

Hando – Exotic Warrior from a distant land (+4 HERO)



Agile +2	Code of conduct (honesty) -1
Attack (Sky Piercing style) +2	Overconfident -2
Combat Expert +2	Poor (clothes, weapons, few coins) -2
Evasive +2	Quirk (weird accent and clothing) -2
Iron Willed +2	
Quick +1	

Health: 40 Endurance: 40 Defense: 5D

Sky Piercer - roll 6D, Damage x4 (effective, weapon).

Hando attacks with his trusty unique weapon, the Sky Piercer.

Divine Spear - roll 8D, Damage x3 (accurate x2, ranged, moves to enemy, weapon, -5 En).

Hando throws his weapon and becomes one with it, teleporting as it flies in the air and hits the enemy.

Note: as long and Hando will act as Bridget's bodyguard his Poor flaw is temporarily changed to Guardian (Princess Bridget can pay what he needs as long as he works for her)

Princess Bridget Holysun – Fugitive Princess (+2 SECONDARY)



A nobleman on the run from unwanted suitors, or that's what she claims.

Athletic +1, Cute +3, Charismatic +1, Skill: Etiquette +2, Skill: Dance +2
Ageism (quite young) -1, Pacifist -2, Wanted (has a scroll about some family secret) -2

Health: 20 Endurance: 20 Defense: 52D

Slap - 3D x1 Damage



Tassos Aplaa – Servitor (+2 SECONDARY)

A quiet simple big man, son of a farmer, that prefers the life of the wandering servant.

Combat Skilled +1, Perceptive +1, Stealthy +1, Strong +4, Tough +1
Naïve -1, Poor -2, Quirk (always hungry) -1, Servitude (princess Bridget) -2

Health: 30 Endurance: 20 Defense: 2D

Brawling - 3D, x5 Damage



Daryl Plisnore – Refugee of the Past (+2 SECONDARY)

He woke up in some ruins in the desert after being hibernated centuries ago.

Combat Skilled +2, Evasive +1, Skill: Ancient History +2, Skill: Survival +2, Stealthy +1
Coward -1, Crybaby -1, Quirk (need glasses to see well or penalty) -2

Health: 20 Endurance: 20 Defense: 3D

Ray Pistol - 4D, x3 Damage (weapon, effective x2, ranged, buildup, low penetration)

Survival Knife - 4D, x2 Damage (weapon, effective)



The Black Knight – Mysterious Friend (+2 SECONDARY)

A total mystery! Is he a human being at all?

Armored +3, Attack +2, Combat Expert +3, Evasive +1
Awkward Size -1, Bizarre Appearance -1, Quirk (cannot speak) -2, Servitude -3

Health: 20 Endurance: 20 Defense: 3D

Iron Fist - 5D, x4 Damage (effective, delayed)

The Black Knight punches using his heavy gauntlet. Act last in combat because he is slow.

Malcom Sparks –Aegis first class agent (+4 HERO)

Attack +3	Emotionless (cynical) -1
Combat Expert +4	Overconfident -2
Evasive +3	Servitude (Aegis) -3
Perceptive +2	Stubborn -1
Tough +1	Wanted (Godsong Corp) -2



Health: 50 Endurance: 40 Defense: 5D

Aegis Viper - roll 6D, Damage x5 (effective, ranged, weapon)

Malcom attacks shooting with his twin small guns.

Aegis Raging Bull - roll 6D, Damage x5 (effective, ranged, area effect, buildup x2, weapon)

This shotgun fires a rain of small lead spheres (-1 to opponent defense) that attacks up to three nearby targets in a cone shaped area. It overheats and needs two rounds to cool down and shoot again.

Aegis Dragon Blade - roll 5D, Damage x6 (effective x2, weapon, inaccurate)

A massive and heavy single-edged broadsword.

Zack the Iron Hand, renowned mercenary (+4 HERO)

Attack +1	Arrogant -2
Combat Expert +3	Bizarre Appearance (iron hand) -1
Evasive +3	Greedy -2
Famous +1	Overconfident -2
Intimidating +2	Rude -1
Strong +3	Rival (other mercenaries) -1
Tough +1	



Health: 50 Endurance: 40 Defense: 5D

Iron Hand brawling style - roll 5D, Damage x5

Zack charges and attacks.

Iron Long Punch - roll 5D, Damage x6 (effective, reach, buildup, delayed)

Zack presses some buttons on his wrist: the telescopic wrist extends thrusts the iron hand it against the opponent. Even if it misses the opponent chooses a -1 to next defense or attack. Needs one round to recharge.

