



Master Thief; Wise but Uncharismatic

Personality

He is offended by low quality. In battle, he strikes foes out of irritation that they lack the skill to defend themselves. He is polite to people he doesn't care about, rude to those who he wants to succeed, and friendly with those who have mastered their craft.

Quirks

He judges people by the quality of gear they'll settle for.

Distinguishing Features

His nose ring is the badge of the Tombguard.

Leverage

Hard to influence. Impressed by crafting skill.

Background

Courser is a trap-and-locks expert. He installed security on his clan's outlying tomb defenses. He was offered a coveted promotion to working on inner tombs and losing contact with the outer world forever. Annoyed by his family's disappointment when he did not accept the isolation requirements, he left. He feels it is up to the world to prove worthy of the trade he made.

"A man who trusts his defense to a shortsword that flimsy has clearly given up."



Novice Knight; Dexterous but Rash

Personality

A good leader collects information and opinions, then makes a decision and acts. Ostian's most important decision is choosing a leader to serve. Your value and judgement are defined by who you follow and your loyalty. The rest is excuses.

Quirks

Frustrated by subtle social cues, he announces his feelings (and he wishes others would too).

Possessions of Note

When preparing for battle, he displays an Order of the Linchpin insignia that was awarded his grandmother for service to a royals long deposed.

Leverage

Hard to intimidate, easy to deceive or persuade. Impressed by honor and loyalty.

Background

Born to a low-ranking knight and her scholar husband, he was raised on tales of the former dynasty's just rule and high ideals, dashed away when the usurper took the throne. His response to an unjust world is seeking out an heir of the former dynasty so he can fight in her service.

"Frustration. I suppose we'll have to find another way."



Apprentice Sorcerer; Charismatic & Agile

Personality

She is haughty, cunning, and dismissive of the value of “innocents.” Dangerous and fey, she feels kinship with anarchists and misanthropes.

Quirks

She has a spell-like ability to snap her fingers and deliver a mild shock to everyone within 30 feet, and she uses it to get attention.

Distinguishing Features

One blue eye, one green; in her culture, this rare trait reflects conflict between magic and nature. She chose magic, and defiantly got a tattoo by her blue eye to signal that choice.

Leverage

Hard to intimidate, easy to deceive or persuade through flattery.

Background

Sennia's mother led a mystic research conclave who delved into dark experimentation, sacrificing victims to power rituals. The conclave was stopped 75 years ago when she was a child. Her mother was executed. Sennia was blacklisted by most wizards because of her mother's crimes. Resentful, she thirsts for mystical power on her own terms. She sees herself as aristocracy of the apocalypse.



Experienced Scout/Ranger; Wise but Aloof

Personality

She can already sense that you will reject her, and she's angry. Trying to befriend her makes it worse—you are coaxing her into caring about you—and it will hurt when you turn her away.

Quirks

- Around people, her hair obscures her face. In danger, it's tied up and back.
- Calls people "pal" or, if irritated, "genius".

Distinguishing Features

- Purple irises—in her elven culture, a sign of prophetic ability.
- She can snap her fingers to spark a dim witch light.

Leverage

Hard to deceive, easy to intimidate or persuade. Provoked by racism.

Background

Her human father had a tryst when visiting a fey court. An elf won her in a game of chance. She grew up too fast among elves and was rejected as a teenager. She developed her woodcraft in a human borderland until a intolerance swept the kingdom and she was banished as a spy.

"Hey pal, you worry about you, kay?"



Acolyte Cleric; Delicate but Charismatic

Personality

She has endless patience and does not feel the press of time. She remains calm; decades of meditation and etiquette training steady her reactions.

Distinguishing Features

Possessions of Note

- Tower Adept Set (torc, comb, necklace): Indicates she was chosen to speak for her god in a nearby ruler's court.
- Speaker's Scepter: Mace that dispels magical mind control with a touch.

Leverage

Hard to influence. Resistant to urgency.

Background

A local ruler was frustrated by his mortality. Over the course of his reign he replaced key leaders with elves to provide the mostly human population with stability. Marl was identified as a child to succeed the human High Cleric, and for 50 years she trained in the sedate temple, conservative and isolated. When the ruler was overthrown a year ago, the new regime rejected elves. Marl became a fugitive in a chaotic world. Her adept set and stolen scepter remind her of who she was.

"Stop. Breathe. Try again."



Veteran Mage; Scholarly & Nimble but Reckless

Personality

She is a deep thinker, but her mind is not agile. She gets flustered when she has to improvise, so she compensates by scripting conversations and researching context.

Quirks

Seeka often refuses to have a conversation. She insists on an agenda and a set time to discuss it later (even if it is just a few minutes later).

Possessions of Note

Timerleaf Gloves. Concentrate to hold a leaf and set a timer, a clock face magically woven into the leaf's veins. It counts down any time she assigns. She uses timerleaves to inform precision ritual elements, and set appointments with people.

Leverage

Easy to influence in the moment, but she compensates when she has a chance to reflect.

Background

Seeka's village was destroyed by ogres. Adventurers freed survivors from the pantry cages. Seeka became the apprentice of one of her rescuers, a kindly old wizard.

"Intriguing. Consider your request for discussion lodged, we will take the matter up at sundown."



Treya Sul

Human

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Novice Spy/Rogue; Nimble & Alluring but Weak

Personality

She has regal dignity and wicked humor. She likes being mysterious.

