Not all robots have a name.

**Model:** The terms or codes used to refer to that design of robot.

**Type:** This refers to the general type of robot (see the entries above) and a brief description of the robot's function.

**Move:** The distance a robot can cover in a regular round. Automaton do not have Move entries.

**Attributes:** The values of the robot's Attributes, if any.

**Skills:** The number of dice a robot has in Skills or Focused Skills.

**Damage Range:** The number of points a damage of robot can take before dropping a Damage Level. Because robots can be built of super-strong composites and with integrated armor, the Damage Range is unique to each model and factored into the robot's cost.

**Progress Points:** The number of Progress Points a robot currently has. These can only be used for Skill progression; robots cannot use Progress Points to modify their Dice Pools.

**Equipment:** Any built-in tools or other equipment that a robot has. Built-in weapons are listed separately.

**Weapons:** Any built-in weapons that a robot has. Built-in tools or other equipment are listed separately.

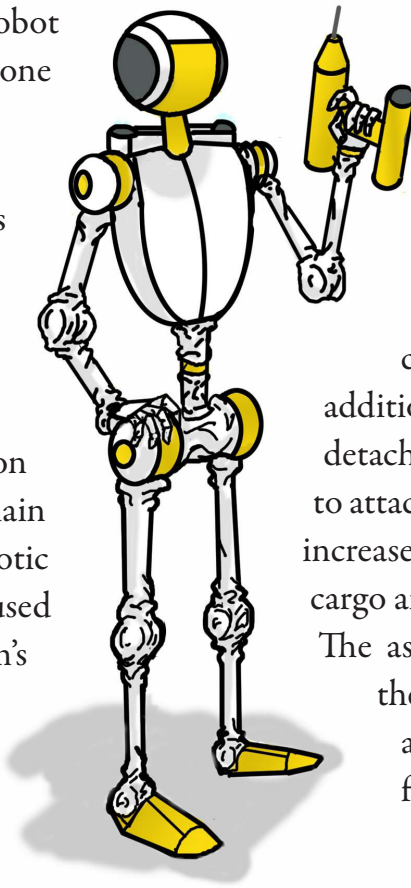
Carried Items: Any tools or weapons the robot is carrying. Items that the robot is carrying for a Player or someone else should not be listed here.

## Examples

The following are a few examples of Robots common in the Black Desert.

### Cargo Arm

These devices have hardly changed since their introduction in the twentieth century. The main difference between a modern robotic arm and its ancestors is that it can be used in full gravity. The typical cargo arm's length and multiple joints allow it to reach nearly any point within its grasp while its universal socket allow it mount tools, robots and dock with cargo containers and other spacecraft. In addition, a cargo arm has power feeds and gas and liquid hoses that allow it to be used as an umbilical for resupply in open space.



sturdy robots as part of their standard packages. Astrobots can handle cargo; perform maintenance, and any other chores that usually require a crew member in a spacesuit. While primarily controlled virtually via the Telepresence Skill, the astrobot is capable of limited autonomy. In addition, the astrobot's legs are easily detachable, and its spinal mount is designed to attach a cargo arm's universal socket. This increases the astrobot's reach to anywhere a cargo arm can reach.

The astrobots are not meant for combat; their insulation cannot handle laser hits and their debris shielding is no match for armor piercing ammunition.

## ASTRO-BOT: THE RIGHT TOOL FOR THE JOB!

**Basic Cargo Arm (Spacecraft Scale)**  
**Model:** Canadarm Industrial Utility Arm  
**Type:** Automaton  
**Skills:** Lift 5D  
**Damage Range:** 15  
**Cost:** 1000 LSU

### Astrobot

General Robotics' premier teleroid is the Mk -09 Astrobot. This design (and its open-source derivatives) is nearly universal in space and oftentimes spacecraft come with a compliment of the

**Model:** General Robotics Mk 09 Astrobot  
**Type:** Teleroid  
**Attribute:** Technical 1D  
**Skills:** Computer Maintenance 3D; Manual Labor 2D; Spacecraft Maintenance 5D  
**Damage Range:** 15  
**Progress Points:** 5  
**Equipment:** Humanoid body with vacuum armor  
**Weapons:** Utility laser (Range: short; Damage 3D)  
**Carried Items:** Typically, basic maintenance tools  
**Cost:** 1200 LSU

## Basic Anthroid

The Siberian Imperial Robotics Institute's basic model anthroid is fairly common as anthroids go, being seen in a variety of roles, from secretarial work to unobtrusive bodyguards. They can be modeled in any ethnicity or gender desired, though the results in a basic anthroid are rather plain and generic. The basic anthroids are also rather fragile, being hardly sturdier than the humans they resemble. That being said, most people are comfortable around such human looking robots and they have the virtue of being on duty – and on task – twenty-three hours a day.

**Model:** Siberian Imperial Robotics Institute  
basic Anthroid

**Type:** Anthroid

**Attributes:** Knowledge 1D; Technical 1D

**Skills:** Accounting 3D; Administration 5D; Bluff 1D; Bluff: Mimic Human 3D; Entertain 3D; Ground Vehicle Operation 3D; Languages 3D

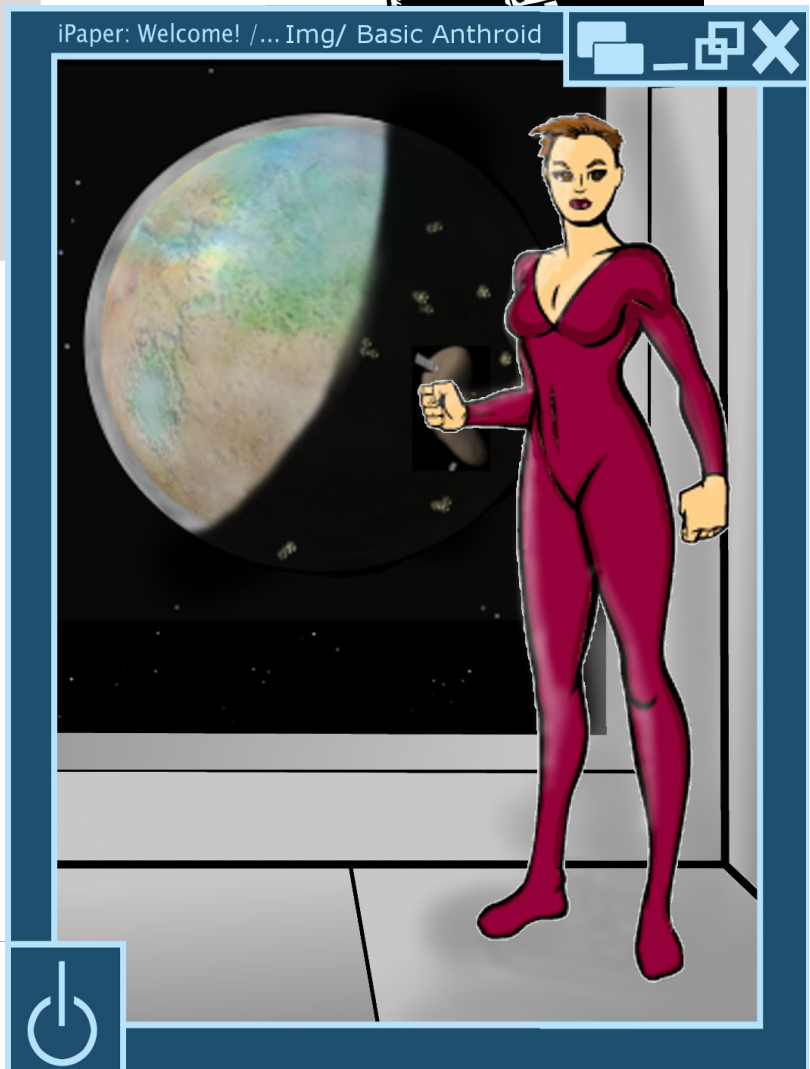
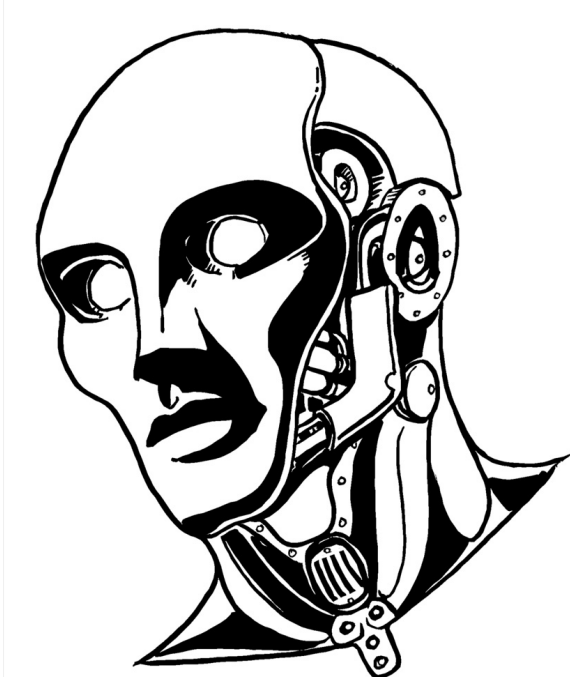
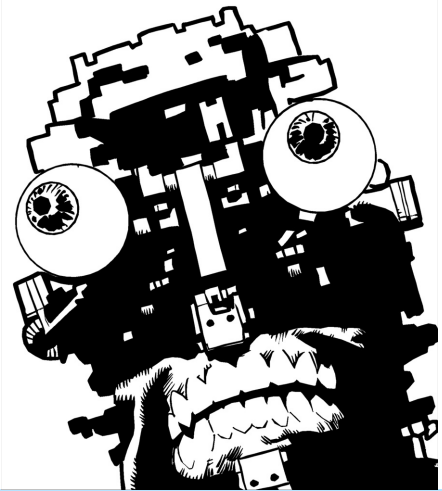
**Damage Range:** 12

**Progress Points:** 5

**Equipment:** Generic hyper-realistic cosmetic body sheath (3000 LSU)

**Carried Items:** Business skin-suit

**Cost:** 4500 LSU





# Graiv's Magical

## Curiosities

*A shop of useless magical items*

By Mike Fraley

Special thanks to Phil Hatfield, Drew Conger and Kazimiera Fraley for their item ideas and revision suggestions.

Ah, welcome good sir, I see that you are an adventurer with a fine eye for quality items that have a touch of the mystical upon them. Step this way into my emporium. Here I serve experienced travelers like you who have seen the expanse of the realm, battled ogres, slain vile beasts, and seen fine treasures. Still, there are few who have seen mysteries such as these. Come! Come, though my space may be small it has the most fascinating collection that will ever be offered for a fair price.

Graiv is a weary man, passed his prime in life. His long gray hair and beard hang unkempt over his brown and tan robes. His gravelly voice sounds as if it is a strain to speak to his customers for any length of time. If he has indeed experienced what he says he has, then his adventuring days are long over. Most days he stands in front of his emporium, under his sign, trying to attract new customers who are passing through. Many in town say that he is a lunatic trying to pawn off useless magical items, an evaluation he deeply resents. He sees the obscure value in almost everything he carries. Sometimes this clouds his judgment as to the prices he assigns.

The items represented in Graiv's Magical Curiosities are ideas for Gamemasters as alternatives to powerfully magical treasures. Players enjoy finding magical items, though GMs are reluctant to unbalance the game. The items in Graiv's shop require some creativity to be useful. Some are merely amusing magical trinkets without immediate intended value, and they may be initially dismissed as useless. However, almost anything is useful in the hands of creative players. Graiv's comments provide one character's insight as to potential uses for the items.

