

Fierdy

You're the commander of the mercenary group.

Are you :

- An inspiring leader**
Gain edge when you give an inspiring speech
- A heavily armed bastard**
Gain edge when another player is wounded

Do you see your companions as:

- A band of brothers**
Gain edge when you show you save another character's life
- Coin-grubbing cannon fodder**
Gain edge when you get paid

Did you bring Ben Simple's body back to Guerdon because

- You swore an oath**
Gain edge when it hurts to keep your word
- You fear the judgement of the gods**
Gain edge when you act superstitiously

SKILL: 2 dice
Rifleman, Burglary

FORCE: 2 dice
Brawling, Bravado

CUNNING: 2 dice
Master Tactician,,
Criminal Connections

TRICKS

LEADER: Spend one **Edge** to give one Edge to another player character.

IT'S A SET-UP: Spend three **Edge** to declare you did something earlier that's only now being revealed. For example, you could reveal you concealed a pistol under the table, or arranged for one of the other player characters to be waiting in the perfect place to ambush a fleeing foe. The Gamemaster may ignore blatantly egregious abuses of this ability..

Starting Edge: 1

Equipment: Rifle, sword, gas mask, leather armour, cigar.

Adros the BURNER

You're a renegade priest of the god Smoke Painter, now a mercenary. From your smoking braziers, you conjure illusions or spirits of fire and terror.

Did you flee the temples of Smoke Painter because:

- You found maddening insight in the smoke**
Gain edge when you act especially eccentrically
- You stole from the temple**
Gain edge when you act very impulsively

Your role in the mercenary company is:

- Healer**
Gain edge when you help another character heal
- Explosives Expert**
Gain edge when you light a fire

Your power comes from:

- Sacrifices to the Smoke Painter**
Gain edge when you make a ritual offering
- Knowledge of secret potions**
Gain edge when you spend time brewing potions

SKILL: 2 dice
Healing,
Finesse

FORCE: 1 dice
Breaking Things

CUNNING: 3 dice
Sabotage,
Manipulation,
Religious Lore

Starting Edge: 1

TRICKS

KNIFE SMOKE: Spend one **Edge** to conjure a cloud of damaging smoke. Counts as a roll of a natural 6 in any test where having a cloud of damaging smoke would be useful.

ILLUSIONIST: Spend two **Edge** to create a magical illusion, formed from enchanted multi-coloured smoke. Works best in enclosed spaces; strong winds can dissipate your conjurings.

SOLID SMOKE: Spend one **Edge** to interact with an illusion as if it were real. For example, you could create a rope of smoke, then climb it. Only you can touch the illusion.

Equipment: Red robes, braziers, pouches of weird powders & dusts, brace of pistols, totally not a sacrificial dagger.

Griff THE GULLHEAD

You're a Gullhead, and you're a mercenary. Being a Gullhead means you're a monster made for slaughtering people. Being a mercenary means you get paid for it. Most Gullheads don't live long – you're an exception.

Did you survive because:

- You're too mean to die**
Gain edge when you do something especially brutal
- You feel the gods have a plan for you**
Gain edge when you seek spiritual guidance

You fight:

- For money to buy booze to dull the pain**
Gain edge when you get drunk
- Because it's all you know**
Gain edge when you pick an unnecessary fight

What does Ben Simple's death mean to you?

- He was the one person you liked**
Gain edge when you honour Ben Simple's memory
- Nothing. Death is death**
Gain edge when you behave callously to your comrades

SKILL: 2 dice

Stalking, Gambling

FORCE: 3 dice

Melee Combat, Brute Strength, Intimidation

CUNNING: 1 dice

Animal Cunning

TRICKS

SHRIEK: Spend one **Edge** to let out a piercing shriek, momentarily stunning or distracting everyone nearby.

FIGHTING FRENZY: Spend two **Edge** to reroll all the dice rolled so far in a Force test.

Starting Edge: 1

Equipment: Giant fuck-off sword (technical term), meathooks, hip flask.

The Relief

You're the backbone of the mercenary squad, a veteran of the Godswar. You've followed Fierdy through hell – and then gone back for another tour the following year. God or mortal, they're all the same seen through your rifle's spyglass.

Are you eager to:

- Get back to the war**
Gain edge when you argue for a return to conflict
- Put the war behind you**
Gain edge when you argue to stay in Guerdon

They call you The Relief. Is that because you're:

- Quietly competent and laconic**
Gain edge after a conversation where you say only a single word
- Always cracking jokes**
Gain edge when you make all the players laugh

You know a secret about Ben Simple's death:

- You put a silver bullet in him to end his suffering**
Gain edge when you help relieve someone's suffering
- The WolfGod that touched him haunts your dreams**
Gain edge when you ambush a foe

SKILL: 3 dice

Aiming, Sneaking, Scrounging

FORCE: 1 dice

Endurance

CUNNING: 2 dice

Repair, Healing

Starting Edge: 1

TRICKS

EASILY OVERLOOKED: Spend one **Edge** to stay hidden, even if you fail an attempt to sneak around or the rest of the group is spotted.

SNIPER: If you're using your rifle, then any dice you reroll with **Edge** become natural 6s.

Equipment: Rifle, knife, leather armour, gas mask, bag of weird bullets for different unkillable monsters (silver, rosewood, gold, rune-etched, etc.).