Quirks

She carries knotted ropes and likes to slip them over hands, ankles, gear, or necks to tie people to things. Sometimes it's a prank, sometimes it's a threat, and sometimes it's flirting.

Possessions of Note

Pendant of Gleese. A plain silver pendant. If ritually activated or dipped in blood, it projects her cult's holy symbol into the minds of those who see it.

Leverage

Easily influenced—if not embarrassed. Humiliated, gains vicious strength for resistance or revenge.

Background

Treya is a non-spellcasting priestess of a secret, evil cult. Her family has a major leadership role. When it became clear she was not going to be able to cast spells, she became an embarrassment to them. She has trained as an infiltrator. She is determined to prove her value by recovering books and holy objects that have been taken from the cult over the centuries.

"Family is boring. Let's talk about crime."



Master Sorcerer; Frail but Smart & Poised

Personality

She doesn't judge others. Her demeanor is eerie and penetrating. Appears to always listen intently.

Quirks

She wastes no time on "normal", studying others for common ground to connect—a favorite food, an emotion, or experience. Talking with her, others feel understood and acknowledged. Interactions often provoke an unsettled emotional response.

Possessions of Note

Inkwritter: Bone gauntlet with needle-tipped fingers, mixes tattooing with arcane gestures, binds spell-like abilities to flesh. Only works for her.

Leverage

Unpredictable to influence. Keenly interested in sincere emotion.

Background

She studies how magic moves in her blood and in symbol. She can grant spell-like abilities through tattooed symbols with special inks. She resents the current lore that magic is chained to text rather than life. She adventures for test subjects and rare components for her research.

"Words breathe writing when spoken, and write breath when inked. I draw breath, and draw blood."



Swashbuckler; Agile & Smart but not Strong

Personality

Crisp, bright, and forceful, she is a born leader. She accumulated lifetimes of experiences before adulthood, and she is uniquely prepared for endless change.

Quirks

- Her reality sometimes hiccups, changing her hair color or other details; she's used to it.
- She drinks to process experiences that would shatter her unprotected mind.

Leverage

Difficult to deceive or intimidate, easy to persuade. She focuses on the big picture, flexible in details.

Background

Captain Nora has sailed seas, skies, and space. In her earliest memories, she was a cabin girl. As a teen, she was involved in a proxy war between interdimensional beings, and she went along on a quest beyond her home world as the battle spiralled through weird locales against improbable foes. She has been cursed, blessed, polymorphed, rich, penniless, and undead. Currently, she is between ships and dodging enemies.

"I plan to sail right on through life, then through death, into whatever's next. Endings are a fiction."



Acolyte; Wise & Charismatic, but Frail.

Personality

If everyone else was as smart as him, the world wouldn't have all these problems he inherited. He knows his god has the answers, and he's going to make sure people listen and obey. He has little patience for context.

Quirks

He interrupts any time he has an idea.

Possessions of Note

The Anointing Circlet allows him to speak as an elder in church gatherings.

Leverage

Easy to deceive, difficult to intimidate or persuade. He likes his own ideas best.

Background

Dilith's religious tradition favors emotion over facts, trusting feelings more than ideas. He learned at an early age that confident hyperbole got better results than reasoned plans. Praise has made him arrogant, and he has not faced real adversity. He is flush with unearned confidence. He plans to convert rulers to his religion, so their communities worship by decree; he finds it incredible no one has thought to do this before now.

"Let me explain it to him, it's really quite simple."



Bard; Wise, Hypnotic, but Frail

Personality

She is worried about money, exhausted by timing upcoming paydays and expenses. She used to be easy-going and friendly, she resents her debts.

Quirks

At every break, she consults a book of dates and scribbles letters to send home acknowledging birthdays, anniversaries, and social niceties for her numerous clan. If she does not have money to put in them, she puts in I.O.U. tokens.

Possessions of Note

Book of Dates: Lists of clan special occasions.

Leverage

Easy to intimidate or persuade, difficult to deceive. Desperate for coin, struggles against shame.

Background

Members of her clan borrowed from human lenders for a risky venture that failed. The clan tried to pay off the debt but got behind because of the high interest. As matriarch, Harri is supposed to fix the debt and also provide culturally expected gifts within and beyond the clan. She never wanted to use her skills for violence, but she is desperate.

"Assurances of a bonus for meeting the client, half up front."



Ranger/Scout; Strong, Agile, & Cunning

Personality

She is quietly pragmatic. Her heart is full of awe at the craftsmanship of the natural world, and she is content when she is in the midst of the stark beauty of hostile environments.

Quirks

Intolerant of complaints, quietly asking people to stop (leaving earshot if they don't).

Distinguishing Features

Face tattoo is a glyph for "paid in full" inspired by seeing a rare and beautiful natural site that few have visited. Her struggles are all worthwhile just for that experience, she will always be grateful.

Leverage

Hard to influence. Feels kinship with those who live out of deep gratitude.

Possessions of Note

Her gear, weapons, and armor have custom climbing equipment built in.

Background

As a child, she was often scolded for sneaking off to dangerous locations. She developed adventuring skills so she could be an armed escort as a reason to go see the breathtaking sites of the vast world.

"Look at it. Majestic, is it not?"



Knight; Strong & Dexterous but Slender

Personality

Varius finds others extremely interesting. He has good humor, enjoying a little teasing, and he is difficult to offend. He will support a leader's decisions, and also a dissenter's perspective. He looks for the bright side.