Five Barrels Hand - roll 5D, Damage x2 (overwhelming, ranged, buildup, delayed)

Zack presses some buttons on his wrist: the fingertips open and start shooting small caliber bullets against one target that has to spend his next action just to defend or his defense is 0. Needs one round to recharge.

Seth Koburan – Gun Saint and former Aegis agent (+4 HERO)

Athletic +1	Impulsive -2
Attack (Soul Bullet) +3	Infamous (the Serpent) -2
Combat Expert +2	Overconfident -2
Evasive +1	Outcast (Aegis) -2
Perceptive (sight) +2	Quirk (dark green military coat) -1
Quick +3	Stubborn -1
Sixth Sense +2	

Health: 40 Endurance: 40 Defense: 6D



Precise shot - roll 6D, Damage x4 (accurate, ranged, weapon)

A single shot performed with one of the twin black and white guns, Ying and Yang.

Rain of Bullets - roll 5D, Damage x5 (effective, ranged, area effect, reload, weapon)

The attack is a rain of lead (-1 to opponent defense) that attacks up to three nearby targets in a cone shaped area. Seth has to spend next active action to reload his guns in order to be able to shoot again.

One Thousand Bullets - roll 5D, Damage x5 (effective, ranged, overwhelming, reload, weapon)

The attack is a burst of fire directed to one enemy that has to spend his next action just to defend or his defense is 0. Seth has to spend next active action to reload his guns in order to be able to shoot again.

Kastalia Blaze – Amnesiac wandering sword maiden (+2 SECONDARY)

Agile +1	Amnesia -3
Attack +2	Bizarre Appearance (pointed ears, eyes) -1
Combat Expert +3	Code of conduct (honest/loyal) -1
Evasive +2	Ineptitude (modern tech) -3
Iron Willed +3	Poor -2
Quick +1	Quirk (old style clothing) -1
Vigorous +1	

Health: 20 Endurance: 30 Defense: 5D



Dragon Fang - roll 6D, Damage x4 (effective, weapon)

An attack with Fire Tongue, her sword.

Dragon Tail - roll 5D, Damage x4, (effective, area effect, inaccurate, weapon, -5 En)

Kastalia makes a wide slash that hits up to three enemies (arc shaped area, -1 to defend).

Lady of the Flames - roll 7D, Damage x3, (accurate, affinity: fire, ranged, -5 En)

Kastalia points her finger at the target that bursts into flames.

Ezra Jekil (and) the Beast - Godsong chemist (+2 SECONDARY)

Attack +1	Coward -1
Combat Expert +2	Braggart -2
Evasive +1	Easily Distracted -1
Knowledge: chemistry +2	Focus (chemicals) -2
Position of Power (Goddong) +1	Servitude (Goddong) -2
Transformation +3	



Beast form: Armor +2, Strength +3, Tough +2, Awkward Size -2.

After using his special fluid, Ezra becomes a titan with tough skin. By the way he needs his chemicals and a syringe to do that.

Health: 20 (40) Endurance: 20 Defense: 3D

Stone Fist - roll 4D, Damage x4

The Beast hits with his large powerful punch.

Earthquake - roll 4D, Damage x4 (area effect, delayed, affinity: earth, -5 En)

The Beast concentrates to absorb power, then stomps the ground making stones fly round hitting up to three opponents that receive one die penalty to defense rolls.

Mansel Braunstein, Witch Hunter Godsong Inquisitor (+2 SECONDARY)

Agile +1	Airhead -1
Attack +1	Arrogant -1
Combat Expert +1	Fussy -2
Minions +2	Overconfident -1
Position of Power (Godsong) +3	Servitude (Godsong) -2
Perceptive +1	
Quick +2	

Health: 20 Endurance: 20 Defense: 4D



Telescopic Staff - roll 4D, Damage x2 (reach, weapon).

An attack with his long weapon, opponent chooses a -1 to attack or defense, until next round.

Electric stunning bolt - roll 5D, Damage x2 (accurate, ranged, stunning, activation, weapon, affinity: electricity).

Mansel spends time to charge his weapon, then attacks handling his staff like a rifle, shooting an electric bolt that stuns his enemy.

Vincent Vargas – Strong outlaw armed with a big shotgun (+2 SECONDARY)

Attack +2	Arrogant -2
Combat Expert +2	Impulsive -1
Evasive +2	Rude -1
Intimidating +2	Short Tempered -2
Strong +1	Wanted -1

Health: 20 Endurance: 20 Defense: 4D



Street Sweeper - roll 4D, Damage x4 (area effect, effective, ranged, activation, weapon)

Vargas shoots and fills a cone shaped area with lead (hits up to three opponents -1 to defend). He needs a round to reload to shoot again, can defend during this turn.