What's that you say? Oh, there are some in this city that have called my wares useless. The dull witted seldom see the use for anything magical that does not instantly slay the mighty leviathan, or transport the owner

to safety on a whim. But you? Surely such a skilled and keen minded traveler such as you has more presence of mind than that. It is only because some have mistaken my wares as useless that I can offer them to you at such a fair price.

Let me tell you about this beauty. I found this one myself in a goblin horde's stash at the back of a cave. I daresay they didn't know what they had. A magical mirror that reflects all but the image of the one holding it! It easily saved my life once as I traveled the road from Tirrith City to Karaduul. They say you have to watch your back on that journey. Ha ha! The highwaymen never managed to sneak up behind my party.

### Magical Mirror

Type: enchanted hand-held mirror

Cost: 10 Silver

Game Notes: As Graiv claims, the mirror will show the reflection of everything except for the person looking into it.

If the mirror isn't to your liking, step over this way and I see what I call "The Great Razor." As you can see it looks like a common straight razor that any clean cut gentleman might use to keep his bristles trimmed nicely. But be careful with this one, as it is more than it seems. Should anyone shave with this, the hair will grow a hand's breadth within the hour. Some even report almost twice as much growth. Back in my adventuring days I could have used this to help hide my face with a quick disguise to flee town. Though, the woman I bought it from desperately wanted to be rid of it. Her husband had seen too many pins of ale one evening and played a regrettable prank on her in her sleep. Though the hair is long gone, she still hasn't lived down being called "the bearded woman."

### The Great Razor

Type: enchanted barber's straight razor

Cost: 4 Silver

Game Notes: Any portion of the body shaved with the razor will quickly grow thick, natural looking hair anywhere from six to 12 inches. The hair will remain until trimmed or shaven. Once the magical growth is shaven with a mundane razor, the body hair will regrow as normal.

Ahh... now this is a wonderful little gem that I picked up from a traveler. He told me that it was a piece of junk that didn't work. You see? It looks like a compass



did he know that this rope will never hold a knot! With a good tug, it magically unties. Careful you don't switch it with your good climbing rope. That won't end well.

### Nevertied Rope

Type: Length of braided fiber rope

Cost: 2 Silver, 2 Bronze

Game Notes: Any length of this magical rope never remains tied. Once a knot is tied it magically loosens or unties itself after a few moments.

An old partner of mine bequeathed this next item to me. It has great sentimental value, but we all must part with some things in hard times. This is truly a magical staff. It serves fine as a walking stick, but its power is only seen when you remove your hand. This staff will stay upright upon the ground when you withdraw your hand. My partner would use it to tie off his hammock at the perfect length from a tree, and his weight would never cause it to budge. When the evening rest was over he just picked it up and on he went. He even once used it to make a decoy scarecrow of himself on a rooftop to fool a very stupid troll. Useless item indeed! It saved his life! For a price it might just save yours.

doesn't it? In fact that's what it is, a compass. So why doesn't it point north? It's because it only points to mortal peril! Ah, the poor traveler who sold it to me thought for a time that its enchantment pointed to some great treasure. That surely wasn't treasure he found. He still has the limp from that, but at least he still has the one good eye. But you, you're no fool. You know what it does, and you can use it to your advantage. If you choose to buy it, you can use it to navigate around your foes. It could save your life, isn't that worth a few gold pieces?

### Upright Staff

Type: Magical walking stick

Cost: 18 Silver

Game Notes: This staff remains upright when released; no manner of pressure knocks it down or moves it unless it is picked up by hand.

### Compass of Impending Doom

Type: Hand held directional compass

Cost: 6 Gold

Game Notes: The compass points to the nearest extreme danger. It may waiver between directions if danger is near at hand in multiple directions. Because of the potentially unbalancing nature of this item, GMs should use caution when giving it to players, and should consider letting the characters discover what it does rather than telling them outright.

And this... this is fantastical oddity the likes of which you will can't find anywhere else in the realm. My belief is that someone was trying to make a bottomless tankard and the spell backfired. This tankard is always empty. Lucky for me I had it when the cellar flooded. I put the tankard on the floor, the water flowed in

### Ever Empty Tankard

Type: Enchanted wooden ale tankard.

Cost: 3 Gold

Game Notes: All liquids poured into the tankard immediately vanish. The inside of the tankard is always dry. Any solid item placed in the tankard falls to the bottom and reacts as if the tankard were mundane.

This piece of old rope has a hidden trick to it. I carried it around for almost a year before it really paid off. Once a bandit ambushed me and tied me up with it. Little

and my problems were over. Ahh... don't give me that look. You won't drink anything from it anyway. Even if you can pass the tankard by, you cannot overlook my enchanted weaponry.

### Pacifist Dagger

Type: Enchanted dagger.

Cost: 3 Gold

Damage: +1D to non-living matter only

Game Notes: The dagger will cut cleanly through any non-living material such as ropes, leather, or picked fruits, though phases entirely through living material. For example, should a character wear a bladder full of sheep's blood under her tunic, and be stabbed with the Pacifist Dagger, the dagger will puncture the tunic, rupture the bladder, but will phase into her torso. The dagger cannot damage a living thing. Likewise, it cannot damage an undead creature.

I don't stock just any magical weapons, oh no. They are not like an ogre slaying knife, or a lance of dragon slaying. These beauties are special; nothing like them in the realm. Take for example this fine treasure. This dagger could use some polishing, because it's seen its fair share of use. The blade is enchanted so that it can't harm any living thing. Heh. I bought it off a cook who'd been using it to chop vegetables. He hadn't cut himself in years. What's that? What does it do to the undead? I can't really say I've tried. I don't plan to either.

### Old Sword

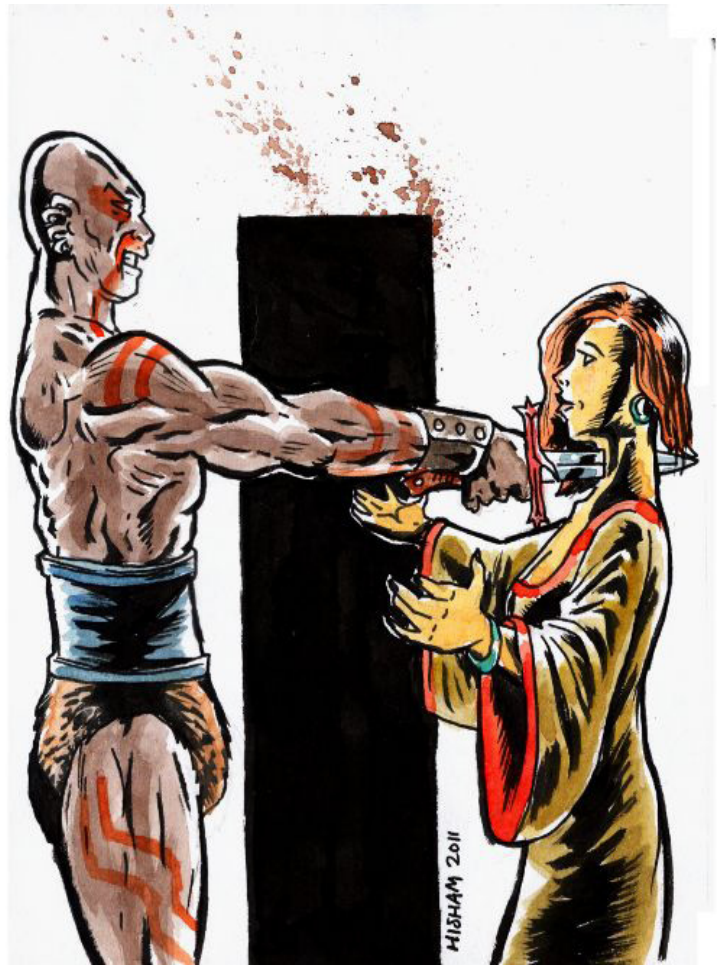
Type: Enchanted broadsword

Cost: 8 Gold

Damage: +2D+2

Game Notes: When the Old Sword is set down, sheathed, or released from the hand it will immediately transform into an age-worn weapon ridden with rust and nicks. When held in the hand it will flash into a polished weapon in perfect condition.

Oh, now don't give me that look. A keen minded adventurer such as yourself wouldn't think that I'd really just have a good for nothing old sword sitting around the place do you? True, true, as it lays there the blade looks rusty and nicked, but the real magic is when you place it in your hand. Behold! It flashes into something that could have been forged no more than a day ago.



### Corner Bow

Type: Magical Longbow

Cost: 7 Gold

Range: 10/100/250 – Short/Medium/Long

Damage: +2D+2

Game Notes: Any arrow fired from the Corner Bow travels three meters before curving sharply 90 degrees from the original line of fire and then continues a straight path from there. If the bow is held in the right hand, the arrow curves to the right. If held in the left hand, the arrow curves to the left. The target difficulty for any range is two difficulty levels higher when attempting to hit a target around a blind corner. The difficulty is only one level higher if the character using the bow has some means of establishing line of sight to his target (for example through a mirror).

Or this... see this! This must catch your eye. Such fine craftsmanship cannot escape your notice. I've had my fair experience with a bow myself, and I can attest this is unusual indeed. This bow will not fire straight, but

always curves easily around a bend. If ever your foe is around a corner, this is the bow for you.

### Hats of Private Conversation

Type: Pair of magically imbued hats

Cost: 18 Gold

Game Notes: When wearing one of the hats all words spoken by the character will be completely muted. It is visually obvious to anyone present that the person is speaking, though they cannot hear the words the character speaks, nor do their voices make any vibrations. The only character capable of hearing the other is another character wearing the matching magical hat. The characters wearing a matching set will be able to hear each other normally.

Perhaps if weaponry is not your fancy I have acquired some pieces of magical clothing. The styles are not suited to an adventurer like you, I'm sure you'll agree, but in this shop nothing is what it looks like and appearances aren't important. The first thing you'll see is a set of magical hats. This was surely no accident, and it is nothing short of shameful that anyone would dare call these worthless trinkets. The matching pair allow for discretion or stealth for the wearers. If you are wearing this hat



no one can hear your words except the follow – or lady – wearing the other hat. Of course this is fantastic for discussing those discreet matters when one doesn't want an entire tavern to eavesdrop, but I could tell you stories of other times this would have saved my partner and I plenty of trouble. Imagine sneaking through a dungeon while speaking at full volume! Ah, how much easier that would have been!

### Pants of Invisibility

Type: Drawstring loose-fitting breeches

Cost: 6 Gold

Game Notes: When a character pulls up the pants, he or she becomes invisible below the waist.

Ah, those? I can say that I've used those only once. Those fine black breeches will fit almost anyone and they have a rare magical ability. I bought them off a mage who was giving up his trade. My only guess is that he was trying to conjure something similar to a cloak of invisibility. Sadly, when donned, these breeches only make you invisible from the waist down. It was a fair stroke of fortune when I had them, for I had only short curtains to hide behind!

### Trackless Shoes

Type: Enchanted footwear

Cost: 3 Gold

Game Notes: The shoes do not make any sort of tracks on any surface, whether the shoes are wet or dry. This feature makes it impossible for another character to make a successful *tracking* roll to detect the wearer's footprints. The shoes emit a loud creak with each of the wearer's steps. The creaking and squeaking add a -3D penalty to any of the wearer's *stealth* rolls.

This is something that even a mundane traveler with no imagination can see the use of. These shoes are another magical mishap, but all the better for you, really. Just listen, these shoes make the wearer impossible to track. No matter whether you tread on soft earth, fresh mud, or loose sand your foot makes no mark upon the ground. They is only one *slight* flaw. The do squeak horribly, but nothing to fret about.