Quirks

He keeps his hands busy fixing bows: sharpening arrows, preparing fletching, oiling bowstrings.

Possessions of Note

Arcing Armor: Enchanted plate that does not inhibit archery, and encumbers as leather armor.

Leverage

Easy to persuade, difficult to intimidate or deceive. Eager to hide his allegiance and collect magic.

Background

Varius was chosen by his elven masters for his forgettable ease with people of all kinds, and his exceptional cunning. He serves a cabal of wizards. His mission is to acquire spellbooks and info to aid spell research—the more unusual, the better. He has been adventuring for decades, keeping his true mission secret. He is a superb sniper.

"What an amazing staff! I'll bet you've seen some extraordinary adventure. I'd love to hear about it."



High Cleric. Wise & Mesmerizing, but Frail

Personality

Blokka has been entrusted by her god with authority to adjust timelines and life force, revising Fate's draft schedule of deaths. She is constantly evaluating the value of every life around her.

Quirks

When impatient, she hisses quietly to herself, echoing the sound of sand falling through the hourglass.

Leverage

Hard to influence. Favors caution and humility.

Background

When her children died, she railed against the gods. She grieved by demolishing a temple to the God of Death, and she was cursed with the ability to contest the decision of Fate. When she glimpsed the interactive cosmic causality, she was shaken to the core and sobered by the balance underpinning life and death. Gifted with cosmic spellcasting, she became acutely aware of how her decisions to speed or slow death ripple outward far beyond her control. Pulling on one thread causes others to shift.

"You are so certain living is better than dying. You cannot see what I have seen."



Roles Guard & Sentry**Gear** Mace, Chainmail, Shield**Personality**

He doesn't like surprises, so he's clear about what he expects and what he's willing to do. When he accepts a responsibility, he sees it to the end.

Extra Value

He never shirks guard duty, nor does he drowse while standing watch.

Quirk

He constantly cleans his fingernails with a dagger.

Flaw

He demands bonus pay if he is required to get wet.

Leverage

Hard to influence. Flustered by surprises or accusations of shirking.

Background

Old Barzin refuses to die in a mine like his dad, grandad, uncles, and sons did. He was born into a refugee camp of miners escaping a war. The camp was captured by orcs and put to work in a quarry. They were liberated to settle in human territories where a human noble put them to work in a mine anyway. Neither master much cared for safety.

"They may catch us—but they won't catch us by surprise."



Roles Guard & Locksmith**Gear** Pick, Chainmail, Shield**Personality**

She focuses on the job, keeping busy to distract herself from homesickness. Her humor is understated. She expects others to be rude and foolish, but holds herself to a high standard.

Extra Value

She has many dwarven contacts.

Quirk

Quietly sings old, sad songs when standing watch.

Flaw

Understands Common, but only speaks Dwarven.

Leverage

Easy to persuade or deceive, difficult to intimidate. It is important to pay debts.

Background

Her uncle committed a crime and was sentenced to banishment. She took the punishment in his place. She keenly feels the stain on the family honor and knows she can't restore them to good standing. She has centuries of shame ahead, and thinks she has to be a henchman because her family name disqualifies her from commanding respect.

(In Dwarven) "Lock's crude, I can pop it with a dagger."



Roles Porter & Musician**Gear** Drum, Facepaint Kit**Personality**

He finds danger inspiring for his music. Solemn does not see himself as a hero. He is determined to believe his employers are heroes until they prove they aren't. If he cannot inspire them to be better, then he'll look for new employers.

Extra Value

His drumming can make any situation seem epic.

Quirk

Wears warpaint for courage.

Flaw

Cannot sit quietly, always making noise.

Leverage

Easy to influence. He considers himself a coward and he wants to believe people are good.

Background

He knows many legends and stories about heroes of his clan, and he wanted to be like them. He lost his first command because he made a rash decision, and he cannot face the burden of life-or-death decisions. He shifted from heroic action to the stories about heroic action, telling the tale.

"You smack the monsters, I'll smack the drum."



Roles Porter & Messenger**Gear** Oil Skin Messenger Pouch, Writing Kit**Personality**

He is an outsider, vulnerable to humans and their savagery. He works with them anyway because he trusts his charm and reflexes. He believes humans will act violently, it's only a matter of time.

Extra Value

Reads and writes several languages.

Quirk

Frequently stretches as if he is about to exercise.

Flaw

Fixates on one person, and is emotionally needy.

Leverage

Easy to influence. He is future oriented, looking for opportunities.

Background

Slippers is currently between crime syndicates. He grew up the son of a merchant, but when his father was slain by bandits, he joined them to save his skin. He made friends and enemies, and when his boss ordered his death he escaped. He's been through three crime families, and he is looking for his next (temporary) criminal family.

"The trick to a joke is the delivery. Bow out before the punchline."



Roles Porter & Strongman**Gear** None**Personality**

He believes his only value is his muscle, and no one should want to know his opinions. He is convinced he is stupid. He is polite to arcane casters, eager to please them and indifferent to others.

Extra Value

Can carry a double load.

Quirk

Spits tiny flickers of flame when bored, or blows smoke when straining.

Flaw

Skin infection—smells terrible. Needs 2x rations.

Leverage

Easy to influence. Feels his opinions are irrelevant.

Background

Howdah hates mining, and he figures this is his alternative. His parents were both gifted with magic, and he was sold off because he wasn't. That rejection shaped him—he believes he has no value outside his muscle. He feels deeply flawed and longs for approval from arcane practitioners; he was raised to believe only arcane casters were full citizens, everyone else was second class.