Heavy Barrel - roll 4D, Damage x5 (effective, weapon)

Using his shotgun in melee as a mace, Vargas bashes his opponent with the reinforced barrel.

Taku Akaraion the Lion, martial artist (+2 SECONDARY)

Agile +1	Arrogant -1
Attack +2	Obsession (become stronger) -2
Combat Expert +2	Overconfident -2
Evasive +1	
Strong +1	

Health: 20 Endurance: 20 Defense: 3D



Brave Red Lion Attack - roll 5D, Damage x4

A balanced fast and strong martial art style.

Eiji Akaraion the Dragon, martial artist (+2 SECONDARY)

Attack +2	Naïve -1
Combat Expert +2	Overconfident -2
Evasive +2	Pacifist -1
Strong +2	Servitude (Tao, the Master)-2
Vigorous +1	

Health: 20 Endurance: 30 Defense: 4D



Style of the Dragon - roll 4D, Damage x5 – ancient martial art

Dragon Fist - roll 5D, Damage x5 (accurate, affinity: fire, -5 En).



Vedge – Raider (+2 SECONDARY)

Combat Expert +3, Evasive +1, Intimidating +1, Strong +2
Dense -1, Quirk (drastic haircut) -1, Rude -2, Wanted -1

Health: 20, Endurance: 20, Defense: 3D

Brawling - roll 5D, Damage x3.

Vedge attacks with a violent brawling combat style.

Iron Drake - roll 5D, Damage x4 (effective x3, ranged, ammunition x2 weapon). A big black custom heavy gun that holds five bullets.

Riggs – Thief (+2 SECONDARY)

Agile +2, Art of Invisibility +2, Knowledge: Locks +2, Quick +2
Pacifist -1, Quirk (inappropriate humor) -1 Coward -2, Wanted -1

Health: 20, Endurance: 20, Defense: 4D



Crescent Blade - roll 4D, Damage x2 (effective, weapon).

Riggs attacks his opponent with his long curved dagger.



Dr. Klaus Wissen – Military Medic and Evil Knight (+2 SECONDARY)

Combat Expert +3, Evasive +2, Knowledge: Medicine +4, Smart +1, Transformation +2
Emotionless -1, Servitude (Evil Knights) -3, Stubborn -2

Transformation: Armored +1, Attack +2, Intimidating +1, Tough +1, Vigorous +1

Bizarre Appearance (iron armor appears and fuses with his body) -2

Health: 20 (30), Endurance: 20 (30), Defense: 4D



Iron Fist - roll 5D, Damage x3.

A simple punch attack made wearing a heavy studded iron gauntlet.

Crimson Ray of Enfeeblement - roll 6D, Damage x3 (accurate, ranged, impairing, buildup x3).

A bright red debilitating energy attack shot from the visor. If it hits it needs just to cause a quarter of health or endurance damage to inflict weakness (-1 to all rolls until the end of combat), or it can cause the debilitating effect instead of causing damage. Need three rounds to accumulate power before each shot.

Bandit (+1 EXTRA): Attack +1, Combat Expert +1, Tough +1, Dense -1, Rude -1

Health: 20 Endurance: 10 Defense: 2D

Strong Slash - roll 3D, Damage x4 (effective, weapon)

The bandit attacks with a heavy bladed weapon, be it a broadsword or an axe.

Thug (+1 EXTRA): Combat Expert +1, Intimidating +1, Dense -1

Health: 10, Endurance: 10, Defense: 2D.

Slashing Attack - roll 3D, Damage x2 (effective, weapon) – the thug slashes at the target with his bladed weapon.



Thug Leader (+2 SECONDARY): Attack +1, Combat Expert

+2, Evasive +1, Strong +1, Tough +1, Arrogant -2, Rude -2.

Health: 30, Endurance: 20, Defense: 3D.

Street Fighting - roll 4D, Damage x4 – a strong punch or kick.

Heavy Machinegun - roll 4D, Damage x4 (area effect, effective, ranged, ammunition x2, weapon) – the burst can hit up to three close opponents that have a -1 to defense. Has enough bullets for five bursts only, but no need to reload since it's chain fed.

Hired Gun (+1 EXTRA): Attack +1, Combat Expert +1, Dense -1, Greedy -1.

