

EXTRA TERRAE CREPUSCULUM FACTION LISTS AND CHARACTER SHEETS

The following pages contain a list of the characters currently available through Crunch-Waffle Enterprises and the rosters for each faction currently of sufficient strength to field a war party. The faction rosters are hopefully self-evident. A brief explanation of the character sheets follows. Factions are presented in alphabetical order whereas the characters are listed according to the order of their product (SKU) number.

General Character Format: Each character takes 1 full page, and each character sheet includes a Quickstart version as well as an Advanced version of the character stats followed by a list of the abilities for that character.

In the Quickstart version of each character appears as the first stat block on a character sheet. In this version, all stat choices have been made for the player, and the results are provided without explanation. Abilities such as Melee Specialist have also been factored into the Quickstart version of the stat blocks, and the characters are essentially ready to play as is.

In the Advanced Version of each character, only the Miscellaneous Bonuses have been provided for each Stat. To calculate Stat modifiers for the advanced characters, players will want to spend their discretionary points first, as described in the Advanced Rules. Space is provided for calculating the cost of Discretionary Bonuses as well as the actual bonuses for each Stat. Next, a player should add the Discretionary Bonuses to the Miscellaneous Bonus listed for the character. The result should be listed directly to the right of each Stat. A player should then look through the list of abilities to see if any could be used to modify Stats.

Note that the “(Ma:), (Me:), (Mi:)” listings for Attack and Defence stand for “Magic,” “Melee,” and “Missile” respectively. These enable players to incorporate special bonuses (or penalties) for relevant forms of combat into the final score for these points.

Note also that under the Advanced Rules players have the option of adding Templates to characters as they see fit. When this is done, the relevant abilities and Miscellaneous Bonuses are simply added to the ability section of the sheet, and the cost of the character is raised as appropriate.

Note that each Character comes with 2 extra abilities (One Minor and One Major) to be used with the Advanced Rules only. These are used both to flesh out the characters a little more and to provide benefits which could only be used under the advanced rules. These extra abilities should be ignored when playing the Quickstart version of the game.

Grunts: The most distinctive feature of these sheets is that 4 to 5 separate Durability tracks have been listed on each page. This enables a player to run up to 5 Grunts using the same sheet. (Should a player wish to apply a template to a Standard character, this will require a separate sheet of paper.)

Faction Lists

The following list represents the current factions available in ETC along with the characters eligible for membership in each.

Animal Alliance

CWE0018: Dire Mole.
CWE0027: Hoop Snake.
CWE0027: Jackalope.
CWE0027: Flying Pig.
CWE0028: Giant Archer Fish.
CWE0033: Skvader

Avian Covey

CWE0027: Flying Pig.
CWE0033: Skvader.
CWE0034: The Jersey Devil.
CWE0040: Jihad, Fiendish Celestial.

Creatures of Lesser Lore

CWE0027: Hoop Snake.
CWE0027: Jackalope.
CWE0033: Squonk.
CWE0033: El Chupacabra.
CWE0033: Skvader.
CWE0033: The Jersey Devil.

Creatures of the Forests & Meadows

CWE0001: Burr-Kicker - Threatening Maeph.
CWE0001: Jitter Mug - Dancing Maeph.
CWE0001: Yarn Bugger - Pondering Maeph.
CWE0004: Ranger with Warclub.
CWE0027: Jackalope.
CWE0033: Skvader
CWE0033: Squonk

Creatures of the Wastelands

CWE0012: Angel's Advocate.
CWE0019: Hacla Maime, Orc Maiden.
CWE0027: Hoop Snake.
CWE0032: Anticipating a Long Night.
CWE0033: El Chupacabra
CWE0037: Scaped Goat
CWE0037: Bog Mummy

Mutant Alliance

CWE0011: Subira, Zebra Centaur.
CWE0015: Centaur with Coupstick.
CWE0021: Feejee Mermaid.
CWE0022: Hang Ten Tiki Familiar
CWE0024: Colletta Mawr, Centaur.
CWE0034: The Jersey Devil
CWE0040: Jihad, Fiendish Celestial.

Turtle Island Confederacy

CWE0002: Suicide Warrior.
CWE0004: Ranger with Warclub.
CWE0015: Centaur with Coup Stick.
CWE0038: The Indian with No Name
CWE0041: Contrary.

Kindred of Easter

CWE0009: Makaio, Warrior with Shark Tooth Club.
CWE0014: Pae Waka, Maori Warrior with Taiaha.
CWE0017: Old Magi of the Sea.
CWE0020: Island Gobbo with Lunch.
CWE0021: Feejee Mermaid.
CWE0022: Hang Ten Tiki Familiar.
CWE0030: Hiwalani, Hula Dancer.

Unholy Ones

CWE0007: Garthage Droll, Arcane Seed.
CWE0010: Beatrice, Torturer.
CWE0034: The Jersey Devil.
CWE0037: Scaped Goat
CWE0037: Bog Mummy
CWE0040: Jihad, Fiendish Celestial.

Urban Denizens

CWE0003: Almar Sharpent, Regulator.
CWE0007: Garthage Droll, Arcane Seed.
CWE0016: Breeman, Found Object Fighter.
CWE0035: Cassimona.
CWE0036: Waggamaeph with a Good Book.
CWE0036: Sated Waggamaeph.
CWE0036: Happy Maeph.

Burr-Kicker, Threatening Maeph (CWE0001)

Burr-Kicker is a classic Waggamaeph. He lives for melee combat, and understands little apart from friend or foe. He is relatively fast, even for a Waggamaeph, and Burr-Kicker will almost always use this ability to help him close with an enemy. Once Locked in Combat, Burr-Kicker will leave few enemies standing for long.

Quickstart Burr-Kicker

Point Cost: 2

Attack: +3 (Ma: +3), (Me: +3), (Mi: +3) **Puny*** **Defence:** +3 (Ma: +3), (Me: +3), (Mi: +3) **Vuln***

Movement: 7"

Speed: 2

Focus: +1

Magic: 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Burr-Kicker

Level: 1

Disc. Points: 5

Character Type: Heroic.

Template(s): Agility, Wimp

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:** +2 (-2 Dam, Puny)

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:** +2 (+2 Dam, Vuln)

Movement: **Bns:** **Cost:** **Msc:** +2

Speed: **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:**

Magic: **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy:* +2 on Defence rolls versus spells with Area of Effect 1" or more; 2) *Intimidating Presence:* Opponents take -3 Penalty to AMCs in 3" radius.

Major Abilities: 1) *Two Handed Fighting Expert:* One extra melee attack when Locked in Combat (made at no penalty and not convertible to a bonus); 2) *Wiry:* Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Close Combat Specialist:* +5 to Attack and Defence when Locked in Combat, 3) *Enhance Bonus (Close Combat Specialist):* Already Applied.

Problems: 1) **Puny Strike:* -2 on Damage from all attacks (minimum damage 1); 2) **Vulnerability (Physical):* Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

Jitter-Mug, Dancing Maeph (CWE0001)

Jitter-Mug has extended his natural agility to an art form. He will be difficult to harm under most any circumstance, and nigh impossible to hurt with an area of affect spell. Having little to fear from most would-be attackers, he is relatively carefree and happy. ...this is often irritating to anyone more conscious of their surroundings than he is.