"Yah boss, shift it up for you, hff!"



Leya Snout

Human

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Roles Porter & Fixer

Gear Blackjack

Personality

Easygoing and friendly, she thinks work is noble and she is proud of her strength and health. Her religious upbringing forbids her injuring others. She respects people who build others up and pities people who act out their insecurities.

Extra Value

Makes local friends easily.

Quirk

Likes to trade jewelry, offers to do piercings.

Flaw

Reveals too much of her employers' plans.

Leverage

Easy to persuade, difficult to intimidate or deceive. She thinks gentleness is strength.

Background

Her parents were priests in an ancient sect. They took oaths of non-violence and raised her in those traditions. She has two brothers who have gambling debts, and one is now hostage to a loan shark she must pay quarterly. Other work won't pay enough to keep up with her debt payments.

"This man, I met him drinking last night, maybe you want to hire him too?"



Roles Porter & Cartographer

Gear Mapping Kit

Personality

She has a barbed wit, and knows when she can get away with using it. She is attracted to well-traveled people, and respects those who work well with people who aren't like them.

Extra Value

Knows manners and can fit in with educated types.

Quirk

Mixes sarcasm and courtly manners hilariously.

Flaw

She insists on carrying the food (it gets lighter).

Leverage

Easy to intimidate or persuade, hard to deceive.

She likes a sense of humor.

Background

She was seduced and betrayed by an aristocratic academic. Her lover arranged for her to be polished as an arm ornament, then became bored with her when she was no longer uniquely rough in his refined social circle. The only happy memory from her education is studying far-off places. She works for adventurers so they pay for her travel.

"Oh no, m'lord, dost thy back twinge from the weight of all those swords?"



Flaneer Frezza

Human

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Roles Porter & Busker

Gear Pouch of Juggling Balls

Personality

He thinks fast, talks fast, and moves fast. He relies on a dazzling impression to hide his fear and his lack of imagination.

Extra Value

Skilled self-promoting hustler, confident liar.

Quirk

He asks questions before sharing information or making a pitch.

Flaw

Under his brashness, he is terrified of getting hurt.

Leverage

Easy to influence. He needs to appear clever.

Background

He wasn't entrusted with responsibilities in his family's traveling act because they knew him too well. He is not a leader or a problem solver. He struck out on his own to show them he could make it as a solo act—but he has no idea how. Maybe he can ride an adventurer's success.

"Why do you think they require a license to perform for the crowds? That's right, because otherwise it would be difficult to tax the performers."



Roles Guide (urban) & Criminal
Gear Rapier, Main Gauche, Leather

Personality

He enjoys melodrama. He intones ominous pronouncements and cryptic comments. He prefers intimidating people or making them uncomfortable.

Extra Value

Skilled in shadowplay illusions.

Quirk

Can blow smoke at will without smoking anything.

Flaw

Gets antsy if he doesn't kill someone once a week.

Leverage

Easy to influence. He is insecure and perverse, prone to unreflective defiance.

Background

Born to a condemned heretic in a prison, he was donated to a cult that was grooming him for priesthood when they were wiped out by clerics. Curalio survived as a low-level criminal working for guilds. Too lazy to prove loyalty and get promoted, he freelances for tourists. He aligns himself with dangerous people to discourage those who want revenge.

"You don't have time to learn this city by feel. You need a guide who can see in the dark."



Roles Scout & Sailor
Gear Wicked Bone Mace

Personality

Shallow, vain, and conceited, he doesn't think a plan through so he often acts against his own self-interest.

Extra Value

Can go for a week without food or water.

Quirk

The way he feels in the moment is the way he has always felt. So if he is happy he has lived a good life; if he is sad his story has always been tragic.

Flaw

Only eats live food. Enjoys others discomfort.

Leverage

Easy to influence. He is impulsive and gullible, and resists planning.

Background

Zek used to be ambitious. He got cocky in his home clan, and when his bid for promotion was defeated his rival sent him on a mission far away. Since then he has endured shipwreck, poverty, and shame. He seeks redemption through service, and he hopes to return home a triumphant success.

"More danger! I have always lived in danger."



Roles Guide & Fletcher/Bowyer**Gear** Bow, Axe, Studded Leather, Arrow Kit**Personality**

Loves nature and the arts, but exasperated by crude people. He resents being mistaken for a woman, as he is a handsome elven man, gifted with a voice perfectly suited for masculine ballads composed to showcase emotion in high notes.

Extra Value

He calms his nerves making or fixing arrows.

Quirk

He likes to experiment with hair styles, often changing his hair several times a day

Flaw

He is easily offended and often sulks.

Leverage

Easy to influence. Angered by teasing, loves performance art.

Background

Escorting travelers through hostile territory is the family business. He is related to human blood mixed with everything else, as it is also a family tradition to be friendly with fellow travelers and not expect relationships.

"Here's what I think is funny: you laugh at ME because of YOUR mistake."



Roles Torch Bearer & Scout

Gear Custom Lanterns, Shield, Knives

Personality

People overthink everything. She likes animals because your friendship is basic, you help each other out and cooperate to get what you need. She wishes life was that simple. She can't take intimidating or mysterious personas seriously.

Extra Value

Can communicate with burrowing animals who will scout for her.

Quirk

She treats people around her like they are her pets; she wants to keep them happy.