### Selective Lantern

Type: Magical lantern

Cost: 13 Silver

Game Notes: The Selective Lantern illuminates everything within a five meter radius. The lantern may be set down or hung and it casts light normally, though anyone touching the lantern does not see its light, and gains no benefit from the illumination.

But wait, I have more. I also carry the finest sets of magical lighting. Torches and magical lamps that are beyond anything you've ever seen. In fact, these gems are some of my favorites of the collection. Try holding this. It is a magical lantern that gives the most impressive light to anyone near it – anyone except the one who holds it, that is.

### Lamp of Darkness

Type: Magical lamp

Cost: 15 Silver

Game Notes: The Lamp of Darkness casts darkness and shadows. When lit, the flame will cast complete darkness within a 1 meter radius, adding +5 to the difficulty of all sight-related tasks. The Lamp of Darkness adds +2D to all *stealth* rolls when used at night or in dark conditions. A character with Ultravision or Infravision may negate the effects of the Lamp of Darkness completely.

The Lamp of Darkness is a grand piece of work. Once I had to sneak my way into the home of a tyrant of a lord. Without this I would never have put a stop to his rule of terror. What does do? Oh, it's ingenious. Instead of casting light, it casts darkness. Some call it a work of madness. Others call it a magician's mistake. I just know this was deliberate. I could work my way through the shadows. Er, well... I had to get used to feeling my way around, but still a wondrous item.

Wait, wait... don't go yet. You have not seen this most exquisite set of torches. I just don't have the heart to break them up. You see that all three of these torches have the same craftsmanship. I speculate that a wizard was using them to hone his skills before perfecting his masterpiece. Ah, I wish I could see what he eventually did. The first is a true wonder with curiously sensitive magic. This torch will never burn out. It could remain lit for days on end without ever using up its fuel. At least,

### Oversensitive Torch

Type: Sound sensitive torch

Cost: 1 Silver

Game Notes: Though the Oversensitive Torch never exhausts its fuel and wind cannot blow out the flame, however it is instantly put out by sounds. Any noise above a slight whisper will cause the light to extinguish. The character may immediately relight the torch.

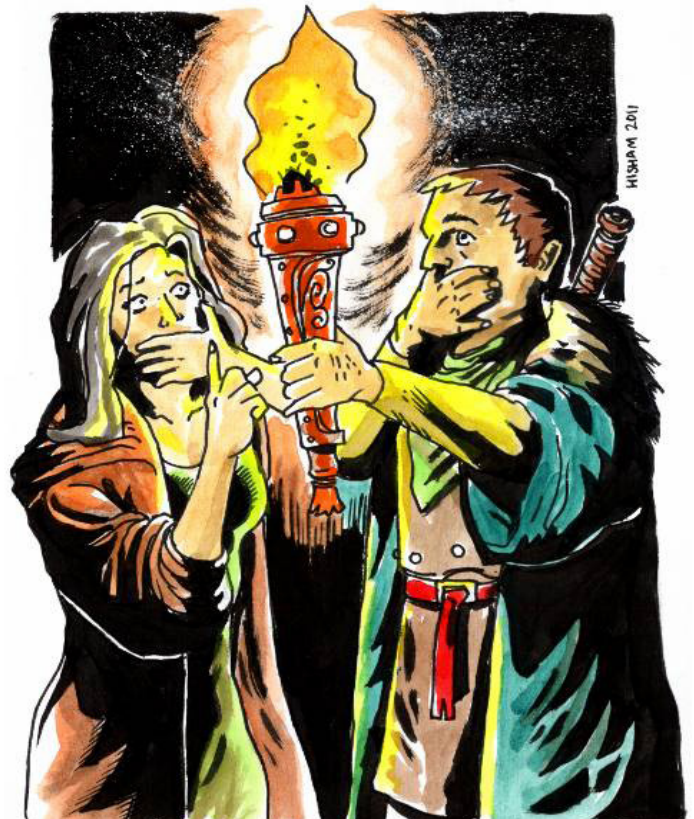
I think it could. I've never gotten it to stay lit that long since it goes out with the slightest sound. You're fine carrying it, but if your armor clinks too loud, poof! Out goes the lights.

### Soaked Torch

Type: Magical torch

Cost: 1 Gold

Game Notes: The Soaked torch cannot light unless it is wet. The torch will stay lit in torrential rain or even when submerged. As the torch begins to dry out it will flicker, sizzle and spit as would a damp torch. Once dry it extinguishes and needs to be wetted again in order for it to function.



Its brother here is a fine piece of wizardly workmanship. The one who let go of it didn't see its true potential. But I'm sure even you can see that its true potential! It only lights when wet! Where your other torches will go out in the rain, *this* one will work. I dropped it in a pool once. It sank to the bottom, but stayed lit the whole way down! Let's see you try that with the torch in your pack.

### Heatless Torch

Type: Magical torch

Cost: 7 Silver

Game Notes: The Heatless Torch produces light as normally, however the flames are room temperature. A character touching the flame will experience no discomfort and will not be damaged. Likewise, the torch's fire cannot burn another item.

Please, don't turn away before you've seen the last of the set. The fire from this torch produces no heat! Heh heh... we used this to pull a prank on a hay seller. I tossed it right into his cart! You should have seen the look on his face! No, that's not how I got this scar. That's another story.

### Pendant of Envy

Type: Cursed pendant

Cost: 4 Gold

Game Notes: Though the pendant does not truly cause envy, it will prey on the weak hearted or those who are already greedy. Anyone viewing the wearer believes that the pendant will look better on them. Any particularly greedy character must make a Moderate *mettle* roll to resist bartering for, taking by force, or stealing the pendant. Any character who wears the pendant and uses it to barter with or persuade another gains a +2D to the *trading* or *charm* roll. (A *charm* roll may require a favor for which the Pendant of Envy is given in payment.) The pendant does not have these affects unless it is worn.

If nothing else catches your imagination, at least see my collection of magical jewelry. Most of all, careful with this one. This beautiful pendant is no mere bobble, but has a powerful affect upon the mind. If I should wear it, you will become possessed with the idea that it would look better on you.

Men and women with self control can pass the notion by, but greedy hearts dwell on such things. I must confess I won it in a tavern brawl. A man walked in with it and some treasure-hungry fools started trouble. But, there's no need to dwell on how it all ended. It is here, and it can be yours... at least for a while.

### Blue Ring

Type: Enchanted brass ring

Cost: 1 Gold

Game Notes: Once the ring is placed on a character's finger, the character's skin turns a stunning blue. The effect remains as long as the ring is worn. Once removed, the character's skin returns to normal.

If that does not catch your fancy, behold the wonders of the Blue Ring! I once used this as part of a disguise once. Once upon your finger, my friend, it will turn your skin blue instantly! I see that look on your face, but trust me, it is true, and it is yours for a steal of a price. Once your foes see that your deed has been accomplished by a blue man, no one would think to look at your face after! Save your derision sir, I can see that you do not have the vision I first thought. If you are only going to come to my shop to scoff at this wonderful collection while my back is turned I must bid you good day. Know this, another wiser adventurer will see the value of my wares. Your life will not be saved by the power of these wonders. I'll see you to the door. Be on your way, I have to make time for more worthy souls.

Ah, hello m'lady. Yes, come in. I see that you are an adventurer of fine eye for quality items that have a touch of the mystical upon them. Step this way into my emporium...

Gamemasters using items like the magical items presented here should use them as minor rewards. However, GMs should be cautious about telling the characters what the items do. Allow characters to experiment and explore seeing what use they might or might not have. It is wise to drop hints that such items possess magic, but allow characters to discover the exact properties on their own. Items such as the Compass of Impending Doom or the Corner Bow may initially get characters into trouble, but as the true nature of the item becomes evident the party can benefit from the magical affects.

# CINNAMON AND THE MaCO

Text by Raymond McVay  
Artwork by Raymond McVay  
With Additional Elements by  
C. Preksta

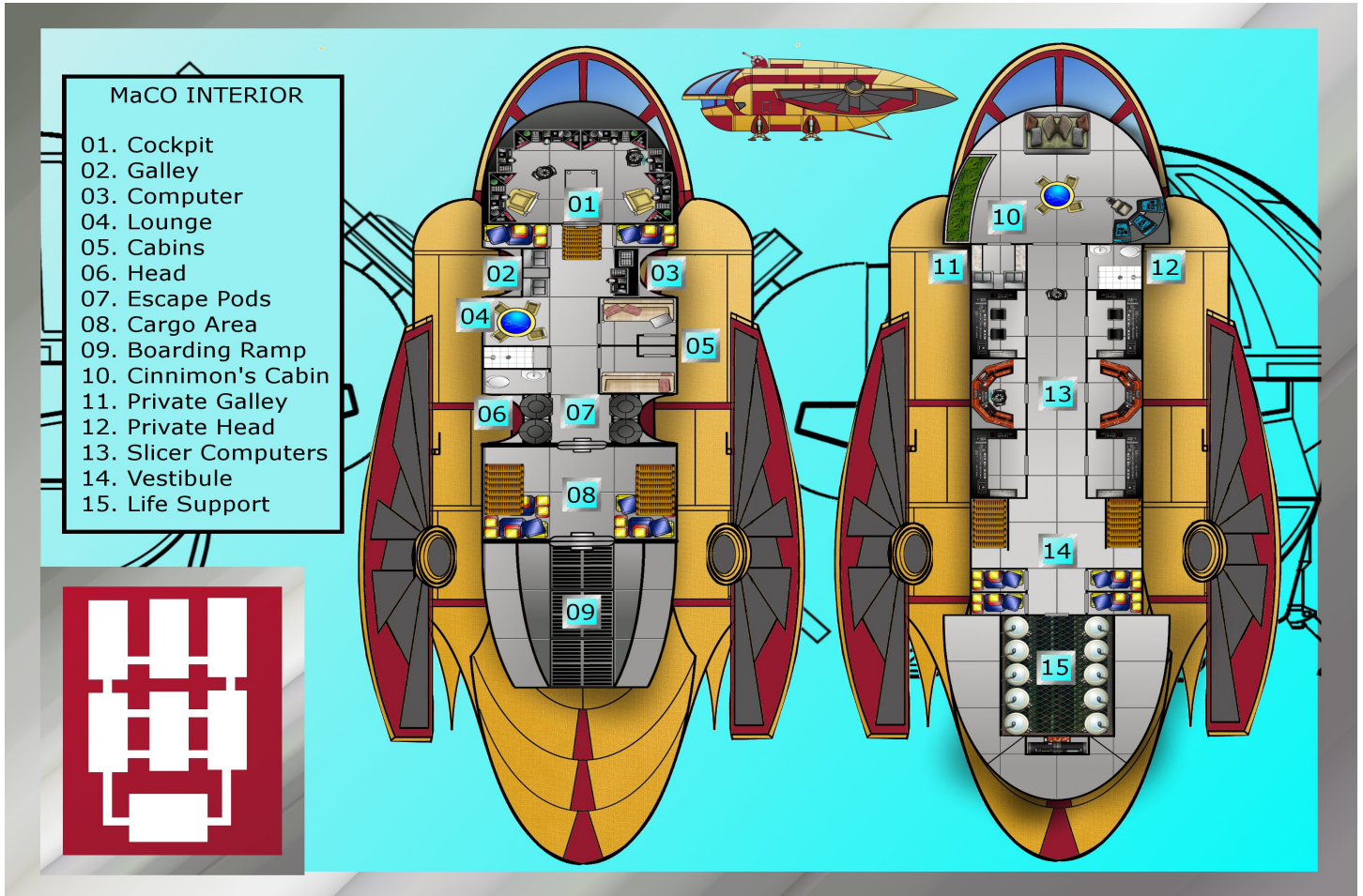
The *MaCO* is the personal spacecraft of a Bothan slicer known only as "Cinnamon". All records of her real identity have long since disappeared. Cinnamon sells her services to the highest bidder. She has been hired to hack corporate mainframes, divert military supply convoys and steal or erase sensitive data. Cinnamon is politically amoral; prior to the Battle of Endor she helped the Alliance steal Imperial data on military troop movements, and afterward she has done the same for the Imperial Remnant against the New Republic.