Quickstart Jitter-Mug

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0) Puny* **Defence:** +2 (Ma: +2), (Me: +2), (Mi: +2) Vuln*

Movement: 7" **Speed:** 4 **Focus:** 0 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Jitter-Mug

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Agility, Wimp **Point Cost:** 2

Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: (-2 Dam, Puny)

Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +2 (+2 Dam, Vuln)

Movement: Bns: Cost: Msc: +1 **Speed:** Bns: Cost: Msc: +1 (Costs Triple)

Focus: Bns: Cost: Msc: **Magic:** Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy*: +5 on Defence rolls versus spells with Area of Effect 1" or more; 2) *Riposte*: If Locked in Combat +2 Lethality on successful Defence. Does damage on successful melee Defence even when not Locked in Combat.

Major Abilities: 1) *Enhance Bonus (Dodgy)*: Already Applied; 2) *Wiry*: Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Retreat Specialist*: +2 Invulnerability Bonus when choosing to allow Knock-Back; 3) *Enhance Bonus (Retreat Specialist)*: Already Applied.

Problems: 1) **Puny Strike*: -2 on Damage from all attacks (minimum damage 1), 2) **Vulnerability (Physical)*: Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

Yarn-Bugger, Pondering Maeph (CWE0001)

Yarn-Bugger is a rarity among Maeph kind. He is actually somewhat thoughtful, and he can even remember events a full week after they have occurred. While Yarn-Bugger possesses all the physical prowess of a regular Waggamaeph, this little character is also a spell caster with two schools of magic to his credit.

Quickstart Yarn-Bugger

Point Cost: 2

Attack: 0 (Ma: +1), (Me: 0), (Mi: 0) Puny* **Defence:** +3 (Ma: +4), (Me: +3), (Mi: +3) Vuln*
Movement: 7" **Speed:** 2 **Focus:** +3 (+4 Magic) **Magic:** +2
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Yarn-Bugger

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Agility, Wimp **Point Cost:** 2
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: (-2 Dam, Puny)
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +2 (+2 Dam, Vuln)
Movement: Bns: Cost: Msc: +1 **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +2 **Magic:** Bns: Cost: Msc: +1
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy:* +2 on Defence rolls versus spells with Area of Effect 1" or more; 2) *Magic Specialist:* +1 to Attack, Defence, and Task rolls involving magic.

Major Abilities: 1) *Two Schools of Magic* (Support and Healing); 2) *Wiry:* Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Strong Will:* +7 bonus on Defence rolls versus Mind Affecting spells; 3) *Enhance Bonus (Strong Will):* Already Applied.

Problems: 1) *Puny Strike:* -2 on Damage from all attacks (minimum damage 1), 2) **Vulnerability (Physical):* Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

Suicide Warrior (CWE0002)

When it's the safety and survival of the greater community at hand it can require someone of the greatest character to shoulder the burden. Staking himself to the ground the Suicide Warrior shoulders that burden, making an unmistakable statement. He is effectively saying to friend and foe alike, "Here I stand." Knowing this, the hearts of his friends grow stronger, and those of his enemies begin to quake in fear.

Quickstart Suicide Warrior

Point Cost: 3

Attack: +2 (Ma: +2), (Me: +2), (Mi: +2) **Defence:** +3 (Ma: +3), (Me: +3), (Mi: +3)
Movement: 6" **Speed:** 2 **Focus:** +1 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Suicide Warrior

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Savant **Point Cost:** 3
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Charge Breaker:* Free attack on characters ending charge within 2"; 2) *Fearlessness:* +9 on AMCs.

Major Abilities: 1) *Enhanced Bonus (Fearlessness):* Already Applied; 2) *Staked Honour:* When staked +2 on attack and Defence, he and allies within 9" are +2 on AMCs.

Advanced Abilities (Used in Advanced Rules Only): 3) *Strong Will:* +3 bonus on Defence rolls versus Mind Affecting spells; 3) *Ranged Engagement:* Able to launch melee attacks out to 2" range.

Problems:

Condition(s):

Notes:

Almar Sharpent, Regulator (CWE0003)

An assassin of sorts, this character is always careful to work on the side of the law. Almar Sharpent prides himself on his ability to track down wrongdoers. Bringing them back alive is not one of his priorities. When all goes well for Almar, the first sign one of his victims will have of his presence will be a bolt from his crossbow exploding out of his own chest. Sharpent rarely needs to fire a second shot.

Quickstart Almar

Point Cost: 2

Attack: +3 (Ma: +3), (Me: +3), (Mi: +4) **Defence:** 0 (Ma: 0), (Me: 0), (Mi: +1)
Movement: 6" **Speed:** 2 **Focus:** +3 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Almar

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic.
Template(s): **Point Cost:** 2
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc:
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +2 **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Missile Specialist*: +1 to Attack and Defence rolls involving missile attacks.

Major Abilities: 1) *Long Range Missile*: Fire missiles at -2 per 12" range.

Advanced Abilities (Used in Advanced Rules Only): 2) *Task Speciality (Hide)*: +7 bonus on Hide rolls;
2) *Enhanced Bonus (Task Speciality - Hide)*: Already Applied.

Problems:

Condition(s):

Notes:

Ranger with Warclub (CW0004)

Unfazed by suddenly finding himself along the Arc this wanderer has quickly adapted to life in the Twilight Worlds. Wielding both a dagger and a vicious club, this character is also fast on his feet. He will use his speed to close with an enemy whenever possible, taking advantage of an extra attack when Locked in Combat.

Quickstart Ranger

Point Cost: 2

Attack: +1 (Ma: +1), (Me: +1), (Mi: +1)

Defence: +1 (Ma: +1), (Me: +1), (Mi: +1)

Movement: 9"

Speed: 2

Focus: +2

Magic: 0

Physical Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Mental Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Advanced Ranger

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc:

Defence: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc:

Movement: Bns: Cost: Msc: +2

Speed: Bns: Cost: Msc:

Focus: Bns: Cost: Msc: +1

Magic: Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Mental Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Abilities and Problems

Minor Abilities: 1) Close Combat Specialist: +2 to Attack and Defence when Locked in Combat.

Major Abilities: 1) *Two Handed Fighting Expert*: One extra melee attack when Locked in Combat (made at no penalty and not convertible to a bonus).

Advanced Abilities (Used in Advanced Rules Only): 2) *Attack Speciality (Bludgeoning)*: +2 on Attack when making special Bludgeoning attacks; 2) *Enhanced Bonus (Attack Speciality - Bludgeoning)*: Already Applied.

Problems:

Condition(s):

Notes:

Tau, Nubian Wrestler (CWE0005)

A champion wrestler in his home village, Tau uses the skills and courage learned in wrestling to defeat the most vicious of enemies. Tau has trained since before he was able to walk. Consequently he is able to exploit any situation where he is able to close with an opponent. Skilled in grappling and throwing his opponents, Tau is also quite adept at opening vicious wounds with the deadly razors worn on his wrists.

Quickstart Tau

Point Cost: 2

Attack: +2 (Ma: +2), (Me: +2), (Mi: +2) **Defence:** +2 (Ma: +2), (Me: +2), (Mi: +2)
Movement: 7" **Speed:** 2 **Focus:** +2 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Tau

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic.
Template(s): **Point Cost:** 2
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) Close Combat Specialist: +5 to Attack and Defence when Locked in Combat.

Major Abilities: 1) *Enhance Bonus (Close Combat Specialist):* Already Applied.

Advanced Abilities (Used in Advanced Rules Only): 2) *Riposte:* If Locked in Combat +2 Lethality on successful Defence. Does damage on successful melee Defence even when not Locked in Combat; 2) Two Minor Abilities [A) *Attack Speciality (Cutting):* +2 on Attack when making special Cutting attacks; B) *Attack Speciality (Grappling):* +2 on Attack when making special Grappling attacks].