Flaw

Constantly distracted by animals.

Leverage

She likes pleasing people, but is hard to deceive.

Background

Ramina's sister is a famous performer in nearby city. The whole family dotes on her and survives on her income. Ramina is not interested in art, parties, or etiquette—an embarrassment to the family.

"That looks painful! Let's get you a snack, and you can lay down."



Hellaya

Human

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Roles Torchbearer & Communicator

Gear Lantern Kit (Customize and Repair)

Personality

She thinks people are interesting, she can usually find something to like about anyone. She struggles to deflect the possessive people who respond to her easy charm with a desire to control her.

Extra Value

Her uniquely penetrating voice can be heard through battle and across distance.

Quirk

General greeting is "People". She will cut arguments short to call for decisions.

Flaw

She has many ex-lovers in nearby settlements.

Leverage

Easy to influence. Only fools are fearless, most plans have merit, she is casual about truth.

Background

She grew up in a community of camp followers moving through conquered territory. She decided at a young age she would not live by the sword. Still, she was most comfortable with military types. She didn't want to live in refugee camps, but didn't fit in to civilization, so she hires on with adventurers.

"People! We don't have time for this."



Roles Guard & Trapper**Gear** Hammer, Chainmail, Shield**Personality**

Shepherds should lead and protect their herds, and trappers try to lure unwary animals to their deaths. Thwackhammer believes most politicians and officers are more like trappers than shepherds. Still, he is generally upbeat (if not trusting).

Extra Value

Refuses to speak poorly of his employer.

Quirk

He likes to make up stories about how he lost his eye to test the credulity of his audience.

Flaw

Needs some "me" time for two to five hours a day.

Leverage

Easy to persuade, hard to intimidate or deceive. He dislikes complaining and admires wit.

Background

He grew up on the wall of a valley as a shepherd and trapper. He was conscripted into the army, and when his squad was slain he was left for dead. He considered his service complete, rather than feel like a deserter. Still, he can't go home.

"Goblins have terrible aim with arrows, but they can spit like sharpshooters."



Tax Collector & Scholar**Personality**

He is a pompous know-it-all blowhard. He is insecure, fearful, and greedy. He must be seen as the smartest person in the room.

Quirks

- He automatically assumes other people feel the way he feels, and want to do what he wants to do.
- He corrects those who do not use his title.

Need

A rival scholar published a book. Now he desperately wants the university to give his manuscript similar honors. But his treatise on the superiority of dwarven administration is sloppy and plain terrible.

Secret

He was a diplomat who trusted foolishly, allowing an invasion of his home city. He was banished.

Leverage

Easy to intimidate or deceive, hard to persuade. Focuses on learned accolades and dwarven skill.

Background

He deigned to share dwarven culture with this benighted community, bringing centuries of expertise and precision accounting. He is proud of his big stone house, a local landmark.

"Lunch time! We'll order from the tavern, of course."



Laborer & Confidence Artist**Personality**

He wants things, and you will help him get things because you are a fool. He is always probing for weaknesses like sympathy, gullibility, and vanity. He doesn't care how embarrassing his tactics seem as long as he gets what he's after.

Quirks

He laments being "crippled in the war" and carries a crutch. He often forgets to limp, he has inconsistent symptoms, and he offers a variety of stories about how it happened. (He was never in a war.)

Need

He's looking for buyers for fake treasure maps with plausible provenance.

Secret

He identifies targets for his bandit partner. If he can benefit by turning the bandit in, he will.

Leverage

Easy to intimidate or persuade, difficult to deceive. He always tries to take advantage.

Background

He sleeps under his cart watching for opportunities. *"Just between us, you are the toughest warrior I've seen in years. I might know of an opportunity that's been waiting for someone like you."*



Wizard's Apprentice & Locksmith

Personality

Kindly, patient, and sad. He is grandfatherly and accommodating, but easily flustered and absent-minded. He conceals his sadism well.

Quirks

He magically grooms his hair with a gesture. When his concentration falters, his hair gets chaotic.

Need

He is desperate for freedom, and he will beg strong outsiders to compel his mistress to release him.

Secret

He enjoys his teacher's abuse, and sabotages efforts to free him.

Leverage

Easy to influence. He likes being manipulated and blaming his manipulator for outcomes.

Background

Armath served his teacher for 50 years, yet she never released him. Under her orders, he pretends to be the wizard with her as his apprentice—a misdirection. He has had long years to perfect his locksmithing, mainly for the wizard tower's dungeon.

"Now what were you asking? Oh, the smithy—it's near the potion shop. That reminds me, I need some new flasks. Have you studied alchemy?"



Tavern Owner with Vault for Rent

Personality

Stately, mysterious, and intimidating, she sees the world as a fire that refines those thrust into its suffering. Her life's mission is to transform the ugliness of pain into beauty.

Quirks

When she is not dancing, she wears a veil.

Need

The refugees she shelters and trains often have abusive pasts that catch up, and Lady Dirisaka hires outsiders to deal with these problems.

Secret

She built her vault to protect an egg.

Leverage

Hard to influence. She is fascinated by people transcending pain.

Background

She led a death squad that hunted humans for sport at the behest of a bloodthirsty draconic cult. She caught a fugitive who ignored her and sang, choosing to die in beauty—not fear. Her brutality felt weak in comparison. She defected, studied the arts, and settled here to try to give back. The Dirisaka dance style is regionally famous.

“Talk less. Your body shows me what you know.”



