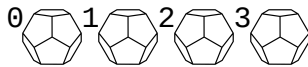


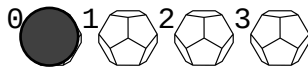
Skills

Combat



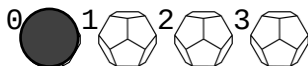
Spec: Rod

Shoot



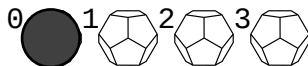
Spec: Ray

Athletics



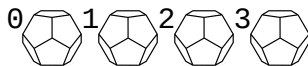
Spec: Climb

Knowledge



Spec: Arcana, Dwarven

Perception



Spec:

Name & Description

Alex / Alexis

Mage



Attributes

Pow: 4 (damage, health)

Spd: 4 (range, move)

End: 4 (recover, health)

Aur: 6 (reason, morale)

Wit: 4 (notice, segue)

Foc: 4 (recover, morale)

Status

Health 16

Special Abilities

Light: create a source of light to overcome darkness

Arcane Eye (1 ex): safely scout the path ahead

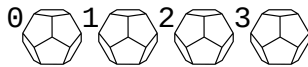
Guidance (1 ex): gain insight into how to overcome an obstacle

Infusion (1 ex): heal creature of up to AUR damage by taking an equal amount

Mend (1 ex): repair object of AUR damage

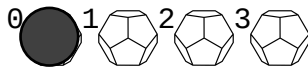
Skills

Combat



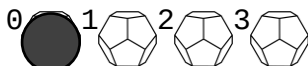
Spec: Rod

Shoot



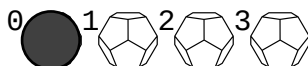
Spec: Ray

Athletics



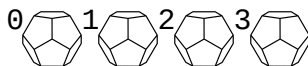
Spec: Swim

Knowledge



Spec: Arcana, Mechanics

Perception



Spec:

Name & Description

Bernard / Bernadette



Mage



Special Abilities

Light: create a source of light to overcome darkness

Disinfect (1 ex): heal creature of AUR infection damage

Guidance (1 ex): gain insight into how to overcome an obstacle

Shield (X fat): your force field converts damage you (or an adjacent ally) take into fatigue until it exceeds your END

Attributes

Pow: 4 (damage, health)

Spd: 4 (range, move)

End: 5 (recover, health)

Aur: 4 (reason, morale)

Wit: 5 (notice, segue)

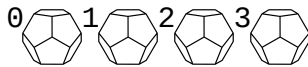
Foc: 4 (recover, morale)

Status

Health 20

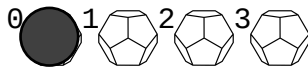
Skills

Combat



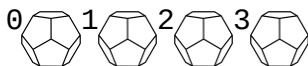
Spec: Rod

Shoot



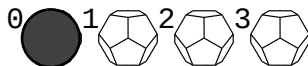
Spec: Ray

Athletics



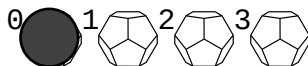
Spec:

Knowledge



Spec: Arcana, History

Perception



Spec: Hidden

Name & Description

Cecil / Cecilia

Mage



Attributes

Pow: 4 (damage, health)

Spd: 5 (range, move)

End: 4 (recover, health)

Aur: 4 (reason, morale)

Wit: 5 (notice, segue)

Foc: 4 (recover, morale)

Status

Health 16

Special Abilities

Light: create a source of light to overcome darkness

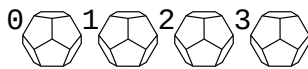
Arcane Eye (1 ex): safely scout the path ahead

Close Wounds (1 ex): stop bleeding

Mend (1 ex): repair object of AUR damage

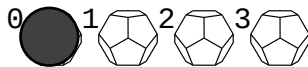
Skills

Combat



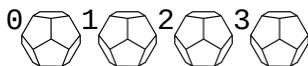
Spec: Rod

Shoot



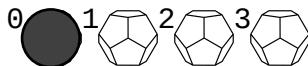
Spec: Ray

Athletics



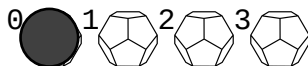
Spec:

Knowledge



Spec: Arcana, Dwarven

Perception



Spec: Ambush

Name & Description

Dean / Deanna

Mage



Attributes

Pow: 4 (damage, health)

Spd: 4 (range, move)

End: 4 (recover, health)

Aur: 5 (reason, morale)

Wit: 5 (notice, segue)

Foc: 4 (recover, morale)