Problems:

Condition(s):

Notes:

Garthage Droll, Arcane Seed (CWE0006)

He who runs away lives to fight another day. Not always. Sometimes that just makes things worse. A cruel and cunning spell cater, Garthage sees no reason to harm one person when he can harm several. He has learned to plant Offensive spells in his enemies and trigger their effects at will. Garthage is especially pleased whenever he is able to catch a Healer and his Patient with the same spell.

Quickstart Garthage

Point Cost: 2

Attack: +2 (Ma: +2), (Me: +2), (Mi: +2) **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1)
Movement: 6" **Speed:** 2 **Focus:** +1 **Magic:** +3
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Garthage

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic.

Template(s): **Point Cost:** 2

Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc:
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: **Magic:** Bns: Cost: Msc: +2
Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Single School of Magic* (Offensive).

Major Abilities: 1) *Magical Seed:* Able to plant Offensive spells in victims (must read the long version).

Advanced Abilities (Used in Advanced Rules Only): 2) *Spell School Speciality (Offensive):* +2 on rolls for Offensive spells; 2) *Two Schools of Magic (Mind Affecting, Support).*

Problems:

Condition(s):

Notes:

Kestensia, Water Wizard (CWE0007)

Long ago, it is said a school of wizards took it upon themselves to care for more beautiful waterways of the world. Able to use water both in aid and in punishment, Kestensia is one of the last practitioners of this art. Her powers are formidable in any environment, but she is still strongest within her sacred space. Faced with Trouble, Kestensia will often move out onto the waters and cast spells on her opponents from the safety of her favourite medium.

Quickstart Kestensia

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0)

Defence: 0 (Ma: 0), (Me: 0), (Mi: 0)

Movement: 6"

Speed: 2

Focus: +3

Magic: +3

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Kestensia

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:**

Speed: **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +1

Magic: **Bns:** **Cost:** **Msc:** +2

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Water Walking*: Able to walk across the surface of water at normal speed.

Major Abilities: 1) *Two Schools of Magic* (Support and Offence).

Advanced Abilities (Used in Advanced Rules Only): 2) *Spell School Speciality (Support)*: +2 on rolls for Support spells; 2) *Preserve Two Stat Scores (Focus and Defence)*: Fatigue Penalties do not affect rolls modified by Focus and Defence.

Problems:

Condition(s):

Notes:

Toshiro, Samurai at Rest (CWE0008)

It is entirely possible that Toshiro here is overcompensating for something. Not content with a normal Katana, he has to carry around a monster of a blade. That he keeps it in his hands rather than tucked into his sash would seem to be even more telling. Even when he is taking a drink of sake, Toshiro seems to want everyone to know just how dangerous he can be. And yet, there is a trace of confidence under all of Toshiro's posturing. A braggart he may well be, but he has never displayed any signs of cowardice. And so - most would assume - it is probably best to assume his boastfulness is not entirely a bluff.

Quickstart Toshiro

Point Cost: 2

Attack: +3 (Ma: +3), (Me:+4), (Mi: +3) **Defence:** +2 (Ma: +2), (Me:+3), (Mi: +2)
Movement: 6" **Speed:** 2 **Focus:** +1 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Toshiro

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): **Point Cost:** 2
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Melee Specialist*: +1 to Attack and Defence rolls involving melee combat.

Major Abilities: 1) *Enhance Bonus (Melee Specialist)*: Already Applied.

Advanced Abilities (Used in Advanced Rules Only): 2) *Attack Speciality (Cutting)*: +5 on Attack when making special Cutting attacks; 2) *Enhance Bonus (Attack Speciality - Cutting)*: Already Applied.

Problems:

Condition(s):

Notes:

Makaio, Polynesian Warrior (CWE0009)

A veteran of many voyages, Makaio has learned a great deal from his travels. Whether in the dugout outrigger canoes of his boyhood, or some of the square-riggers upon which he has latterly been employed Makaio has seen a wide variety of the many sights and sounds of the Arc. During all this time though he has learnt to stay true to two things. Firstly to keep an eye on the weather, and secondly make sure his trusted weapons are always within reach. Armed with a Shark Tooth Club and a Hawaiian Knuckle-Duster, Makaio is well prepared. Once locked in combat, Makaio will generally seek to open his opponents major arteries and send them running to a Healer.

Quickstart Makaio

Point Cost: 2

Attack: +2 (Ma: +2), (Me:+3), (Mi: +2)

Defence: +2 (Ma: +2), (Me:+3), (Mi: +2)

Movement: 7"

Speed: 2

Focus: +2

Magic: 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Makaio

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc: +1

Defence: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc: +1

Movement: Bns: Cost: Msc:

Speed: Bns: Cost: Msc:

Focus: Bns: Cost: Msc: +1

Magic: Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Melee Specialist*: +1 to Attack and Defence rolls involving melee combat.

Major Abilities: 1) *Two Handed Fighting Expert*: One extra melee attack when Locked in Combat (made at no penalty and not convertible to a bonus).

Advanced Abilities (Used in Advanced Rules Only): 2) *Attack Speciality (Cutting)*: +5 on Attack when making special Cutting attacks; 2) *Enhance Bonus (Attack Speciality - Cutting)*: Already Applied.

Problems:

Condition(s):

Notes:

Beatrice, Torturer with Utility Belt (CWE0010)

Beatrice likes to think of herself as a kind host. Indeed, few guests ever leave the comforts of her hospitality. She is most often found entertaining her many guests. She is an exceptionally good listener. This kind soul has indeed inspired many an acquaintance to open their hearts and reveal the most intimate secrets of their lives to her. Few could long resist her charms,; only the most foolish would even try to refuse her.

Quickstart Beatrice

Point Cost: 2

Attack: +4 (Ma: +4), (Me:+5), (Mi: +4) **Defence:** 0 (Ma: 0), (Me:+1), (Mi: 0)
Movement: 6" **Speed:** 2 **Focus:** +2 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Beatrice

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic.
Template(s): **Point Cost:** 2
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +2
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc:
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Melee Specialist:* +1 to Attack and Defence rolls involving melee combat.

Major Abilities: 1) *Intimidating Strike:* Opponents within 3" make AMCs when this character kills someone.

Advanced Abilities (Used in Advanced Rules Only): 2) *Intimidating Presence:* Opponents take -7 Penalty to AMCs in 3" radius; 2) *Enhance Bonus (Intimidating Presence):* Already Applied.

Problems:

Condition(s):

Notes:

Subira, Zebra Centaur (CWE0011)

Seeing the huge herds of zebra centaurs migrating along the Arc, is truly a sight to behold. And not all the spectators are there just to spy upon the scene, for the moving herds naturally draw their own predators. It is to protect the herd, particularly the young and the infirm, that Subira stands guard every dawn.

Quickstart Subira

Point Cost: 3

Attack: +2 (Ma: +2), (Me: +2), (Mi: +2)

Defence: +2 (Ma: +2), (Me: +2), (Mi: +2)

Movement: 11" **Speed:** 3

Focus: +2

Magic: 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Subira

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s): Speed Boost

Point Cost: 3

Attack: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc: +1

Defence: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc: +1

Movement: Bns: Cost: Msc:

Speed: Bns: Cost: Msc: +1 (Costs Triple)

Focus: Bns: Cost: Msc: +1

Magic: Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Charge Breaker*: Free attack on characters ending charge within 2"; 2) *Natural Speed*: +4" to movement.