Server & Pickpocket

Personality

She works hard at being underestimated, pretending to be nearly deaf and quite stupid. She has a sharp mind and undimmed thieving abilities, but she is grateful to have friends and honest work at the tavern in her twilight years.

Quirks

Constantly fiddling with her glasses, almost never looks through them.

Need

A patron was robbed. Those in the know suspect her. For once she is innocent, but needs proof.

Secret

She hates bullies, and uses her pickpocketing skills to plant evidence on them, framing them with the law or powerful enemies.

Leverage

Hard to influence. She pretends to cooperate with people who push her, and undermines them.

Background

She was homeless and on the run, after a long life in a high-crime ward of the capitol city. The tavern staff became her adopted family, taking her in, and she is fiercely loyal to them.

"I just clear the tables, check with the barkeep."



Scullery Maid & Celebrity**Personality**

She was dark, lost, and damaged. She found friendship and family so she's doing a lot better. She struggles to get others to take her seriously (without violence).

Quirks

Rubs her scalp when thinking hard or stressed.

Need

- She wants tips to de-escalate violence so she can be a bouncer.
- When patrons insult her co-workers, she will pay others to hit them for her.

Secret

Deel knows where a treasure is, but values her friends here more than wealth.

Leverage

Easily influenced; won't tolerate abusing her allies.

Background

She was an angry refugee. The tavern staff treated her like family, and she is grateful and loyal. Now she is the local favorite in the "handful weight" fight club (halflings and similar size only). She is kept in the kitchen to keep her out of tavern brawls.

"Short jokes, huh. I don't even hear them. I am not fluent in jackass."



Carpenter & Woodsman

Personality

Sour, suspicious, and resentful. He remembers a brighter past (it wasn't that great), and he expects gratitude for a lifetime of service.

Quirks

He has a worry stone that he often gazes at sadly, and sighs.

Need

A nearby entish ruminated on his crimes against the trees for decades, and recently wrecked his house. He is homeless, unable to return to his work until the tree is appeased or slain.

Secret

The entish is jealous because Fornel had a fling with a dryad in his youth, and she still likes him.

Leverage

A pushover who expects to fail and be mocked.

Background

He used to own a living statue, and it was confiscated by a nobleman passing through. Fornel mentions it constantly, because his life is so much harder now than it was when he had a statue to cut and haul wood (and provide protection.)

"Everything I've done for this town, and now that I'm homeless, they forget."



Sailor & Shipwright

Personality

Stubborn endurance, accepting hardship and irritation without complaint. Life is obligation, honor is keeping your word.

Quirks

He snaps to get attention, unconsciously using hand signals of rogues at sea.

Need

He has seeds from far away. If they would grow here, this place could feel like home.

Secret

He is not the father of the children he is raising, but their father's dying wish was for Adrest to raise them as his own.

Leverage

Hard to influence. He needs to support his family.

Background

He was a sailor for decades before something went wrong at sea, and he returned to find his wife dead from fever. He stayed in town, raising the children. (They don't seem to have elvish blood; he shrugs: "Fey blood does what it will.") He repairs hulls, and crews short voyages now that his eldest is a teen.

"Home is where you make it, and it's never what you dreamed it would be."



Rhia Ohlar

Half Orc

30

Trap Fisherman & Barfly

Personality

Scattered, hurting, and sarcastic. She can't bear to reflect or think, she needs distraction and numbing.

Quirks

Her jaw gets tight, she often waggles it a couple times to loosen it.

Need

Kill the monster lairing near her traps. Researchers will pay top coin for anatomical parts.

Secret

Her mother led the cult that once controlled the town. Rhia saw things at a young age that broke her will. She'll kill to keep her past a secret.

Leverage

Low on coin and self-worth, she can be persuaded with money or intimidated. She knows many cons.

Background

Rhia's life is a wreck. She sleeps aboard her small boat, the "Which Way." Her shack is stuffed with broken traps. She only goes out to check traps when she runs out of drinking money. She is willing to take passengers anywhere they want to go, in nearby waters.

*You wanna sail out to the point? In this weather?
Whatever. Cost you double."*



Personality

Her life work is to succeed enough so others don't starve. She watches for strugglers, and helps them.

Quirks

- Her favorite expression is "round and round!" It can mean many things.
- Snarlface, her badger buddy, is sleepy but will snarl on command (mostly to amuse children.)

Need

The mill is damaged and will break any day, and she cannot afford repairs.

Secret

A year ago she ran out of money and used tunneling animal friends to rob a wealthy aristocrat. Now that money is gone.

Leverage

Easy to influence. Can't accept the poor suffering.

Background

She has fond memories of her large, rounded family. The first time she traveled to human lands and found out some people were allowed to starve to death because they could not buy food, she knew she had to do something about it.

"Wheat's under the mill wheel, so let's grind up the gossip. What's new?"



Personality

Hard-edged and jovial, he takes everything seriously even when he laughs. He is proud of his skill and his work, and appreciates the adventuring life even though he retired.

Quirks

Booms “Hah!” a lot, inflected for amusement, irritation, and other emotions.

Need

He is low on funds and needs to convert a gem to coins, but he doesn't have a market for it.

Secret

His sister is a pirate, and he knows her hideout.

Leverage

Steadfast. He recoils from danger or criticism.

Background

Piri enjoys making custom gear. His specialty is hooded lanterns. He also provides the town services as the blacksmith, farrier, cooper, and armorer. He plumbed a mega-dungeon a few times, then quit while he was ahead.