The *MaCO* itself is one of the things that make Cinnamon unique in the galactic underworld. The *MaCO* (short for *Master Control Override*) is a modified *Monarch-class* Courier ship. The most obvious modification is the addition of an after-market turret

on the forward end of the ship's dorsal blister. The interior changes, however, are much more extensive. The Cockpit has been re-designed to be used by a pair of R3 series Astromechs; the seats have been removed and the flight control yokes have been replaced by droid interface sockets. The rest of the lower deck is relatively intact, including the flight crew cabins and other amenities. Cinnamon often employs bodyguards and these organics use the accommodations on the lower deck.

The *MaCO's* upper deck is much more extensively modified. The courier's former Conference Room in the bow has been refitted as Cinnamon's personal quarters. The upper deck Escape Pod Vestibule has been gutted and fitted out with the ship's life support machinery. The six Executive Cabins have been filled with high speed computers that Cinnamon uses to ply her illicit trade with the help of another pair of modified R3s.

The Dorsal Blister on the *MaCO* houses the ship's weapons systems. The laser turret is mostly a distraction; it's under powered and designed to keep attackers busy while the ship's main weapon does its work. The *MaCO's* true armament is a high powered Comm array housed in the rest of the Blister. The Comm can punch through shields with ease. Once it has established a remote link with its target, the *MaCO's* super-com-



puters download a virus into the attacking vessel's computer systems. This virus takes the target ship's shields and other essential systems off-line, allowing Cinnamon to finish off her prey at her leisure or simply to escape. Game Masters can use Cinnamon and the *MaCO* in a variety of ways. A group of low level PCs can be hired muscle for Cinnamon on one of her missions. mid- to high-level PCs may want to hire her for some purpose that requires a top-notch slicer. If the PC ever crosses the Bothan or fowl one of her schemes, she can make their lives very difficult indeed by erasing financial data, planting false warrants against them, or even outright identity theft.

*Star Wars: The Role-Playing Game*  
2nd Edition stats

**"Cinnamon"**

**Type:** Bothan Slicer  
**DEXTERITY** 3D

Blaster 5D+1, Dodge 5D  
**KNOWLEDGE** 4D+2

Streetwise 6D

**MECHANICAL** 3D

Sensors 3D+2

**PERCEPTION** 4D

Bargain 4D+2, Con 6D+2

**STRENGTH** 1D+2

Stamina 2D+2

**TECHNICAL** 4D+2

Computer Programing/Repair  
7D, Droid Programing 5D,  
Droid Repair 5D, Security  
6D+1

**Move:** 10

**Size:** 1.3 meters

**Equipment:** Blaster (Dmg  
3D), Comlink, Datapad

**The Master Control Override**

**Craft:** Modified Trans-Tech  
CPT-12 *Monarch*-class Courier

**Type:** Executive Courier

**Scale:** Starfighter

**Length:** 22.5 meters

**Skill:** Space Transports

**Crew:** Up to 4 (skeleton 2)

**Crew Skill:** Droid Pilots  
(3D+1)

**Passengers:** Up 5

**Cargo Capacity:** 5 metric tons

**Consumables:** One month

**Hyperdrive:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1000 kph

**Hull:** 3D

**Shields:** 2D

Sensors:

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Double Light Laser Cannon**  
(fire-linked)

*Fire arc:* Turret

*Skill:* Starship Gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300m/

1.2km/2.5km

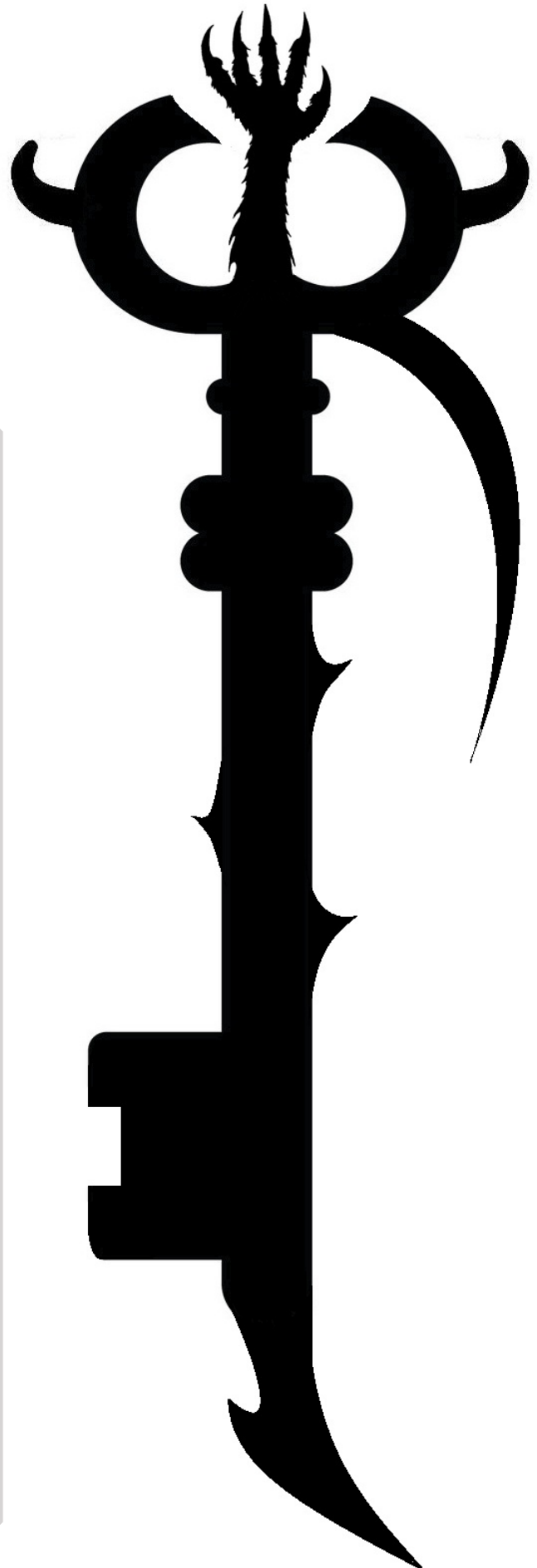
*Damage:* 3D

Computer Virus

*Fire Control:* 8D

*Effect:* Upon a successful attack, the target vessel's computers shut down. The target ship's shields drop and it cannot take any actions for 2D rounds. A *Very Difficult* Computer Programing/Repair check can restore the target ship's systems.

**Cost:** Not available for sale







## Broken Wand

By J. Elliot Streeter, Play tested by Wicked North Games, LLC

**Broken Wand** is an adventure for two to six (2-6) players with new characters. **Broken Wand** uses the **Cinema6 RPG Framework, (c6)**, for rules, which originates from the OpenD6 OGL.

### How it works:

Players roll dice any time their Characters attempt to use Skills (or Attributes) to accomplish something and there is a chance of failing. The Game Master, (GM), provides Players with the required Skill to roll; they roll some dice, add up the values and provide the sum to the GM. The sum of the rolled dice then compares against a Difficulty Rating, (DR). Each DR has a Target Number (TN). The TN provides the sum needed for a successful roll.

**A player does not roll when doing an effortless task, such as walking down the road.**

Difficulty Rating	Target Number
Easy	6
Moderate	13
Difficult	21
Very Difficult	31
Heroic	46
Epic	60

## Cinema Points

As a Player plays through games, they earn Cinema Points to represent experience, perseverance, and personal growth. Cinema Points are the most important aspect of a Character's development and survival. Players spend Cinema Points during Game Sessions, as well as to improve every aspect of a Character between Episodes. Cinema Points provide the raw material for improving a Character.

## Earning Cinema Points

During an Episode, a GM rewards a Cinema Point to a Player for a successful and dramatic Roll or just for thinking outside the box, solving a puzzle, or otherwise creative thinking. A GM rewards a Cinema Point to a Player for Role Playing extremely well during the Episode. Whenever a Character overcomes an enemy, a GM rewards Cinema Points based upon the Experience Value of the defeated opponent. The Experience Value of an opponent relates directly to the difficulty of prevailing over that Character in combat. After a defeat, a GM rewards Cinema Points to all Characters in the party. Below is a chart that assists in assigning Cinema Points for defeated opponents based on the methods used for defeat.

Method of Defeat	Estimated Value
Killed (Slain)	x 1
Outwitted (Deceived)	x 2
Converted (Persuasion)	x 3
Obviated (Tactics)	x 2
Captured	x 3

At the end of every Episode, a GM rewards Cinema Points to all Players for their progress in the story, staying in Character, teamwork, and generally for surviving.

The typical Cinema Point reward for an Episode is three to eight (3 - 8) Cinema Points per Player; normally the number is a blanket amount unless one Player does something extraordinary during an Episode.

A GM may also create special rewards for completing a group of Episodes, as a Season, or for completing a major quest or story premise.

## Spending Cinema Points

If a Player chooses to spend a Cinema Point during an Episode, they lose one (1) Cinema Point and one of two things can happen, you get to roll at least one (1d6) die and add the result to the current roll, or activate a Character Feature.

The bonus applied by a Character Feature typically involves rolling two or more dice (2d6+). In some cases, activating a Character Feature provides a magical effect or a body weapon, and these have specific rules and guidelines associated with the..

If a Player chooses to spend Cinema Points between Episodes, it is for Improving a Character. Improving a Character involves increasing Skills & Attributes, buying new Features, and modifying other stats.

# Character Creation

## How it works:

- 1) Create the Character's Name, Race, Gender, Height, Weight, Trade, Level (Optional), Chronicle/Store, and Description.
- 2) Distribute ten dice (10d) to the five (5) Attributes (Dexterity, Strength, Persona, Intellect, and Aptitude). An Attribute with three dice (3d) is an *Average* Attribute score.
- 3) Calculate the Derived Stats including Hit Points, Initiative, Move, and Vitality. Distribute seven dice (7d) to the Character's Skills. Each Skill inherits the score of the parent Attribute, thus if Dexterity is at four dice (4d), then all the Skills belonging to Dexterity begin at four dice (4d), so adding one die (1d) to Dodge increases the Dodge Skill to five dice (5d).
  - a. Hit Points equals The Number of Strength Dice multiplied by three, (Hit Points= Strength x3).
  - b. Move equals Strength plus three, (Move = Strength + 3).
  - c. Vitality equals Strength, (Vitality = Strength).
  - d. Initiative equals Dexterity, (Initiative = Dexterity).
- 4) Save or spend the seven (7) starting Cinema Points through raising Skills or purchasing Features.
- 5) Get starting Equipment, Money, and Weapons.

Need more help with **C6**? *Go check us out online for character sheets and more!* - [www.cinema6games.com](http://www.cinema6games.com)

## The Story of Broken Wand

Amidst the vast world of Azamar, few objects and Artifacts are considered as dangerous as Dragon Eyes. These mythological gem stones were long ago rounded up and placed in a large vault. The power within a Dragon Eye gemstone is a power of destructive magical force unlike much else in the world. Such a gem unleashes an explosion of magical energy, capable of destroying entire cities or larger areas. To activate a Dragon Eye gemstone requires a series of magical commands, based on ancient, Anteprofidian magic.