Major Abilities: 1) *Ranged Engagement*: Able to launch melee attacks out to 2" range; 2) Two Minor Abilities [*Charge Specialist*: Additional +7 Lethality Bonus on a charge, *Magic Specialist*: +1 to Attack, Defence, and Task rolls involving magic].

Advanced Abilities (Used in Advanced Rules Only): 3) *Strong Will*: +7 bonus on Defence rolls versus Mind Affecting spells; 3) *Enhanced Bonus (Strong Will)*: Already Applied.

Problems:

Condition(s):

Notes:

Angel's Advocate (CWE0012)

Charged with care and protection of prisoners in his village, the Angel's Advocate is a lone voice for kindness in a world of cruelty and misery. It is his responsibility to find reasons for treating the fair and gentle races well, and he has long ago learned the futility of appealing to anything like sympathy. The Angel's advocate has become the biggest foulest and most frightening orc in the vicinity. And when his breath alone isn't enough to persuade someone, his axe will often teach them to appreciate the virtue of compassion.

Quickstart Advocate

Point Cost: 2

Attack: +4 (Ma: +4), (Me: +4), (Mi: +4) **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1)
Movement: 6" **Speed:** 2 **Focus:** +1 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Advocate

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): **Point Cost:** 2
Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +2
Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**
Movement: **Bns:** **Cost:** **Msc:** **Speed:** **Bns:** **Cost:** **Msc:**
Focus: **Bns:** **Cost:** **Msc:** +1 **Magic:** **Bns:** **Cost:** **Msc:**
Durability: **Bns:** **Cost:** **Msc:**
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Intimidating Presence:* Opponents take -3 Penalty to AMCs in 3" radius.

Major Abilities: 1) *Two Handed Fighting Expert:* One extra melee attack when Locked in Combat (made at no penalty and not convertible to a bonus).

Advanced Abilities (Used in Advanced Rules Only): 2) *Stout Heart:* +7 Invulnerability versus Mental Damage; 2) *Enhance Bonus (Stout Heart):* Already Applied.

Problems:

Condition(s):

Notes:

Adisa (CWE0013)

Adisa is a skilled practitioner of the Healing arts. She is especially skilled in the use of potions and herbal remedies. Whilst some may have been worried and scared at suddenly finding themselves upon the Arc Adisa sees it as more of a blessing and a challenge. A blessing because she is able to heal far more effectively than ever before, and a challenge because there are so many that she can seek out and help.

Quickstart Adisa

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0)

Defence: +1 (Ma: +1), (Me: +1), (Mi: +1)

Movement: 6" **Speed:** 2

Focus: +2 **Magic:** +3

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Adisa

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:**

Speed: **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +2

Magic: **Bns:** **Cost:** **Msc:** +1

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Patient (Healing):* +3 bonus for spending extra actions on a single Healing roll instead of +2.

Major Abilities: 1) *Two School of Magic (Healing, Support).*

Advanced Abilities (Used in Advanced Rules Only): 2) *Spell Speciality (Heal Wounds):* +7 bonus on Heal Wounds); 2) *Enhance Bonus (Spell Speciality - Heal Wounds):* Already Applied.

Problems:

Condition(s):

Notes:

Pae Waka, Maori Warrior with Taiaha (CWE0014)

Pae Waka is an intimidating presence, all the more so when he begins to perform a Haka. Even casual guests are treated to this performance, just to let them contemplate the prospect of his anger. When necessary, Pae Waka is capable of doing immense damage to an opponent.

Quickstart Pae Waka

Point Cost: 2

Attack: +1 (Ma: +1), (Me: +1), (Mi: +1) **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1)

Movement: 6" **Speed:** 3 **Focus:** +1 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Pae Waka

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): **Point Cost:** 2

Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1

Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1

Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:

Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Intimidating Presence:* Opponents take -3 Penalty to AMCs in 3" radius.

Major Abilities: 1) *Haka:* 3 Actions of Haka means +4 on AMCs and Invulnerability of +4 on Mental Damage.

Advanced Abilities (Used in Advanced Rules Only): 2) *Melee Specialist:* +3 to Attack and Defence rolls involving melee combat; 2) *Enhance Bonus (Melee Specialist):* Already Applied.

Problems:

Condition(s):

Notes:

Centaur with Coup Stick (CWE0015)

No-one is quite sure of this character's actual name, but he is sometimes referred to as "Moves-Freely-Amongst-His-Enemies." Whether or not that is really his name, it is a perfectly accurate description of what this Centaur does. He is far larger and more powerful than the average centaur. Some say, he may be related to the great horses of old, not the ones brought by Europeans, but those whose bones can sometimes be found in the old sites. About his actual origins, no-one is quite sure, but there is no doubting the speed and power of this character.

Quickstart Centaur

Point Cost: 8

| | | | | | |
|-----------------------------|-----------------------------|--------------------|------------------------------|--------------|---------------|
| Attack: +5 | (Ma: +5), (Me:+8), (Mi: +5) | Defence: +3 | (Ma: +3), (Me: +6), (Mi: +3) | | |
| Movement: 11" | Speed: 3 | Focus: +2 | Magic: 0 | | |
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Advanced Centaur

| | | | | | |
|--|-------------------------|---|-------------|--------------|---------------|
| Level: 1 | Disc. Points: 5 | Character Type: Heroic | | | |
| Template(s): Large, Power, and Speed Boosts | Point Cost: 8 | | | | |
| Attack: | (Ma:), (Me:), (Mi:) | Bns: Cost: Msc: +5 | | | |
| Defence: | (Ma:), (Me:), (Mi:) | Bns: Cost: Msc: +1 | | | |
| Movement: | Bns: Cost: Msc: +1 (+4) | Speed: Bns: Cost: Msc: +1 (Costs Triple) | | | |
| Focus: | Bns: Cost: Msc: +2 | Magic: Bns: Cost: Msc: | | | |
| Durability: | Bns: Cost: Msc: | | | | |
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Abilities and Problems

Minor Abilities: 1) *Lethal (Melee):* +2 Lethality Bonus on Melee attacks; 2) *Melee Specialist:* +3 to Attack and Defence rolls involving melee combat; 3) *Natural Speed:* +4" to movement; 4) *Preserve Stat Score (Attack):* Fatigue Penalties do not affect rolls modified by Attack score.

Major Abilities: 1) *Coup Count:* Convert Attack damage into AMC Bonus and Invulnerability to Mental Damage (lowered by 2 points per round); 2) *Enhance Bonus (Melee Specialist):* Already Applied; 3) Two Minor Abilities [A) *Charge Specialist:* Additional +7 Lethality Bonus on a charge, B) *Preserve Stat Score (Focus):* Fatigue Penalties do not affect rolls modified by Focus]; *Ranged Engagement:* Able to launch melee attacks out to 2" range.

Advanced Abilities (Used in Advanced Rules Only): 5) *Missile Specialist:* +1 to Attack and Defence rolls involving missile attacks; 5) *Long Range Missile:* Fire missiles at -2 per 12" range.

Problems:

Condition(s):

Notes:

Breeman, Found Object Fighter (CWE0016)

Breeman never carries a weapon on his person, or does he? Some would say that everything is a weapon to Breeman, and in that sense he is clearly well armed in most any situation.