“I’m not going back out there, but don’t you think I’ve forgotten what it takes. Have a look at these lanterns. You might get snuffed out, but they will keep on shining.”



Tailor & Bounty Hunter

Personality

Chatty, elegant, and well-read, she has a warm and gentle manner under a refinement of manners.

Quirks

She is always fiddling with measuring string, pins, or chalk; keeps them on a belt and in her clothes.

Need

She has a prisoner whose associates found out she got them; she offers to split the bounty, for protection and escort to cash in.

Secret

She pays attention to bounties because there's a big one on her in a distant city.

Leverage

Easy to intimidate or persuade, difficult to deceive. She intensely dislikes confrontation.

Background

Rohara keeps a selection of poisons on her needles, she can kill or incapacitate with minimal warning. She stays current on bounties, and if she crosses paths with a fugitive, she appears chatty and harmless until she drugs them. She tells no one of her past as an information broker at court.

"You are welcome to come in for a fitting, I can hem and patch while you have some tea."



Weaver & Shepherd

Personality

No one is who they appear to be, and survivors must be prepared to do distasteful and difficult things. It is pleasant to pretend we are all in this together, but we are not.

Quirks

Pauses at least three seconds before speaking.

Need

She is addicted to a rare drug, and the last two shipments have not been delivered. A local has a reserve, and she needs to acquire it without being connected to the theft or purchase.

Secret

She is being blackmailed, a sleeper agent positioned to kill her benefactor.

Leverage

Hard to intimidate or persuade, easy to deceive. She must appear independent.

Background

She was a deserter from the losing side of a war, settling here and managing a shepherd's flock until she inherited it. She is a weaver, shearing her flock and providing colorful fabrics to the tavern dancers.
"... Your clothes. Threadbare. I have warm cloaks for cheap. You will need one soon."



Fishmonger & Fixer

Personality

Opportunity is like trading in fish—you gotta move fast, and you can't be delicate about bad smells.

Quirks

He starts with a sympathetic observation, and he's always selling something.

Need

He is madly in love with someone above his station—again. He needs advice, and favors.

Secret

He is a fugitive, and he has quietly killed four bounty hunters so far.

Leverage

Firm. He requires errands to earn consideration.

Background

Varas is from a merchant family who worked three times as hard as the local nobles to make half the profit. He has been an entrepreneur since he was a child. By day he trades in fish, by night he runs the local "handful weight" fight club (halflings and gnomes, a few goblins or kobolds.) He also connects talent and employers for legitimate and shady muscle work.

"Times have been hard for your people, haven't they. I know of a local opportunity..."



Animal Trainer & Merchant**Personality**

He agrees first, then brings up concerns, leading others to re-think. Patient, firm, & compassionate.

Quirks

When agreeing, he admires your wisdom. When disagreeing, he taps his chin thoughtfully

Need

Boko-boko, his prize gronk (see below), is good at escaping and must be returned—unharmd.

Secret

He was an aristocrat at court. 15 years ago, he didn't accompany his wife and children on a trip. Bandits killed them on the road near this town. Crushed, he dealt with his grief by selling everything to invest in a business to protect travelers.

Leverage

Hard to influence. He often seems to bend, but under his demeanor, nothing changes.

Background

He runs "Full Stop" corral. His specialty is training gronks, six-legged lizards well suited to carrying loads underground. He also sells donkeys, brayas (knee-high frilled attack lizards), and mastiffs.

"You're right, bandits aren't much of a threat. Still, your family might like a mastiff—just in case."



Assayer & Scribe

Personality

She is too good for this town. She talks down to those who do not have an educated urban background, and is relieved to meet others like herself who have the correct opinions.

Quirks

- She uses elven catch phrases and condescendingly translates them for the uneducated.
- She constantly reminds people the town begged her to come.

Need

She is running low on ankheg acid, and demands the town buy some for her. It is expensive, and there may be ankhegs in some nearby hills.

Secret

She backed the wrong contender for the throne and was banished. She can never go home.

Leverage

Steadfast. Insecure and anxious to look superior.

Background

She claims she's gaining field experience here to give her the edge in competing for a teaching slot in an elven university, but she settled 30 years ago. *"Well, it's galavi sul uriatha, as they say. 'An empty grip.' Those sparkles are just pyrite."*



Egg Seller & Mechanic

Personality

He invents devices to automate his chicken coop. He loves entrepreneurial solutions to his family's problems. He is easily delighted, he enjoys challenges, and he is proud of his family.

Quirks

Uses eggs as an analogy to explain any idea.

Need

He incubates exotic eggs, and an aristocrat's basilisk egg will hatch soon. He must get it to the city before it hatches, but half of his family is sick and he won't leave them.

Secret

The future is spidermeat, and he is cultivating egg sacs for crobble spiders even though the council forbade it. Spiders resist domestication.

Leverage

Easy to influence. Supports family on minimal profits, eager to consider new ideas.

Background

His family helped settle the area. He feels a responsibility for ensuring the town's success. He donates to any cause for the good of the town and encourages his family to volunteer to help others.

"Eggs for breakfast, trade their potential for yours."



Delivery & Scout

Personality

Humorless about business, but wry with friends. She resists friendship because she doesn't want others to be hurt.

Quirks

- She wears a silver coin on a string around her wrist and palms it to shake hands.
- Dogs make her very anxious.