Recently, a Dragon Eye was discovered in the wastes, south of Krane, on the continent of Azamar. There was a small military escort assigned to move the gemstone and transport it to the vault, held deep within the halls of Guradiin Ithural. The Dragon Eye gemstone was stolen

in an ambush of the small group assigned to move the gemstone, while traveling in Northern Olm, near the trade town of Thiff. While most of the military escort survived the ambush, they were unable to protect the Dragon Eye gemstone. The ambushers were last seen moving away to the North, across Hoarfrost Strait to the rogue continent of Obsalos.

"Today? Today is a day as good as any for revenge."

- Wavem Tild, Wyvine, Old Highway Guardian

## Player Setup

While players may choose any sort of character, the included character templates make it faster and easier to create characters. As well, these templates were chosen for their likelihood of surviving in the story. In most cases, the Character templates already have attributes and character features picked out and assigned to speed along the process.

This information passes into the hills of Obsalos, where you and your kind have a decision to make. Without any formal alliance to any nation, a Dragon Eye gemstone still poses a great threat. This message, by way of Enfri freeland couriers, comes in the form of a Broken Wand, used for powerful lost artifacts of the Anteprofidians. The town the characters live in is a small, free hamlet outside the control, law, or protection of any nation or people, lying in the center of Obsalos. The people of your town have a long history of dealing with Trolls and other difficult beasts, as well as thwarting the nearby Therians who regularly act as bandits on the countryside. Your elders gathered the people of the town to discuss this distressing news, as the Dragon Eye gemstone could easily destroy everything you hold dear.

## Game Master Setup

The characters begin gathered at the town meeting, listening to the Elders. Eventually, by random choice or otherwise (finding it in the bones) the group of characters, who all know one another, but do not need to "be friends", find themselves elected as those chosen to seek out the Dragon Eye gemstone, and return it to the town, so they may use it as needed on their enemies. Whether the characters philosophically agree or not, they are bound by their people's law to fulfill this act. If they choose to not return with the gemstone, they are reminded that they will never be welcome home again.

The small hamlet where the characters begin is called Milleth. The town sits on top of a very tall hill, surrounded by a valley used primarily for farmlands. They have a great vantage point for observing anyone who approaches them. While the town is primarily Enfri, many other races have

come to call Millesh home. There is even a small make shift Lyceum set up, for teaching generalized magical theory to potential wizards.

To the west of Millesh are the Therian lowlands, a dry and desolate region ruled by dangerous Therians. To the North and East are the wild mountains of Obsalos, filled with bandits, trolls, and other nasty beasts. To the South, is the road to the Southern coast of Obsalos, where the Dragon Eye gemstone must pass to get further inland, likely ending up in the Northern badlands, ruled by an ancient evil undead wizard, a Lich called Reldacyt. If the Dragon Eye ends up in the hands of Reldacyt, nowhere in Azamar is safe from the power of the gem.

The characters receive news that they must leave the following morning, given only a night to prepare. As well, each character receives an ancient and powerful magic relic, called a Marauder. A Marauder is a wearable suit of armor fueled by an ancient magical source that not only provides protection, but incredible strength, speed, and augments to other abilities. Additionally, the characters receive other strange artifacts and relics to aid them in their quest.

They additionally receive two Cage Gems, a Fire Brand, and a Return Scroll.

#### **Marauder Armor**

Strength +12, Dexterity +12, Move +4, Vitality +15,  
Search +9

Note: If Marauder Armor ever suffers a single attack of Damage: 50 or more, the armor is damaged beyond repair and shuts down.

#### **Cage Gem**

This gem is thrown in the direction of enemies and when it lands, it explodes into a small black fog of shadow and mist. Anyone caught within the area of the shadow and mist is instantly pulled into the gem and imprisoned until a command word opens the gem again. The targets imprisoned are rendered frozen in time and space within the gem, unaware that they are imprisoned.

Throw: 5/15/25, Area: 3/5/8

#### **Fire Brand**

This is a small bit of red rope tied into a simple slip knot around a dowel of wood. The rope is magically enchanted, such that if the dowel is removed and the slip knot pulled open, it immediately unleashes a brief firestorm in a small area. Fire Brands are often used as a method for locking up valuable treasures.

Area: 8/12/20, Damage: 1d +54/51/48

Area: 1/2/3

#### **Return Scroll**

A Return Scroll is scribed to take a person or small group immediately to a specific location in Azamar, from anywhere else in Azamar, instantly via magical teleportation. These are extremely rare magical artifacts, and once assigned a destination, that destination may never change. To activate the scroll, a person opens it and throws it over head. Anyone within the area is immediately teleported to the destination.

Area: 1/2/3

As the characters outfit for the quest, each discovers the armor changes in proportion to fit the wearer, customizing itself to the character completely, as soon as they step into it from behind.

#### **The Quest**

The journey is a short one, only five days travel to the South using a Marauder, ten days if walking normally. The character may quickly reach the target. There is a slight chance of encountering a troll: If a roll of one (1) on 1d occurs for any night the group rests, a troll appears.



Trolls are pretty dumb, giant creatures, but extremely large and strong. Should they attack the troll before it attacks them (if it finds them, Search, DR Moderate), then the troll's stats follow here.

### Trolls

Trolls are an ancient race of giant creatures who for centuries lurked in forests and mountain caves. More recently, these giant creatures wander closer and closer to civilization, developing courage enough to steal people from bed in the still of night for food. Trolls are aggressive and long lived, as well as capable opponents in combat even against small brigades of soldiers. Most trolls stand three to four stories tall and use their massive arms to reach down and snag enemies.

Experience Value 8, Cinema Points 3

Dexterity 3d, Strength 6d, Persona 1d, Intellect 2d, Aptitude 2d

Initiative 4d, Vitality 6d (Tough Hide +8), Move 12

Hit Points 100

Features

Growler, the troll rumbles a low guttural growl that makes the ground tremble, sending all riding animals into frenzies for the duration, Duration: 1d Rounds, Activation: Immediate.

Heave, trolls can toss large boulders with deadly accuracy, Ranged +6d, Range: 20/40/60, Damage: 1d+48/45/42

## The Encampment

When the characters arrive on the scene of the encampment, they discover that a small army is assembled far below, in a valley amongst some ruins. The small military group is well armed, and very organized. In the center of the encampment appears to a massive bonfire, where most of the soldiers gather, eating and laughing. They appear to have two small roving patrols of three to six soldiers, wandering around the edge of their encampment, trailing on the outer wall of the ruins.

On a successful Search DR Moderate, the characters make out a more fortified area, where extra soldiers stand guard around the one structure that still has a roof to it. As well, a soldier steps out briefly, shouting commands at the guards and they spread out in a more strategic fashion. At this, they understand that the small army is comprised of around thirty Orcs, given the rough, but recognizable dialect of the Orc people. Smoke is coming from the chimney of the building with the roof.

They may deduce easily that if the Dragon Eye gemstone lies in the encampment, it is likely held within the only building that still has a roof.

No layout or map is specifically provided for the



encampment as the intent is for a Game Master to provide impromptu design of the encampment. This intent keeps the adventure fresh everytime, and no two GMs will run this scene exactly the same way.

### Complications

Aside from the patrols, these Orcs are unusually well organized and trained, and they appear to

serve under some unknown banner, (with a successful Academics DR Moderate, they serve under the banner of the Red Moon, a band of power hungry pirates who sail the Sea of Olm). Whether the banner is unknown, a successful Tactics DR Easy reveals that these Orcs are well armed and received extra training, making them all far more effective and work with higher morale.

### Orc Soldiers, Elite

Orc Elite Soldiers are highly respected within Orc culture. While expendable, the Orc Soldier will die before fleeing, trained with deadly precision and accuracy.

Experience Value 2, Cinema Points 2

Dexterity 3D, Strength 3d, Persona 2D, Intellect 2D, Aptitude 4D

Initiative 3D, Vitality 3d, Move 7

Hit Points: 48

Equipment: Armor (Vitality +6), Orc Thorn Sword (Str+18/x2), Dagger (Str+6/x2).



## The Gemstone

Within the last standing building of the ruins, an Orc Chieftain and Orc Shaman sit in conference discussing war plans. Beside them sit two chests. These chests hold the seals of Azamar and the Orcs do not appear to know they have a Dragon Eye gemstone. The rest of the treasure is inert, non-magical wealth. As well, there lays a small scroll written plainly on the specific command words in Anteprofidian, on how to hold and activate the Dragon Eye gemstone.

### Complications

The two Orcs inside the building are there for a reason. Not only are they the leadership, but an acknowledgement of leadership in Orc society, (something the characters would know) is that Orcs honor strength, survival, cunning, and war. The two in the building are no ordinary Orcs, they are battle hardened and always prepared to fight dirty to win.

If the Orc Shaman, who understands Enfri, Human, and Tre'uoall tongues, hears that a Dragon Eye gemstone is in the treasure, he will instantly attempt to grab it and flee magically via teleportation within one Round.

### Orc Chieftain

An Orc Chieftain is among the highest ranks an Orc attains in their culture. They are battle hardened, blood thirsty, and anxious beings who are single-minded in combat. Most Orc Chieftains are excellent tacticians, and will use their environment to their advantage.

Experience Value 5, Cinema Points 8

Dexterity 4D, Strength 5d, Persona 2D, Intellect 4D, Aptitude 2D

Initiative 4D, Vitality 5d, Move 8

Hit Points: 60

Equipment: Magic Armor (Vitality +15), Orc Razor (Two Handed Sword) (Str+52/x2), Five Daggers (Str+6/x2).

### Orc Shaman, Elite

Orc Shaman are Elders that serve the Circle of Detriment in Orc society. They have survived numerous campaigns and have grown old by Orc standards, which is a rare occurrence. They then are taught to hone their abilities and study the world of Magic, learning to manipulate it to serve the Gods of Orcish kind.

Dexterity 3D, Strength 4d, Persona 4D, Intellect 3D, Aptitude 2D

Initiative 3D, Vitality 4d, Move 7

Experience Value: 5, Cinema Points 10

Hit Points 50

### Magic

Dark Shield, the Shaman raises a shield of impenetrable darkness that moves with the Shaman, making them nearly impossible to hit with ranged attacks for the duration, providing Dodge +4d, Duration: 1d Rounds, Activation: Instantaneous

Rite of Healing, when an Orc Shaman blood lets, the Shaman may heal another's Hit Points +15, Duration:

Immediate, Activation: Instantaneous

Mauling Strike, at a distance an Orc Shaman may swing a weapon and project that swing at a target through Magic, Willpower replaces Melee to hit, Damage: Willpower+6, Duration: Immediate, Activation: Instantaneous

Rite of Concession, an Orc Shaman may trade one (1) Hit Point for one (1) Cinema Point as desired, suffering Damage immediately

### Dragon Eye gemstone

When activated, the gemstone explodes, devastating anything in a wide area with tremendous magical force.

Area: 500/1000/3000, Damage: 1d+500/450/400

Other Treasure, About five thousand Commons (5,000C)

## Success or Failure

If the characters succeed in retrieving the Dragon Eye Gemstone and escaping, they have a choice to make about what to do with their charge. They now have one of the most powerful artifacts in Azamar at their disposal. If enough of the party has philosophical issues with the elders of Milleth, then they may choose to go elsewhere. If they do not, they may return it to the elders. Either way, the choice should be made available.