Quickstart Breeman

Point Cost: 3

Attack: +1 (Ma: +1), (Me: +1), (Mi: +1) **Defence:** +2 (Ma: +2), (Me: +2), (Mi: +2)
Movement: 7" **Speed:** 4 **Focus:** +1 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Breeman

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Agility **Point Cost:** 3
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc:
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +2
Movement: Bns: Cost: Msc: +1 **Speed:** Bns: Cost: Msc: +1
Focus: Bns: Cost: Msc: **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy:* +2 on Defence rolls versus spells with Area of Effect 1" or more; 2) *Innovative Weaponry:* Waste 1 action to get +5 to Attack rolls for the round.

Major Abilities: 1) *Enhance Bonus (Innovative Weaponry):* Already Applied; 2) *Wiry:* Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Riposte:* If Locked in Combat +5 Lethality on successful Defence. Does damage on successful melee Defence even when not Locked in Combat; 3) *Enhance Bonus (Riposte).*

Problems:

Condition(s):

Notes:

Old Magi of the Sea (CWE0017)

One hears stories of Ogres everywhere, including the Pacific Islands. Most often these terrible creatures are portrayed as villains; we are to celebrate their death at the end of the story. But this Ogre is a skilled navigator and an accomplished sorcerer. Given half a chance, he may just prove benign. Given no chance to make peace, the Old Magi could well end up eating the next group of would-be heroes.

Quickstart Magi

Point Cost: 12

Attack: +6 (Ma: +6), (Me:+9), (Mi: +6) **Defence:** +4 (Ma: +4), (Me:+7), (Mi: +4)
Movement: 6" **Speed:** 2 **Focus:** +2 **Magic:** +3
Physical Durability: Slot A: 0 Slot B: 000 Slot C: 0000 Slot D: 00000 Slot E: 000000
Mental Durability: Slot A: 0 Slot B: 000 Slot C: 0000 Slot D: 00000 Slot E: 000000

Advanced Magi

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Large, Magic, Power, Toughness Boosts **Point Cost:** 12
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +6
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +4
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +2 **Magic:** Bns: Cost: Msc: +3
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Concentration:* Subtract Magic Bonus from spell penalties for taking damage while casting; 2) *Lethal (Melee):* +5 Lethality Bonus on Melee attacks, 3) *Magic Specialist:* +3 to Attack, Defence, and Task rolls involving magic; 4) *Melee Specialist:* +3 to Attack and Defence rolls involving melee combat; 5) *Regeneration:* Automatically Heals for 1 point per round unless slain.

Major Abilities: 1) *Enhance Bonus (Lethality - Melee):* Already Applied; 2) *Enhance Bonus (Melee Specialist):* Already Applied; 3) *Ranged Engagement:* Able to launch melee attacks out to 2" range; 4) Two Schools of Magic (Offensive, Support); 5) *Tough to Kill:* From 0 to -14 Durability, Character is Unconscious. Takes 3 points per round while negative until dead (-15).

Advanced Abilities (Used in Advanced Rules Only): *Fearlessness:* +9 on AMCs; *Enhance Bonus (Fearlessness):* Already Applied.

Problems:

Condition(s):

Notes:

Dire Mole (CWE0018)

The Star Nosed Mole is thought to be the fastest eating animal on the planet. It is also a contender for the most ugly. This great and terrible version of the Star Nosed Mole is every bit as fast as his smaller cousins, probably a little uglier, ...and when he swallows something in less than a second, it is more likely to be a person than a worm.

Quickstart Mole

Point Cost: 5

Attack: +3 (Ma: +3), (Me: +4), (Mi: +3) **Defence:** +3 (Ma: +3), (Me: +4), (Mi: +3)
Movement: 6" **Speed:** 3 **Focus:** +1 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 0000 Slot D: 00000 Slot E: 000000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 0000 Slot D: 00000 Slot E: 000000

Advanced Mole

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Power, Toughness Boosts **Point Cost:** 5
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +3
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +3
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc: +1 (Costs Triple)
Focus: Bns: Cost: Msc: **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Lethal (Melee):* +5 Lethality Bonus on Melee attacks; 2) *Regeneration:* Automatically Heals for 1 point per round unless slain; 3) *Tunnel Maker:* Able to Tunnel at Half Speed (Quarter if shoring it up).

Major Abilities: 1) *Enhance Bonus (Lethality - Melee):* Already Applied; 2) *Swallowing Whole:* Damage of 6 points or more on a man-sized victim kills it. Add 2 per subsequent victim; 3) *Tough to Kill:* From 0 to -14 Durability, Character is Unconscious. Takes 3 points per round while negative until dead (-15); 4) *Two Handed Fighting Expert:* One extra melee attack when Locked in Combat (made at no penalty and not convertible to a bonus); 5) *Two Minor Abilities:* [*Melee Specialist:* +1 to Attack and Defence rolls involving melee combat, *Sensory Compensation:* Blindness means only no attacks further than 3" away at the beginning of its turn].

Advanced Abilities (Used in Advanced Rules Only): *Melee Specialist:* +1 to Attack and Defence rolls involving melee combat; *Enhanced Bonus (Melee Specialist).*

Problems: *Blind:* Permanent Blind condition; *Stupid:* Unable to act except to defend itself except by command.

Condition(s):

Notes:

Hacla Maime, Orc Maiden (CWE0019)

Rumours of Hacla's true origins abound in her village. It is said that she looks more human than orc, and how could one possibly explain her height, or her freakishly good-looks (by orc standards, of course). There is little question, but that she must have an unusual descent. Unfortunately, few can afford to discuss this openly, as Hacla is quite intolerant of such speculations. Many a village gossip has seen the function of Hacla's "utility knives." Indeed, those knives and Hacla's fist has frequently been the last thing some folks ever saw in their lives. A kind soul at heart though, Hacla has been known to train special dogs to guide her erstwhile detractors about the village. Asked about this unusually merciful gesture, Hacla once explained that it did her heart good to see reminders of her own effort wandering slowly about the village. ...we assume she was talking about the dogs.

Quickstart Hacla

Point Cost: 2

Attack: +4 (Ma: +4), (Me:+5), (Mi: +4) **Defence:** 0 (Ma: 0), (Me: +1), (Mi: 0)
Movement: 8" **Speed:** 2 **Focus:** 0 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Hacla

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic.
Template(s): **Point Cost:** 2
Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +2
Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**
Movement: **Bns:** **Cost:** **Msc:** +1 **Speed:** **Bns:** **Cost:** **Msc:**
Focus: **Bns:** **Cost:** **Msc:** **Magic:** **Bns:** **Cost:** **Msc:**
Durability: **Bns:** **Cost:** **Msc:**
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Melee Specialist:* +1 to Attack and Defence rolls involving melee combat.

Major Abilities: 1) *Two Handed Fighting Expert:* One extra melee attack when Locked in Combat (made at no penalty and not convertible to a bonus).

Advanced Abilities (Used in Advanced Rules Only): 2) *Attack Speciality (Blinding):* +5 on Attack rolls when making special Blinding attacks; 2) *Enhanced Bonus (Attack Speciality - Blinding).*

Problems:

Condition(s):

Notes:

Island Gobbo with Lunch (CWE0020)

We're actually pretty sure this little fella is some sort of cannibal spirit. He was probably too hungry to wait for another human victim when he went and got that fish. Judging by the teeth on the fish though, it is entirely possible that the Gobbo's lunch will eat him this time.

Quickstart Version

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0)

Defence: 0 (Ma: 0), (Me: 0), (Mi: 0)

Movement: 6"

Speed: 2

Focus: +4

Magic: +2

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Version

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:**

Speed: **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +2

Magic: **Bns:** **Cost:** **Msc:** +1

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Flanking Specialist*: Extra +3 lethality when Flanking.