Status

Health 16

Special Abilities

Light: create a source of light to overcome darkness

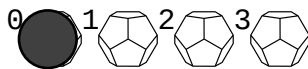
Close Wounds (1 ex): stop bleeding

Disinfect (1 ex): heal creature of AUR infection damage

Infusion (1 ex): heal creature of up to AUR damage by taking an equal amount

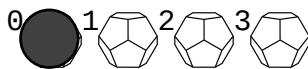
Skills

Combat



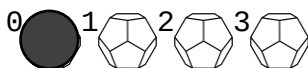
Spec: Sword

Shoot



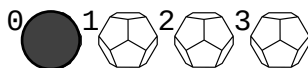
Spec: Bow

Athletics



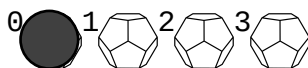
Spec: Balance

Knowledge



Spec: Elvish, Repair

Perception



Spec: Track

Name & Description

Eric / Erica

Ranger



Special Abilities

Arrow Shower (1 fatigue and 1 quiver boost):

Roll 1 extra die per foe adjacent to target. Each foe is affected by a different die's result.

Attributes

Pow: 5 (damage, health)

Spd: 5 (range, move)

End: 4 (recover, health)

Aur: 4 (reason, morale)

Wit: 4 (notice, segue)

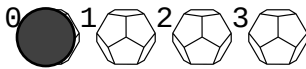
Foc: 4 (recover, morale)

Status

Health 20

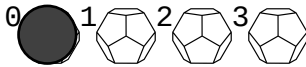
Skills

Combat



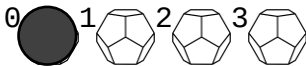
Spec: Sword

Shoot



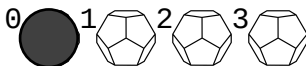
Spec: Bow

Athletics



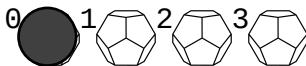
Spec: Swim

Knowledge



Spec: Elvish, Repair

Perception



Spec: Ambush

Name & Description

Francis / Francine

Ranger



Special Abilities

Fluid Movement (1 fatigue):

Move through difficult terrain and foe-controlled spaces without slowing, even if struck.

Attributes

Pow: 5 (damage, health)

Spd: 4 (range, move)

End: 5 (recover, health)

Aur: 4 (reason, morale)

Wit: 4 (notice, segue)

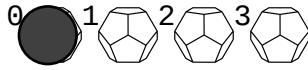
Foc: 4 (recover, morale)

Status

Health 25

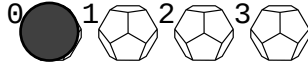
Skills

Combat



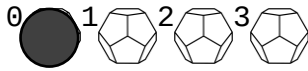
Spec: Sword

Shoot



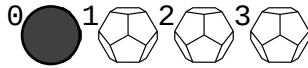
Spec: Bow

Athletics



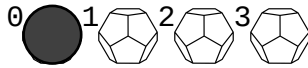
Spec: Climb

Knowledge



Spec: Elvish, Heal

Perception



Spec: Hidden

Name & Description

George / Georgette

Ranger



Special Abilities

Wind-driven shot (1 fat):

POW+2 for this attack

Attributes

Pow: 4 (damage, health)

Spd: 5 (range, move)

End: 5 (recover, health)

Aur: 4 (reason, morale)

Wit: 4 (notice, segue)

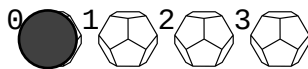
Foc: 4 (recover, morale)

Status

Health 20

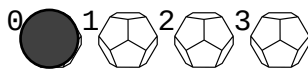
Skills

Combat



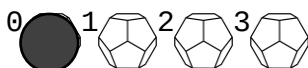
Spec: Sword

Shoot



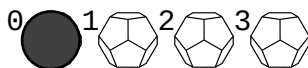
Spec: Bow

Athletics



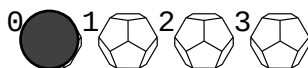
Spec: Jump

Knowledge



Spec: Elvish, Heal

Perception



Spec: Ambush

Name & Description

Henry / Henrietta
Ranger



Attributes

Pow: 4 (damage, health)

Spd: 5 (range, move)

End: 5 (recover, health)

Aur: 4 (reason, morale)

Wit: 4 (notice, segue)

Foc: 4 (recover, morale)

Status

Health 20

Special Abilities

Lightning Leap (1 fatigue):

In addition to the bonus for running, move an extra SPD in a straight line.