If the characters failed to retrieve the Dragon Eye gemstone, they all died or the Orc Shaman grabbed it and fled. This is a way to hook characters into further adventures, while chasing down the Orc Shaman and eventually leading them to leaders of the Red Moon, a band of rogue wizards bent on overthrowing the Order of Wizardry in the Azamar Capital City. The gemstone would make it much easier for them, but only if the characters do not step in the way. Azamar is a vast world full of adventure, and it is certain that the characters' brief introduction to the world will not end here...





Character Name \_\_\_\_\_ Player \_\_\_\_\_

Race Bu'Col Gender Male Height \_\_\_\_\_ Weight \_\_\_\_\_

Trade Priest Age \_\_\_\_\_ Chronicle \_\_\_\_\_

Description \_\_\_\_\_ Blur-Touched Yes

Hit Points 36 Move 6 Cinema Points 2

- |                            |                              |
|----------------------------|------------------------------|
| Dexterity _____ ●●●○○○     | Intellect _____ ●●●○○○       |
| Initiative _____ ●●●○○○    | Academics _____ ○○○○○○       |
| Athletics _____ ○○○○○○     | Business _____ ○○○○○○        |
| Brawl _____ ○○○○○○         | Culture _____ ○○○○○○         |
| Dodge _____ ○○○○○○         | Law _____ ○○○○○○             |
| Heavy Weapons _____ ○○○○○○ | Medicine _____ ○○○○○○        |
| Melee _____ ○○○○○○         | Politics _____ ○○○○○○        |
| Pick Pocket _____ ○○○○○○   | Search _____ ○○○○○○          |
| Ranged _____ ○○○○○○        | Streetwise _____ ○○○○○○      |
| Riding _____ ○○○○○○        | Survival _____ ○○○○○○        |
| Sneak _____ ○○○○○○         | Tactics _____ ○○○○○○         |
| Persona _____ ●●●●○○       | Throw _____ ○○○○○○           |
| Artisan _____ ○○○○○○       | Strength _____ ●●●○○○        |
| Command _____ ○○○○○○       | Vitality _____ ●●●○○○        |
| Deception _____ ○○○○○○     | Climb _____ ○○○○○○           |
| Empathy _____ ○○○○○○       | Jump _____ ○○○○○○            |
| Gambling _____ ○○○○○○      | Lift _____ ○○○○○○            |
| Intimidation _____ ○○○○○○  | Grapple _____ ○○○○○○         |
| Languages _____ ○○○○○○     | Push-Pull _____ ○○○○○○       |
| Persuasion _____ ○○○○○○    | Stamina _____ ○○○○○○         |
| Willpower _____ ○○○○○○     | Swim _____ ○○○○○○            |
|                            | Aptitude _____ ●●○○○○        |
|                            | Communication _____ ○○○○○○   |
|                            | Demolitions _____ ○○○○○○     |
|                            | Engineering _____ ○○○○○○     |
|                            | First Aid _____ ○○○○○○       |
|                            | Navigation _____ ○○○○○○      |
|                            | Operate _____ ○○○○○○         |
|                            | Piloting _____ ○○○○○○        |
|                            | Security _____ ○○○○○○        |
|                            | Vehicle Weapons _____ ○○○○○○ |

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

Heal (Spell, Cost 5) Vitality +4 (Studded Cloak)

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Money 300 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
Full Staff	Strength + 18		○○○/○○○/○○○	
Amulet, Azurite	Willpower +12/9/6	10/20/25	○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	



Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Race Bu'Col Gender Female Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Trade Shea'Ahk Warrior Age \_\_\_\_\_ Chronicle \_\_\_\_\_  
 Description \_\_\_\_\_ Blur-Touched No  
 Hit Points 36 Move 6 Cinema Points 2

- |                                 |                                   |
|---------------------------------|-----------------------------------|
| Dexterity _____ ● ● ● ● ● ○     | Intellect _____ ● ● ○ ○ ○ ○       |
| Initiative _____ ● ● ● ● ● ○    | Academics _____ ○ ○ ○ ○ ○ ○       |
| Athletics _____ ○ ○ ○ ○ ○ ○     | Business _____ ○ ○ ○ ○ ○ ○        |
| Brawl _____ ○ ○ ○ ○ ○ ○         | Culture _____ ○ ○ ○ ○ ○ ○         |
| Dodge _____ ○ ○ ○ ○ ○ ○         | Law _____ ○ ○ ○ ○ ○ ○             |
| Heavy Weapons _____ ○ ○ ○ ○ ○ ○ | Medicine _____ ○ ○ ○ ○ ○ ○        |
| Melee _____ ○ ○ ○ ○ ○ ○         | Politics _____ ○ ○ ○ ○ ○ ○        |
| Pick Pocket _____ ○ ○ ○ ○ ○ ○   | Search _____ ○ ○ ○ ○ ○ ○          |
| Ranged _____ ○ ○ ○ ○ ○ ○        | Streetwise _____ ○ ○ ○ ○ ○ ○      |
| Riding _____ ○ ○ ○ ○ ○ ○        | Survival _____ ○ ○ ○ ○ ○ ○        |
| Sneak _____ ○ ○ ○ ○ ○ ○         | Tactics _____ ○ ○ ○ ○ ○ ○         |
| Persona _____ ● ● ○ ○ ○ ○       | Throw _____ ○ ○ ○ ○ ○ ○           |
| Artisan _____ ○ ○ ○ ○ ○ ○       | Strength _____ ● ● ● ○ ○ ○        |
| Command _____ ○ ○ ○ ○ ○ ○       | Vitality _____ ● ● ● ○ ○ ○        |
| Deception _____ ○ ○ ○ ○ ○ ○     | Climb _____ ○ ○ ○ ○ ○ ○           |
| Empathy _____ ○ ○ ○ ○ ○ ○       | Jump _____ ○ ○ ○ ○ ○ ○            |
| Gambling _____ ○ ○ ○ ○ ○ ○      | Lift _____ ○ ○ ○ ○ ○ ○            |
| Intimidation _____ ○ ○ ○ ○ ○ ○  | Grapple _____ ○ ○ ○ ○ ○ ○         |
| Languages _____ ○ ○ ○ ○ ○ ○     | Push-Pull _____ ○ ○ ○ ○ ○ ○       |
| Persuasion _____ ○ ○ ○ ○ ○ ○    | Stamina _____ ○ ○ ○ ○ ○ ○         |
| Willpower _____ ○ ○ ○ ○ ○ ○     | Swim _____ ○ ○ ○ ○ ○ ○            |
|                                 | Aptitude _____ ● ● ● ○ ○ ○        |
|                                 | Communication _____ ○ ○ ○ ○ ○ ○   |
|                                 | Demolitions _____ ○ ○ ○ ○ ○ ○     |
|                                 | Engineering _____ ○ ○ ○ ○ ○ ○     |
|                                 | First Aid _____ ○ ○ ○ ○ ○ ○       |
|                                 | Navigation _____ ○ ○ ○ ○ ○ ○      |
|                                 | Operate _____ ○ ○ ○ ○ ○ ○         |
|                                 | Piloting _____ ○ ○ ○ ○ ○ ○        |
|                                 | Security _____ ○ ○ ○ ○ ○ ○        |
|                                 | Vehicle Weapons _____ ○ ○ ○ ○ ○ ○ |

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

**Boundless (Melee +6, Damage +3, Cost 5)** **Vitality +8 (Chainmail Armor)**

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Money 150 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
Shea'Ahk Chain Whip	Strength + 27/24/21	1/2/3	● ● ○ / ● ○ ○ / ○ ○ ○	
			○ ○ ○ / ○ ○ ○ / ○ ○ ○	
			○ ○ ○ / ○ ○ ○ / ○ ○ ○	
			○ ○ ○ / ○ ○ ○ / ○ ○ ○	
			○ ○ ○ / ○ ○ ○ / ○ ○ ○	



Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Race Enfri Gender Male Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Trade Shadow Age \_\_\_\_\_ Chronicle \_\_\_\_\_  
 Description \_\_\_\_\_ Blur-Touched Yes  
 Hit Points 24 Move 5 Cinema Points 4

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|--------------------------------|-------------------------------|
| Dexterity _____ ●●●●○○         | Intellect _____ ●●●●○○        |
| <i>Initiative</i> _____ ●●●●○○ | Academics _____ ○○○○○○        |
| Athletics _____ ○○○○○○         | Business _____ ○○○○○○         |
| Brawl _____ ○○○○○○             | Culture _____ ○○○○○○          |
| Dodge _____ ○○○○○○             | Law _____ ○○○○○○              |
| Heavy Weapons _____ ○○○○○○     | Medicine _____ ○○○○○○         |
| Melee _____ ○○○○○○             | Politics _____ ○○○○○○         |
| Pick Pocket _____ ○○○○○○       | Search _____ ○○○○○○           |
| Ranged _____ ○○○○○○            | Streetwise _____ ○○○○○○       |
| Riding _____ ○○○○○○            | Survival _____ ○○○○○○         |
| Sneak _____ ○○○○○○             | Tactics _____ ○○○○○○          |
| Persona _____ ●●○○○○○          | Throw _____ ○○○○○○            |
| Artisan _____ ○○○○○○           | <b>Strength</b> _____ ●●○○○○○ |
| Command _____ ○○○○○○           | <b>Vitality</b> _____ ●●○○○○○ |
| Deception _____ ○○○○○○         | Climb _____ ○○○○○○            |
| Empathy _____ ○○○○○○           | Jump _____ ○○○○○○             |
| Gambling _____ ○○○○○○          | Lift _____ ○○○○○○             |
| Intimidation _____ ○○○○○○      | Grapple _____ ○○○○○○          |
| Languages _____ ○○○○○○         | Push-Pull _____ ○○○○○○        |
| Persuasion _____ ○○○○○○        | Stamina _____ ○○○○○○          |
| Willpower _____ ○○○○○○         | Swim _____ ○○○○○○             |
|                                | <b>Aptitude</b> _____ ●●●○○○○ |
|                                | Communication _____ ○○○○○○    |
|                                | Demolitions _____ ○○○○○○      |
|                                | Engineering _____ ○○○○○○      |
|                                | First Aid _____ ○○○○○○        |
|                                | Navigation _____ ○○○○○○       |
|                                | Operate _____ ○○○○○○          |
|                                | Piloting _____ ○○○○○○         |
|                                | Security _____ ○○○○○○         |
|                                | Vehicle Weapons _____ ○○○○○○  |

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

**Shadow League Initiate (Throw +6, Damage +6 with thrown weapons)** **Vitality +2, Sneak +6 (Illusionist's Cloak)**

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Money 200 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
10 Daggers	Strength + 6/x2		○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	





Character Name \_\_\_\_\_ Player \_\_\_\_\_

Race Immyr Gender Male Height \_\_\_\_\_ Weight \_\_\_\_\_

Trade Soldier Age \_\_\_\_\_ Chronicle \_\_\_\_\_

Description \_\_\_\_\_ Blur-Touched No

Hit Points 60 Move 8 Cinema Points 2



Dexterity \_\_\_\_\_ ●●●○○○ Intellect \_\_\_\_\_ ●●●●○○○

Initiative \_\_\_\_\_ ●●●○○○○ Academics \_\_\_\_\_ ○○○○○○

Athletics \_\_\_\_\_ ○○○○○○○ Business \_\_\_\_\_ ○○○○○○○

Brawl \_\_\_\_\_ ○○○○○○○ Culture \_\_\_\_\_ ○○○○○○○

Dodge \_\_\_\_\_ ○○○○○○○ Law \_\_\_\_\_ ○○○○○○○

Heavy Weapons \_\_\_\_\_ ○○○○○○○ Medicine \_\_\_\_\_ ○○○○○○○

Melee \_\_\_\_\_ ○○○○○○○ Politics \_\_\_\_\_ ○○○○○○○

Pick Pocket \_\_\_\_\_ ○○○○○○○ Search \_\_\_\_\_ ○○○○○○○

Ranged \_\_\_\_\_ ○○○○○○○ Streetwise \_\_\_\_\_ ○○○○○○○

Riding \_\_\_\_\_ ○○○○○○○ Survival \_\_\_\_\_ ○○○○○○○

Sneak \_\_\_\_\_ ○○○○○○○ Tactics \_\_\_\_\_ ○○○○○○○

Persona \_\_\_\_\_ ●○○○○○○○ Throw \_\_\_\_\_ ○○○○○○○○ Aptitude \_\_\_\_\_ ●●○○○○○○