Major Abilities: 1) *Two Schools of Magic (Offensive, Support)*.

Advanced Abilities (Used in Advanced Rules Only): 2) *Task Speciality (Trap-Setting)*: +7 bonus on Trap Setting rolls; 2) *Enhance Bonus (Task Specialist - Trap Setting)*.

Problems:

Condition(s):

Notes:

Feejee Mermaid (CWE0021)

So, who says Mermaids have to be beautiful?

Quickstart Mermaid

Point Cost: 3

Attack: +2 (Ma: +3), (Me:+3), (Mi: +2) **Defence:** +2 (Ma: +3), (Me:+3), (Mi: +2)
Movement: 7" (4" on land) **Speed:** 2 **Focus:** +2 **Magic:** +3
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Mermaid

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Aquatic.

Point Cost: 3

Attack: (Ma:), (Me:), (Mi:) +1 Bns: Cost: Msc:
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Movement: Bns: Cost: Msc: +1 (-3 lnd) **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc: +2
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Aquatic Vengeance:* +3 Lethality versus non-swimmers; 2) *Intimidating Presence:* Opponents take -3 Penalty to AMCs in 3" radius; 3) *Magic Specialist:* +1 to Attack, Defence, and Task rolls involving magic; 4) *Melee Specialist:* +1 to Attack and Defence rolls involving melee combat.

Major Abilities: 1) *Natural Swimmer:* Able to Swim at normal rate. Need not surface for air; 2) *Two Schools of Magic (Mind Affecting and Offensive).*

Advanced Abilities (Used in Advanced Rules Only): 3) *Combat Clarity:* Mental Damage is healed at triple rate; 3) *Enhance Bonus (Combat Clarity):* Already Applied.

Problems: 1) *Aquatic Dependency:* Must begin inside water. 1 point per action out of water. Inv. does not help; 2) *Slow for Land Movement:* Movement 3".

Condition(s):

Notes:

Hang Ten Tiki Familiar (CWE0022)

The Tiki Familiar is a tough little creature, but he does not pack much of a punch himself. He is there to assist and to heal others. Most of his allies just like having him around.

Quickstart Tiki

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0) **Defence:** +4 (Ma: +4), (Me: +4), (Mi: +4) +2 Inv.*
Movement: 6" **Speed:** 2 **Focus:** +2 **Magic:**
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Tiki

Level: 1 **Disc. Points:** 5

Character Type: Heroic.

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**
Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +2 (+2 Inv.*)
Movement: **Bns:** **Cost:** **Msc:** **Speed:** **Bns:** **Cost:** **Msc:**
Focus: **Bns:** **Cost:** **Msc:** +1 **Magic:** **Bns:** **Cost:** **Msc:**
Durability: **Bns:** **Cost:** **Msc:**
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Armor: +2 Invulnerability versus Physical Attacks.

Major Abilities: 1) *Refreshment*: Once per game, heal all negative effects on one character.

Advanced Abilities (Used in Advanced Rules Only): 2) Single School of Magic (Support); 2) Two Schools of Magic (Healing, Mind Affecting).

Problems:

Condition(s):

Notes:

Yui Qin, Monk with Pole Arm (CWE0023)

There is really very little to say about Yui Qin, which is fitting, because he has little to say himself (well, he is made of pewter you know). Yui Qin has devoted himself entirely to the art of fighting with pole arms, and his studies have definitely paid off. Few, if any, could match his skill such weapons.

Quickstart Yui Qin

Point Cost: 2

Attack: +3 (Ma: +3), (Me: +3), (Mi: +3)

Defence: +3 (Ma: +3), (Me: +3), (Mi: +3)

Movement: 7"

Speed: 2

Focus: +2

Magic: 0

Physical Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Mental Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Advanced Yui Qin

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s): Agility

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc: +2

Defence: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc: +2

Movement: Bns: Cost: Msc: +1

Speed: Bns: Cost: Msc:

Focus: Bns: Cost: Msc: +1

Magic: Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Mental Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Charge Breaker*: Free attack on characters ending charge within 2"; 2) *Dodgy*: +2 on Defence rolls versus spells with Area of Effect 1" or more.

Major Abilities: 1) *Two Handed Fighting Expert*: One extra melee attack when Locked in Combat (made at no penalty and not convertible to a bonus); 2) *Wiry*: Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Riposte*: If Locked in Combat +2 Lethality on successful Defence. Does damage on successful melee Defence even when not Locked in Combat; 3) *Ranged Engagement*: Able to launch melee attacks out to 2" range.

Problems:

Condition(s):

Notes:

Colletta Mawr, Centaur (CWE0024)

There are, of course, more deadly archers out there, but few are as mobile as Colletta. She uses her high rate of movement to keep out of the reach of her enemies while firing missiles at them. And as frustrating as it may be, her enemies are obligated to pursue her. Anyone foolish enough to leave Colletta in peace for a moment will soon find out just how much damage she can do in a short time.

Quickstart Colletta

Point Cost: 3

Attack: +3 (Ma: +3), (Me: +3), (Mi: +3) **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1)
Movement: 11" **Speed:** 3 **Focus:** +2 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Colletta

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Speed Boost **Point Cost:** 3
Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +2
Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**
Movement: **Bns:** **Cost:** **Msc:** (+4) **Speed:** **Bns:** **Cost:** **Msc:** +1
Focus: **Bns:** **Cost:** **Msc:** +1 **Magic:** **Bns:** **Cost:** **Msc:**
Durability: **Bns:** **Cost:** **Msc:**
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Natural Speed:* +4" to movement; 2) *Mobile Missiler:* Able to move and shoot once per round.

Major Abilities: 1) Two Minor Abilities [A) *Charge Specialist:* Additional +3 Lethality Bonus on a charge; B) *Preserve Stat Score (Focus):* Fatigue Penalties do not affect rolls modified by Focus], 2) *Long Range Missile:* Fire missiles at -2 per 12" range.

Advanced Abilities (Used in Advanced Rules Only): 3) *Missile Specialist:* +3 to Attack and Defence rolls involving missile attacks; 3) Enhanced Bonus (Missile Specialist); Already Applied.

Problems:

Condition(s):

Notes:

Fergis Dunphy, Herald (CWE0025)

A Court Historian as well as a public entertainer Fergis can embellish any story with details and plot twists to enthrall the most jaded of audiences. Indeed, his fanciful stories seem at times as if they were more real than the real thing. ...or which was which anyway?

Quickstart Fergis

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0)

Defence: 0 (Ma: 0), (Me: 0), (Mi: 0)

Movement: 6" **Speed:** 2

Focus: +2 **Magic:** +4

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Fergis

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:**

Speed: **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +1

Magic: **Bns:** **Cost:** **Msc:** +2

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Single School of Magic (Support)*.

Major Abilities: 1) *Embellish Story:* Give one other character his Speed score on a die roll already made.

Advanced Abilities (Used in Advanced Rules Only): 2) *Strong Will:* +3 bonus on Defence rolls versus Mind Affecting spells; 2) *Two Schools of Magic (Mind Affecting, Offensive)*.

Problems:

Condition(s):

Notes:

Hoop Snake (CWE0027)

Well let me tell ya! I did some research on these varmints, just fer the game, you know. It's real dangerous work, because you got ta' stay downwind of the onery little critters, or yer done fer. Well one day as I was taking Notes: on a Hoop Snake the wind up and shifted on me. Before you know it the damn thing caught my sent, balled up like a bicycle tire and commenced ta' rollin after me. I skedadlled back into mah pick-up raht quick, I did.