Health: 10, Endurance: 10, Defense: 2D.

Large knife - roll 4D, Damage x2 (precise, weapon) – the thug slashes at the target with his trusty knife.

Block gun - roll 3D, Damage x3 (ranged, effective, weapon) – an old semiautomatic gun.



Black Trooper (+1 EXTRA): Attack +1, Combat Expert +1, Evasive +1, Servitude (Godsong Army) -2.

Health: 10, Endurance: 10, Defense: 3D

Light blade - roll 3D, Damage x3 (effective, weapon) – the soldier attacks with a combat knife.

Light firearm - roll 3D, Damage x3 (ranged, effective, weapon) – the soldier shoots his wrist mounted gun.

Heavy Trooper (+1 EXTRA): Armor +1, Attack +2, Combat Expert +2, Shield +2, Low Perception -1, Servitude (Godsong Army) -3, Slow -1.

Health: 10, Endurance: 10, Defense: 3D

Bladed Shield - roll 4D, Damage x3 – the shield is welded to the left arm, and used both for attack and defense, cannot be disarmed.

Ninja (+1 EXTRA): Agile +1, Art of Invisibility +2, Attack +1, Combat Expert +1, Quick +2, Servitude (Shadow Prince) -3, Code of Conduct (will die for his Shadow Clan) -3 .

Health: 10, Endurance: 10, Defense: 4D

Ninja Blades - roll 4D, Damage x3 (armor piercing, effective, two hands, weapon) – the ninja attacks with his blades, some uses long knives, others prefer bladed gloves.

Shuriken - roll 5D, Damage x2 (ranged, precise, weapon) – a small sharp metal star, a ninja classic weapon.



Empire Soldier (+1 EXTRA): Attack +1, Combat Expert +1, Evasive +1, Servitude (the Realian Empire) -2.

Health: 10, Endurance: 10, Defense: 3D

Bayonet - roll 3D, Damage x3 (effective, weapon) – a sharp blade attached at the barrel of the musket.

Army Musket - roll 3D, Damage x4 (armor piercing, ranged, effective x2, reload, weapon) – an old but reliable weapon made by the desert tribes, needs to be reloaded after each shot.



Angry drunk military (+1 EXTRA): +2 Combat Expert, +1 Evasive, +1 Strength, +1 Tough, -2 Arrogant, -1 Impulsive, -1 Rude.

Health: 20, Endurance: 10, Defense: 3D

Hammer Fist - roll 4D, Damage x2 – military unarmed combat style.

Red Rainbow Soldier (+1 EXTRA): +1 Armored, +1 Attack, +1 Combat Expert, -2 Servitude (Rainbow Army).

Health: 10, Endurance: 10, Defense: 2D

Light firearm - roll 3D, Damage x3 (ranged, effective, weapon) – the soldier shoots his gun.

Red Rainbow Skirmisher (+1 EXTRA): +1 Art of Invisibility, +1 Attack, +1 Combat Expert, +1 Quick, -1 Coward, -2 Servitude (Rainbow Army).

Health: 10, Endurance: 10, Defense: 3D

Light rapier - roll 4D, Damage x2 (precise, weapon) – the skirmisher attacks with his pointy blade.



Gangster (+1 EXTRA)

Attack +1, Combat Expert +1, Knowledge: Streetwise +2
Servitude (crime boss) -2.

Health: 10, Endurance: 10, Defense: 2D

Switchblade knife - roll 4D, Damage x2 (precise, weapon) – the gangster slashes at the target with his trusty knife.

9mm gun - roll 3D, Damage x3 (ranged, effective, weapon) – an old semiautomatic gun.



Giant Guard Mastiff (+2 SECONDARY) – Augmented Dog

Armored + 1, Attack +2, Combat Expert +3, Evasive +2, Tough +2
Awkward Size -1, Hatred (trespassers) -3, Mute -2, Servitude (guards) -2

Health: 40, Endurance: 20, Defense: 4D

Savage bite - roll 5D, Damage x3.

The mastiff savagely bites the trespasser.

Desperate Pounce - roll 5D, Damage x4 (effective, reach, break).

The huge dog suddenly springs to hit his prey. This special attack is used only after losing all health or endurance.



Giant Monster Moth (+1 EXTRA): +1 Agility, +2 Flight, +1 Quick, -1 Dense, -2 Soft spot (light/heat).

Health: 10, Endurance: 10, Defense: 3D

Bite - roll 4D, Damage x1 (accurate, low penetration) – the Giant Monster Moth bites her prey