Artisan \_\_\_\_\_ ○○○○○○○○ Strength \_\_\_\_\_ ●●●●●○○○ Communication \_\_\_\_\_ ○○○○○○○○

Command \_\_\_\_\_ ○○○○○○○○ Vitality \_\_\_\_\_ ●●●●●○○○ Demolitions \_\_\_\_\_ ○○○○○○○○

Deception \_\_\_\_\_ ○○○○○○○○ Climb \_\_\_\_\_ ○○○○○○○○ Engineering \_\_\_\_\_ ○○○○○○○○

Empathy \_\_\_\_\_ ○○○○○○○○ Jump \_\_\_\_\_ ○○○○○○○○ First Aid \_\_\_\_\_ ○○○○○○○○

Gambling \_\_\_\_\_ ○○○○○○○○ Lift \_\_\_\_\_ ○○○○○○○○ Navigation \_\_\_\_\_ ○○○○○○○○

Intimidation \_\_\_\_\_ ○○○○○○○○ Grapple \_\_\_\_\_ ○○○○○○○○ Operate \_\_\_\_\_ ○○○○○○○○

Languages \_\_\_\_\_ ○○○○○○○○ Push-Pull \_\_\_\_\_ ○○○○○○○○ Piloting \_\_\_\_\_ ○○○○○○○○

Persuasion \_\_\_\_\_ ○○○○○○○○ Stamina \_\_\_\_\_ ○○○○○○○○ Security \_\_\_\_\_ ○○○○○○○○

Willpower \_\_\_\_\_ ○○○○○○○○ Swim \_\_\_\_\_ ○○○○○○○○ Vehicle Weapons \_\_\_\_\_ ○○○○○○○○

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

**Cleaver (Melee +6, Damage +3 with Axe Weapons)** **Vitality +12 (Immyr Conscript Armor)**

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Money 300 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
War Axe	Strength + 36/x2		○○○/○○○/○○○	
Maul	Strength + 24/x2		○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	



Character Name \_\_\_\_\_ Player \_\_\_\_\_

Race Immyr Gender Male Height \_\_\_\_\_ Weight \_\_\_\_\_

Trade War Priest Age \_\_\_\_\_ Chronicle \_\_\_\_\_

Description \_\_\_\_\_ Blur-Touched Yes

Hit Points 36 Move 6 Cinema Points 2



Dexterity \_\_\_\_\_ ●●●○○○ Intellect \_\_\_\_\_ ●●○○○○

Initiative \_\_\_\_\_ ●●●○○○ Academics \_\_\_\_\_ ○○○○○○

Athletics \_\_\_\_\_ ○○○○○○ Business \_\_\_\_\_ ○○○○○○

Brawl \_\_\_\_\_ ○○○○○○ Culture \_\_\_\_\_ ○○○○○○

Dodge \_\_\_\_\_ ○○○○○○ Law \_\_\_\_\_ ○○○○○○

Heavy Weapons \_\_\_\_\_ ○○○○○○ Medicine \_\_\_\_\_ ○○○○○○

Melee \_\_\_\_\_ ○○○○○○ Politics \_\_\_\_\_ ○○○○○○

Pick Pocket \_\_\_\_\_ ○○○○○○ Search \_\_\_\_\_ ○○○○○○

Ranged \_\_\_\_\_ ○○○○○○ Streetwise \_\_\_\_\_ ○○○○○○

Riding \_\_\_\_\_ ○○○○○○ Survival \_\_\_\_\_ ○○○○○○

Sneak \_\_\_\_\_ ○○○○○○ Tactics \_\_\_\_\_ ○○○○○○

Persona \_\_\_\_\_ ●●●●○○ Throw \_\_\_\_\_ ○○○○○○ Aptitude \_\_\_\_\_ ●●○○○○

Artisan \_\_\_\_\_ ○○○○○○ Strength \_\_\_\_\_ ●●●○○○ Communication \_\_\_\_\_ ○○○○○○

Command \_\_\_\_\_ ○○○○○○ Vitality \_\_\_\_\_ ●●●○○○ Demolitions \_\_\_\_\_ ○○○○○○

Deception \_\_\_\_\_ ○○○○○○ Climb \_\_\_\_\_ ○○○○○○ Engineering \_\_\_\_\_ ○○○○○○

Empathy \_\_\_\_\_ ○○○○○○ Jump \_\_\_\_\_ ○○○○○○ First Aid \_\_\_\_\_ ○○○○○○

Gambling \_\_\_\_\_ ○○○○○○ Lift \_\_\_\_\_ ○○○○○○ Navigation \_\_\_\_\_ ○○○○○○

Intimidation \_\_\_\_\_ ○○○○○○ Grapple \_\_\_\_\_ ○○○○○○ Operate \_\_\_\_\_ ○○○○○○

Languages \_\_\_\_\_ ○○○○○○ Push-Pull \_\_\_\_\_ ○○○○○○ Piloting \_\_\_\_\_ ○○○○○○

Persuasion \_\_\_\_\_ ○○○○○○ Stamina \_\_\_\_\_ ○○○○○○ Security \_\_\_\_\_ ○○○○○○

Willpower \_\_\_\_\_ ○○○○○○ Swim \_\_\_\_\_ ○○○○○○ Vehicle Weapons \_\_\_\_\_ ○○○○○○

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

**Concentration (+4d to any roll after one round concentrating)** \_\_\_\_\_ **Vitality +4 (Battle Robes)** \_\_\_\_\_

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Money 200 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
Ring, Common	Willpower + 15/12/9	20/40/50	○ ○ ○ / ○ ○ ○ / ○ ○ ○ ○	_____
Immyr War Mace	Strength + 24		○ ○ ○ / ○ ○ ○ / ○ ○ ○ ○	_____
			○ ○ ○ / ○ ○ ○ / ○ ○ ○ ○	_____
			○ ○ ○ / ○ ○ ○ / ○ ○ ○ ○	_____
			○ ○ ○ / ○ ○ ○ / ○ ○ ○ ○	_____



Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Race Shrave Gender Male Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Trade Archer Age \_\_\_\_\_ Chronicle \_\_\_\_\_  
 Description \_\_\_\_\_ Blur-Touched No  
 Hit Points 24 Move 5 Cinema Points 1

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|---------------|--------|-----------------|--------|
| Dexterity     | ●●●●○○ | Intellect       | ●●●●○○ |
| Initiative    | ●●●●○○ | Academics       | ○○○○○○ |
| Athletics     | ○○○○○○ | Business        | ○○○○○○ |
| Brawl         | ○○○○○○ | Culture         | ○○○○○○ |
| Dodge         | ●●●○○○ | Law             | ○○○○○○ |
| Heavy Weapons | ○○○○○○ | Medicine        | ○○○○○○ |
| Melee         | ○○○○○○ | Politics        | ○○○○○○ |
| Pick Pocket   | ○○○○○○ | Search          | ○○○○○○ |
| Ranged        | ●●●○○○ | Streetwise      | ○○○○○○ |
| Riding        | ○○○○○○ | Survival        | ○○○○○○ |
| Sneak         | ○○○○○○ | Tactics         | ○○○○○○ |
| Persona       | ●●○○○○ | Throw           | ○○○○○○ |
| Artisan       | ○○○○○○ | Strength        | ●●○○○○ |
| Command       | ○○○○○○ | Vitality        | ●●○○○○ |
| Deception     | ○○○○○○ | Climb           | ○○○○○○ |
| Empathy       | ○○○○○○ | Jump            | ○○○○○○ |
| Gambling      | ○○○○○○ | Lift            | ○○○○○○ |
| Intimidation  | ○○○○○○ | Grapple         | ○○○○○○ |
| Languages     | ○○○○○○ | Push-Pull       | ○○○○○○ |
| Persuasion    | ○○○○○○ | Stamina         | ○○○○○○ |
| Willpower     | ○○○○○○ | Swim            | ○○○○○○ |
|               |        | Aptitude        | ●●●○○○ |
|               |        | Communication   | ○○○○○○ |
|               |        | Demolitions     | ○○○○○○ |
|               |        | Engineering     | ○○○○○○ |
|               |        | First Aid       | ○○○○○○ |
|               |        | Navigation      | ○○○○○○ |
|               |        | Operate         | ○○○○○○ |
|               |        | Piloting        | ○○○○○○ |
|               |        | Security        | ○○○○○○ |
|               |        | Vehicle Weapons | ○○○○○○ |

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

Battle Intuition, (Permanent, +3d Ranged) Vitality +2 (Hide Armor)

Battle Intuition, (Permanent, +3d Dodge)

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Money 100 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
2 Hand Cross Bows	1d + 24/21/18	10/30/50	●●○○○○○○○○	40 Bolts (Quarrel)
Dagger	Strength + 6/x2		○○○○○○○○○○	
			○○○○○○○○○○	
			○○○○○○○○○○	
			○○○○○○○○○○	



Character Name \_\_\_\_\_ Player \_\_\_\_\_

Race Shrave Gender Male Height \_\_\_\_\_ Weight \_\_\_\_\_

Trade Monk Age \_\_\_\_\_ Chronicle \_\_\_\_\_

Description \_\_\_\_\_ Blur-Touched Yes

Hit Points 48 Move 7 Cinema Points \_\_\_\_\_

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|----------------------------|------------------------------|
| Dexterity _____ ●●●●○○     | Intellect _____ ●●●○○○       |
| Initiative _____ ●●●●○○    | Academics _____ ○○○○○○       |
| Athletics _____ ●●○○○○     | Business _____ ○○○○○○        |
| Brawl _____ ●●○○○○         | Culture _____ ○○○○○○         |
| Dodge _____ ●●○○○○         | Law _____ ○○○○○○             |
| Heavy Weapons _____ ○○○○○○ | Medicine _____ ○○○○○○        |
| Melee _____ ●●○○○○         | Politics _____ ○○○○○○        |
| Pick Pocket _____ ○○○○○○   | Search _____ ○○○○○○          |
| Ranged _____ ○○○○○○        | Streetwise _____ ○○○○○○      |
| Riding _____ ○○○○○○        | Survival _____ ○○○○○○        |
| Sneak _____ ○○○○○○         | Tactics _____ ○○○○○○         |
| Persona _____ ●●●○○○       | Throw _____ ○○○○○○           |
| Artisan _____ ○○○○○○       | Strength _____ ●●●●○○        |
| Command _____ ○○○○○○       | Vitality _____ ●●●●○○        |
| Deception _____ ○○○○○○     | Climb _____ ○○○○○○           |
| Empathy _____ ○○○○○○       | Jump _____ ○○○○○○            |
| Gambling _____ ○○○○○○      | Lift _____ ○○○○○○            |
| Intimidation _____ ○○○○○○  | Grapple _____ ●●○○○○         |
| Languages _____ ○○○○○○     | Push-Pull _____ ○○○○○○       |
| Persuasion _____ ○○○○○○    | Stamina _____ ○○○○○○         |
| Willpower _____ ○○○○○○     | Swim _____ ○○○○○○            |
|                            | Aptitude _____ ●○○○○○        |
|                            | Communication _____ ○○○○○○   |
|                            | Demolitions _____ ○○○○○○     |
|                            | Engineering _____ ○○○○○○     |
|                            | First Aid _____ ○○○○○○       |
|                            | Navigation _____ ○○○○○○      |
|                            | Operate _____ ○○○○○○         |
|                            | Piloting _____ ○○○○○○        |
|                            | Security _____ ○○○○○○        |
|                            | Vehicle Weapons _____ ○○○○○○ |