That feller got one good strike at me which I was only able to avoid by placing my notebook in the way. I don't reckon whether twas its barbed tail or the fangs in it's month, but If'n Ahda been a might slower, that woulda been curtains fer me. Next mornin' the notebook had swolled up to a warehouse full of paper, all on accounta it's terrible poison. We used it to print the first copy of this game, but unfortunately the swellin later subsided and the books done shrunk. We're using the paper now in our Fergis Dunphy miniatures. If you look real close, you can see game rules on that scroll of his. (Dan Wall, Hoop Snake Survivor)

Quickstart Hoop Snake

Point Cost: 1

Attack: 0 (Ma: 0), (Me:+1), (Mi: 0) Puny* **Defence:** 0 (Ma: 0), (Me:+1), (Mi: 0) Vuln*
Movement: 10" **Speed:** 4 **Focus:** 0 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Hoop Snake

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Wimp **Point Cost:** 1
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: (-2 Dam, Puny)
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: (+2 Dam, Vuln)
Movement: Bns: Cost: Msc: (+4) **Speed:** Bns: Cost: Msc: +1
Focus: Bns: Cost: Msc: **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Poison:* Attack inflicts Fatigue Penalty of -1 per round until healed for at least 1 point.

Major Abilities: 1) *Enhance Bonus (Poison):* Already Applied; 2) Two Minors [*Natural Speed: +4*" to movement; Melee Specialist (+1 A&D Melee)].

Advanced Abilities (Used in Advanced Rules Only): 2) *Retreat Specialist:* +5 Invulnerability Bonus when choosing to allow Knock-Back; 3) *Enhanced Bonus (Retreat Specialist):* Already Applied.

Problems: 1) *Stupid:* Unable to act except to defend itself except by command; 2) **Puny Strike:* -2 on Damage from all attacks (minimum damage 1); 3) **Vulnerability (Physical):* Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

Jackalope (CWE0027)

An elusive and craftily little creature, the Jackalope is yet another source of good luck to friends and allies. (P.S. some calloused and jaded folk say there is no such thing as a real Jackalope, but we forgive them.)

Quickstart Jackalope

Point Cost: 1

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0) Puny* **Defence:** +2 (Ma: +2), (Me: +2), (Mi: +2) Vuln*
Movement: 10" **Speed:** 3 **Focus:** +1 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Jackalope

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Wimp

Point Cost: 1

Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: (-2 Dam, Puny)
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: (+2 Dam, Vuln)
Movement: Bns: Cost: Msc: (+4) **Speed:** Bns: Cost: Msc: +1 (Costs Triple)
Focus: Bns: Cost: Msc: **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy*: +2 on Defence rolls versus spells with Area of Effect 1" or more.

Major Abilities: 1) *Enhance Bonus (Mascot)*: Already Applied; 2) Two Minor Abilities [A) *Mascot*: Allies within 6" get +5 bonus on AMCs, Task rolls, and Defence rolls, B) *Natural Speed*: +4" to movement].

Advanced Abilities (Used in Advanced Rules Only): 2) *Magically Receptive*: +3 to Multiplier of Healing and Support spells on self; 3) *Enhanced Bonus (Magically Receptive)*: Already Applied.

Problems: 1) *Stupid*: Unable to act except to defend itself except by command; 2) **Puny Strike*: -2 on Damage from all attacks (minimum damage 1); 3) **Vulnerability (Physical)*: Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

Flying Pig (CWE0027)

You might of heard of these, might even have thought of them after reading about the Hoop Snake, but now it's decided once and for all. This little flying pig doesn't do much damage to his enemies, but he sure is a source of good luck. When you have a flying pig around lots of improbable things just seem to happen after all. Folks can't help but love having this little guy around.

Quickstart Pig

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0) Puny* **Defence:** +6 (Ma: +6), (Me: +6), (Mi: +6) Vuln*

Movement: 8"

Speed: 2

Focus: +1

Magic:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Pig

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s): Avian, Wimp

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc: (-2 Dam, Puny)

Defence: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc: +4 (+2 Dam, Vuln)

Movement: Bns: Cost: Msc: +1

Speed: Bns: Cost: Msc:

Focus: Bns: Cost: Msc: +1

Magic: Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Charge Specialist:* Additional +3 Lethality Bonus on a charge; 2) *Mascot:* Allies within 6" get +2 bonus on AMCs, Task rolls, and Defence rolls.

Major Abilities: 1) *Natural Flight:* Able to Fly at normal rate; 2) *Powerful Mascot:* May trigger a re-roll for another character once per round.

Advanced Abilities (Used in Advanced Rules Only): 3) Magically Receptive (+3 to Multiplier of Healing & Support spells), 3) Enhance Bonus (Magically Receptive).

Problems: 1) *Stupid:* Unable to act except to defend itself except by command; 2) **Puny Strike:* -2 on Damage from all attacks (minimum damage 1); 3) **Vulnerability (Physical):* Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

Giant Archer Fish (CWE0028)

The Archer Fish is nature's coolest fish, hands down. Capable of great leaps out of the water, an Archer Fish is most known for an even greater feat, the ability to shoot insects out of the air with pellets of water. Well his giant cousin is truly fearful. This one shoots people off of boats, docks, and so forth. Once in the water, its victims will generally find its way to the stomach of this awesome creature. It doesn't mean to be a terrible monster; the archer fish is just hungry.

Quickstart Fish

Point Cost: 3

Attack: +4 (Ma: +4), (Me:+5), (Mi: +4) **Defence:** +2 (Ma: +2), (Me: +3), (Mi: +2)
Movement: 8" **Speed:** 2 **Focus:** +1 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Fish

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Aquatic **Point Cost:** 3
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +3
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Movement: Bns: Cost: Msc: +1 **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Aquatic Vengeance:* +3 Lethality versus non-swimmers; 2) *Do it Anyway (Knock Backs):* Able to do Knock Backs with missile weapons; 3) *Melee Specialist:* +1 to Attack and Defence rolls involving melee combat, 4) *Mobile Missiler:* Able to move and shoot once per round.

Major Abilities: 1) *Natural Swimmer:* Able to Swim at normal rate. Need not surface for air; 2) *Swallowing Whole:* Damage of 6 points or more on a man-sized victim kills it. Add 2 per subsequent victim.

Advanced Abilities (Used in Advanced Rules Only): 3) *Attack Speciality (Knock-Back):* +5 on Attack rolls when making special Knock-Back attacks; 3) *Enhance Bonus (Attack Speciality - Knock-Back).*

Problems: 1) *Aquatic Dependancy:* Must begin inside water. 1 point per action out of water. Inv. does not help; 2) *Slow for Land Movement:* Movement 3"; 3) *Stupid:* Unable to act except to defend itself except by command.

Condition(s):

Notes:

Schmatience, Distracted Maeph (CWE0029)

Schmatience is not known for his ...self control. He has been known to pummel his own shadow until it cried. You see it didn't seem right to him that someone would follow him around like that and not even say 'hi.' As with most Waggamaeaphs, this one is most effective in melee combat. A wise enemy will take care to stay out of his reach, even if that means sacrificing a useful item or two as a distraction while making his getaway.