Need

Hellica had a bad breakup with a werewolf, who infects someone with lycanthropy and sends them to kill her once or twice a year. Killing the werewolf would really help her out.

Secret

She is in a new relationship, and fearful her jealous ex will find out. The last two times this happened, her ex infected her new lover with lycanthropy.

Leverage

Fears lycanthropy & intimacy, a hardened survivor.

Background

Hellica runs messages and supplies. If she must be restless, she might as well get paid for moving around. She was raised on a farm, and has little use for cities.

"Open road is one cost. The back way is another."



Miner & Gossip

Personality

You don't dig willy-nilly and you don't trust people you don't know—both mistakes will get you buried. All smiles, but shrewd and casually inquisitive. He takes care of allies first, and they are fiercely loyal.

Quirks

Calls everyone "friend."

Need

He is afflicted with "chestcloud," a dwarven malady that makes breathing above-ground difficult. He's almost out of medicine, so he's spending more time underground. He will only trust a dwarf to bring the medicine to him from the city.

Secret

A side shaft in the mine unearthed a deposit of platinum. The mine owner doesn't know Tarbus found it and is mining it.

Leverage

Stubbornly proud; values diligence & planning.

Background

Tarbus was one of the founders of the town, and he has worked a dozen mines over the decades. He converted the first mine into a home with open doors to visiting dwarves.

"Why the long face, friend? Maybe I can help you."



Diviner & Pet; Tiny (8")

Intelligence

Cunning, understands speech.

Personality

Drowsy, snuggly, playful. Sometimes tucks into a spiny ball and ignores everyone until fed.

Quirks

To get attention, he places a paw on his target, and gazes deep into their soul.

Features

Can answer yes/no questions for predicting weather up to a year out. Divination requires eating bogberries, which only grow in one region in autumn. Sneezes when prepared to answer questions.

Flaw

Killing Prugmim calls down a nature curse on his failed protector and the killer.

Leverage

Amenable. Skittish and forgetful, loves to eat bugs.

Background

Colyx of the Whispering Wheat was a druid who magically inspired many of his woodland friends. One bloodline of hedgehogs was gifted with weather prediction. One in six of the litter develop the ability to predict weather. They like halflings.



Spy & Familiar; Tiny (3' Wingspan)

Intelligence

Human, understands speech.

Personality

She has gravitas. All things die, she can wait. She loves the taste of corpses.

Quirks

When bonded, she considers her partner to be her nest. She will tuck treasures into her partner's clothes, settle on the partner, and defend her nest.

Features

With eye contact, she can communicate telepathically. She understands several languages, without telepathy. She can bond as a familiar.

Flaw

She will attempt to nip earrings or trinkets while trying to look dignified.

Leverage

Easy to influence. Shiny objects are irresistible, startles easily.

Background

She served in the rustling cloak of the Lord of Death, a cloud of carrion eaters around the cosmic figure. She will again after death. She is annoyed by her own intelligence—it robs her of animal contentment and inflicts “people restlessness.”



Mount & Fighter; Large

Intelligence

Childish, understands some speech. Well trained, can perform tricks.

Personality

Aggressive and proud, a bit dainty.

Quirks

Pretends to disdain treats, but expects them at mealtime instead of an immediate reward for tricks. Will sulk if his handler forgets.

Features

The rider can negate disadvantages or restore the horse's morale by shouting an exhortation including his name. Example: "Swamps won't slow us, Lord Clopperton!"

Flaw

Jealous of others getting attention from his rider.

Leverage

Pliable. Loves apples, vain, vulnerable to flattery.

Background

He was purchased and bred for battle by a new-money warlord who died young. Auctioned off in a city market, he was later stolen by thieves. He feels he is a warlord's mount—so anyone on his back *becomes* a warlord. He will snub riders who do not pull their part to earn glory in battle.



Crossroads of Battle War Goat 04

Mount & Fighter; Medium (4' at Shoulder)

Intelligence

Childish, understands some speech. Well trained.

Personality

Stubborn, grim humor, formal under inspection and savage in battle. He builds up daily frustrations to release when fighting.

Quirks

If he is annoyed with you, he will belch and work his cud while you talk. If he likes you, he will lean on you.

Features

Even magic cannot break his morale.

Flaw

He has noisy and tiring nightmares unless a holy symbol of the God of War is hung on his horns.

Leverage

Hard to influence. Too smart for reverse psychology, stubborn, enjoys causing discomfort.

Background

Forged in a mighty halfling war tradition, his bloodline has carried heroes into battle and across continents, clashing with armies and monsters. He lost a rider once, slain in battle, and he is determined not to lose another one.



Hunter & Fighter; Medium (3' at Shoulder)

Intelligence

Childish, understands some speech.

Personality

Fey and unpredictable, easily distracted. Is not patient or obedient.

Quirks

Gretchen likes to sniff the base of a person's skull (where their consciousness connects to reality), sensing how they fit in the world. She can detect alignment this way, or if magic is masking it.

Features

Keen senses and a teleport before or after biting make her a flexible threat. Her teleport makes a muffled crack, and smells like sun-baked cut grass.

Flaw

If Gretchen cannot get away, she becomes intensely anxious until she can.

Leverage

Easy to influence. Impossible to embarrass—she shows her feelings. Loves fetch.

Background

A fey prankster slipped Gretchen into a royal houndmaster's litter of puppies when she was two weeks old. Gretchen disrupted the training of the other hounds. She never looked back.