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

Chiromancer (Permanent, +2d Athletics, Brawl, Grapple, Melee, Dodge) Vitality +2 (Hide Armor)

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Money 70 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
2 Combat Gauntlets	Strength + 12		○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	



Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Race Tre'uoall Gender Male Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Trade Archon Age \_\_\_\_\_ Chronicle \_\_\_\_\_  
 Description \_\_\_\_\_ Blur-Touched No  
 Hit Points 24 Move 5 Cinema Points 2

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|---------------|---------|-----------------|---------|
| Dexterity     | ●●●●●○  | Intellect       | ●●●●○○  |
| Initiative    | ●●●●●○  | Academics       | ○○○○○○  |
| Athletics     | ○○○○○○  | Business        | ○○○○○○  |
| Brawl         | ○○○○○○  | Culture         | ○○○○○○  |
| Dodge         | ○○○○○○  | Law             | ○○○○○○  |
| Heavy Weapons | ○○○○○○  | Medicine        | ○○○○○○  |
| Melee         | ○○○○○○  | Politics        | ○○○○○○  |
| Pick Pocket   | ○○○○○○  | Search          | ○○○○○○  |
| Ranged        | ○○○○○○  | Streetwise      | ○○○○○○  |
| Riding        | ○○○○○○  | Survival        | ○○○○○○  |
| Sneak         | ○○○○○○  | Tactics         | ○○○○○○  |
| Persona       | ●●○○○○○ | Throw           | ○○○○○○○ |
| Artisan       | ○○○○○○○ | Strength        | ●●○○○○○ |
| Command       | ○○○○○○○ | Vitality        | ●●○○○○○ |
| Deception     | ○○○○○○○ | Climb           | ○○○○○○○ |
| Empathy       | ○○○○○○○ | Jump            | ○○○○○○○ |
| Gambling      | ○○○○○○○ | Lift            | ○○○○○○○ |
| Intimidation  | ○○○○○○○ | Grapple         | ○○○○○○○ |
| Languages     | ○○○○○○○ | Push-Pull       | ○○○○○○○ |
| Persuasion    | ○○○○○○○ | Stamina         | ○○○○○○○ |
| Willpower     | ○○○○○○○ | Swim            | ○○○○○○○ |
|               |         | Aptitude        | ●●○○○○○ |
|               |         | Communication   | ○○○○○○○ |
|               |         | Demolitions     | ○○○○○○○ |
|               |         | Engineering     | ○○○○○○○ |
|               |         | First Aid       | ○○○○○○○ |
|               |         | Navigation      | ○○○○○○○ |
|               |         | Operate         | ○○○○○○○ |
|               |         | Piloting        | ○○○○○○○ |
|               |         | Security        | ○○○○○○○ |
|               |         | Vehicle Weapons | ○○○○○○○ |

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

Archon (Ranged +12) Vitality +12 (Scale Mail)

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Money 100 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
Long Bow	1d + 30/27/24	70/150/300	○○○/○○○/○○○○○	30 (Quarrel)
Short Sword	Strength + 15/x2		○○○/○○○/○○○○○	
			○○○/○○○/○○○○○	
			○○○/○○○/○○○○○	



Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Race Tre'uoall Gender Female Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Trade Sword Chanter Age \_\_\_\_\_ Chronicle \_\_\_\_\_  
 Description \_\_\_\_\_ Blur-Touched Yes  
 Hit Points 36 Move 6 Cinema Points 2

Dexterity	●●●○○○	Intellect	●●●○○○
Initiative	●●●○○○	Academics	○○○○○○
Athletics	○○○○○○	Business	○○○○○○
Brawl	○○○○○○	Culture	○○○○○○
Dodge	○○○○○○	Law	○○○○○○
Heavy Weapons	○○○○○○	Medicine	○○○○○○
Melee	○○○○○○	Politics	○○○○○○
Pick Pocket	○○○○○○	Search	○○○○○○
Ranged	○○○○○○	Streetwise	○○○○○○
Riding	○○○○○○	Survival	○○○○○○
Sneak	○○○○○○	Tactics	○○○○○○
Persona	●●●○○○	Throw	○○○○○○
Artisan	○○○○○○	Strength	●●●○○○
Command	○○○○○○	Vitality	●●●○○○
Deception	○○○○○○	Climb	○○○○○○
Empathy	○○○○○○	Jump	○○○○○○
Gambling	○○○○○○	Lift	○○○○○○
Intimidation	○○○○○○	Grapple	○○○○○○
Languages	○○○○○○	Push-Pull	○○○○○○
Persuasion	○○○○○○	Stamina	○○○○○○
Willpower	○○○○○○	Swim	○○○○○○
		Aptitude	●●●○○○
		Communication	○○○○○○
		Demolitions	○○○○○○
		Engineering	○○○○○○
		First Aid	○○○○○○
		Navigation	○○○○○○
		Operate	○○○○○○
		Piloting	○○○○○○
		Security	○○○○○○
		Vehicle Weapons	○○○○○○

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

Apprentice Sword Chanter (Melee +9, Damage +9 with only these specific Te'Veeth Blades) Vitality +16 (Field Plate Mail)  
Two Sword Scabbards

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Money 500 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
2 Te'Veeth Blades	Strength + 42/x2		○○○/○○○/○○○	
4 Daggers	Strength + 6		○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	



Character Name \_\_\_\_\_ Player \_\_\_\_\_

Race Urbane Gender Female Height \_\_\_\_\_ Weight \_\_\_\_\_

Trade Assassin Age \_\_\_\_\_ Chronicle \_\_\_\_\_

Description \_\_\_\_\_ Blur-Touched No

Hit Points 42 Move 6 Cinema Points \_\_\_\_\_

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|---------------|--------|-----------------|--------|
| Dexterity     | ●●●○○○ | Intellect       | ●●●○○○ |
| Initiative    | ●●●○○○ | Academics       | ○○○○○○ |
| Athletics     | ○○○○○○ | Business        | ○○○○○○ |
| Brawl         | ○○○○○○ | Culture         | ○○○○○○ |
| Dodge         | ○○○○○○ | Law             | ○○○○○○ |
| Heavy Weapons | ○○○○○○ | Medicine        | ○○○○○○ |
| Melee         | ○○○○○○ | Politics        | ○○○○○○ |
| Pick Pocket   | ○○○○○○ | Search          | ○○○○○○ |
| Ranged        | ○○○○○○ | Streetwise      | ○○○○○○ |
| Riding        | ○○○○○○ | Survival        | ○○○○○○ |
| Sneak         | ○○○○○○ | Tactics         | ○○○○○○ |
| Persona       | ●●●●○○ | Throw           | ○○○○○○ |
| Artisan       | ○○○○○○ | Strength        | ●●●○○○ |
| Command       | ○○○○○○ | Vitality        | ●●●○○○ |
| Deception     | ○○○○○○ | Climb           | ○○○○○○ |
| Empathy       | ○○○○○○ | Jump            | ○○○○○○ |
| Gambling      | ○○○○○○ | Lift            | ○○○○○○ |
| Intimidation  | ○○○○○○ | Grapple         | ○○○○○○ |
| Languages     | ○○○○○○ | Push-Pull       | ○○○○○○ |
| Persuasion    | ○○○○○○ | Stamina         | ○○○○○○ |
| Willpower     | ○○○○○○ | Swim            | ○○○○○○ |
|               |        | Aptitude        | ●●○○○○ |
|               |        | Communication   | ○○○○○○ |
|               |        | Demolitions     | ○○○○○○ |
|               |        | Engineering     | ○○○○○○ |
|               |        | First Aid       | ○○○○○○ |
|               |        | Navigation      | ○○○○○○ |
|               |        | Operate         | ○○○○○○ |
|               |        | Piloting        | ○○○○○○ |
|               |        | Security        | ○○○○○○ |
|               |        | Vehicle Weapons | ○○○○○○ |

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

**Blood Ties (Throw/Melee +6 with daggers, permanent: +6** **Vitality +8 (Chainmail)**

**Hit Points)** \_\_\_\_\_

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Money 500 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
Throwing Daggers	Str + 6/3/1	2/4/8	●○○/○○○/○○○○	5
3 Daggers	Str + 6/x2		○○○/○○○/○○○○	
			○○○/○○○/○○○○	
			○○○/○○○/○○○○	
			○○○/○○○/○○○○	



Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Race Wyvine Gender Male Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Trade War Scholar Age \_\_\_\_\_ Chronicle \_\_\_\_\_  
 Description \_\_\_\_\_ Blur-Touched No  
 Hit Points 48 Move 7 Cinema Points 2

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|----------------------------|------------------------------|
| Dexterity _____ ●●●○○○     | Intellect _____ ●●●○○○       |
| Initiative _____ ●●●○○○    | Academics _____ ○○○○○○       |
| Athletics _____ ○○○○○○     | Business _____ ○○○○○○        |
| Brawl _____ ○○○○○○         | Culture _____ ○○○○○○         |
| Dodge _____ ○○○○○○         | Law _____ ○○○○○○             |
| Heavy Weapons _____ ○○○○○○ | Medicine _____ ○○○○○○        |
| Melee _____ ○○○○○○         | Politics _____ ○○○○○○        |
| Pick Pocket _____ ○○○○○○   | Search _____ ○○○○○○          |
| Ranged _____ ○○○○○○        | Streetwise _____ ○○○○○○      |
| Riding _____ ○○○○○○        | Survival _____ ○○○○○○        |
| Sneak _____ ○○○○○○         | Tactics _____ ○○○○○○         |
| Throw _____ ○○○○○○         | Aptitude _____ ●●●○○○        |
| Artisan _____ ○○○○○○       | Strength _____ ●●●●○○        |
| Command _____ ○○○○○○       | Vitality _____ ●●●●○○        |
| Deception _____ ○○○○○○     | Climb _____ ○○○○○○           |
| Empathy _____ ○○○○○○       | Jump _____ ○○○○○○            |
| Gambling _____ ○○○○○○      | Lift _____ ○○○○○○            |
| Intimidation _____ ○○○○○○  | Grapple _____ ○○○○○○         |
| Languages _____ ○○○○○○     | Push-Pull _____ ○○○○○○       |
| Persuasion _____ ○○○○○○    | Stamina _____ ○○○○○○         |
| Willpower _____ ○○○○○○     | Swim _____ ○○○○○○            |
|                            | Vehicle Weapons _____ ○○○○○○ |

Character Features \_\_\_\_\_ Equipment \_\_\_\_\_

Lance Inept (Melee +6, Ranged +6 with the Wyvine Lance) Vitality +8 (Wyvine Barded Armor)

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Money 100 Commons

Weapons	Damage (S/M/L)	Range (S/M/L)	Control (S/M/L)	Ammunition
Wyvine Lance: Melee	Strength + 48/x2		○○○/○○○/○○○	
Wyvine Lance: Thrown	Strength + 36/33/30	5/10/20	○○○/○○○/○○○	
Dagger	Strength + 6/x2		○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	



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