Quickstart Schmatience

Point Cost: 3

Attack: +3 (Ma: +3), (Me: +3), (Mi: +3) **Defence:** +2 (Ma: +2), (Me: +2), (Mi: +2)
Movement: 7" **Speed:** 3 **Focus:** 0 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Schmatience

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Agility **Point Cost:** 3
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +3
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +2
Movement: Bns: Cost: Msc: +1 **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Berserker*: Able to initiate Berserk at will; 2) *Dodgy*: +5 on Defence rolls versus spells with Area of Effect 1" or more.

Major Abilities: 1) Enhance Bonus (*Dodgy*), 2) *Wiry*: Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Attack Speciality (Grappling)*: +2 on Attack rolls when making special Grappling attacks, 3) *Enhance Bonus (Attack Speciality - Grappling)*: Already Applied.

Problems:

Condition(s):

Notes:

Gurp-Munkey, Waggascholar (CWE0029)

Some would say Gurp-Munkey is not the best of scholars (what with his habit of eating the spell components), but among Waggamaeaphs he is a paragon of intellectual virtue. Something of a sophist (a Waggasophist?), Gurp-Munkey is particularly known for his ability to convince others that black is really, well off-black, and that White is actually cream-colored. In a pinch he has been known to convince some people that a copper is really a silver, and that his friend really didn't fall off that precarious ledge after all. For a ball of fur, Gurp-Munkey can be quite a gifted storyteller.

Quickstart Gurp-Munkey

Point Cost: 3

Attack: +1 (Ma: +1), (Me: +1), (Mi: +1)

Defence: +3 (Ma: +3), (Me: +3), (Mi: +3)

Movement: 7"

Speed: 2

Focus: +3

Magic: +2

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Gurp-Munkey

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s): Agility

Point Cost: 3

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:** +2

Movement: **Bns:** **Cost:** **Msc:** +1

Speed: **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +2

Magic: **Bns:** **Cost:** **Msc:** +1

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy:* +2 on Defence rolls versus spells with Area of Effect 1" or more; 2) *Single School of Magic (Support).*

Major Abilities 1) *Embellish Story:* Give one other character his Speed score on a die roll already made; 2) *Wiry:* Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Preserve Stat Score (Focus);* 3) *Two Schools of Magic (Healing and Mind Affecting).*

Problems:

Condition(s):

Notes:

Thistle Bling, Maeph Archer (CWE0029)

This little fellow fancies himself an archer, but he is said to have gnawed off the ends of his bow quite sometime past. A few good hearted fellows have tried to explain to him the function of a bow, but Thistle-Bling will have none of it.” The darts work just fine,” he says, “you only gotta break off the fluffy stuff at the ends before you throw them.”

Quickstart Bling

Point Cost: 3

Attack: 0 (Ma: 0), (Me:+1), (Mi:+1)

Defence: +2 (Ma: 0), (Me:+3), (Mi:+3)

Movement: 7” **Speed:** 4

Focus: 0 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Bling

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s): Agility

Point Cost: 3

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:** +2

Movement: **Bns:** **Cost:** **Msc:** +1

Speed: **Bns:** **Cost:** **Msc:** +1 (Costs Triple)

Focus: **Bns:** **Cost:** **Msc:**

Magic: **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy*: +2 on Defence rolls versus spells with Area of Effect 1” or more; 2) *Missile*

Specialist: +1 to Attack and Defence rolls involving missile attacks.

Major Abilities 1) Two Minor Abilities [*Melee Specialist*: +1 to Attack and Defence rolls involving melee combat, *Mobile Missiler* (One shot per round on the move)]; 2) *Wiry*: Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Attack Speciality (Knock-Back)*: +5 on Attack rolls when making special Knock-Back attacks; 3) *Enhance Bonus (Attack Speciality - Knock-Back)*.

Problems:

Condition(s):

Notes:

Pacwait, Maeph with Malfunctioning Warhammer (CWE0029)

There really is not much to be said here. Maybe Pacwait will figure it out one day, if he doesn't cut himself too badly first. We wish him the best. We really do.

Quickstart Pacwait

Point Cost: 3

Attack: +3 (Ma: +3), (Me: +4), (Mi: +3) **Defence:** +2 (Ma: +2), (Me: +3), (Mi: +2)

Movement: 7" **Speed:** 3 **Focus:** 0 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Pacwait

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s): Agility

Point Cost: 3

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +3

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +2

Movement: **Bns:** **Cost:** **Msc:** +1 **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** **Magic:** **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy*: +2 on Defence rolls versus spells with Area of Effect 1" or more; 2) *Melee Specialist*: +3 to Attack and Defence rolls involving melee combat.

Major Abilities 1) *Enhance Bonus (Melee Specialist)*: Already Applied; 2) *Wiry*: Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Attack Speciality (Bludgeoning)*: +2 on Attack rolls when making special Bludgeoning attacks, 3) *Enhance Bonus (Attack Speciality - Bludgeoning)*: Already Applied. .

Problems:

Condition(s):

Notes:

Hiwalani, Hula Dancer (CWE0030)

Hiwalani was never meant to be found in a War Party, much less on a battlefield. Using her body to tell stories, Hiwalani developed her art for the purpose of spreading joy and happiness. Few could doubt, however, that Hiwalani's skills can be quite useful in the Arc, More than once she has calmed an enemy who might otherwise have harmed her friends. There is no denying the beauty of her movements, and in that beauty, Hiwalani wields great power.

Quickstart Hiwalani

Point Cost: 2

Attack: +2 (Ma: +2), (Me: +2), (Mi: +2) **Defence:** 0 (Ma: 0), (Me: 0), (Mi: 0)

Movement: 7" **Speed:** 2 **Focus:** +2 **Magic:** +2

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Hiwalani

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +1

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:** **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +1 **Magic:** **Bns:** **Cost:** **Msc:** +1

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Single School of Magic (Mind Affecting)*.

Major Abilities: 1) *Compelling Beauty*: Opposed Task rolls to harm this character. Failure means attacker cannot harm this character for the rest of the round; 2) *Embellish Story*: Give one other character her Speed score on a die roll already made

Advanced Abilities (Used in Advanced Rules Only): 2) *Spell Speciality (Generally Peaceful)*: +7 bonus on Generally Peaceful; 3) *Enhance Bonus (Spell Speciality - Generally Peaceful)*: Already Applied.

Problems: *Harmless*: No physical attacks or Offensive spells.

Condition(s):

Notes:

Leopardskin Chief (CWE0031)

Having gained the power to call down a curse upon people, The Leopardskin Chief uses it not to advance his own station (as would a witch), but to force people to do right by one another. For this reason, enemies who take unfair advantage of others are especially vulnerable to his magic.

Quickstart Leopardskin Chief

Point Cost: 2

Attack: +2 (Ma: +2), (Me: +2), (Mi: +2) **Defence:** 0 (Ma: 0), (Me: 0), (Mi: 0)

Movement: 6" **Speed:** 2 **Focus:** +1 **Magic:** +3

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Leopardskin Chief

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): **Point Cost:** 2

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +1

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:** **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +1 **Magic:** **Bns:** **Cost:** **Msc:** +1

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Eye of Justice:* +3 bonus on Offensive spells versus Hiding or Flanking victims

Major Abilities: 1) *Two Schools of Magic (Mind Affecting, Offensive).*

Advanced Abilities (Used in Advanced Rules Only): 2) *Spell Speciality (Curse):* +7 bonus on Curse; 2) *Enhance Bonus (Spell Speciality - Curse):* Already Applied.

Problems:

Condition(s):

Notes:

Anticipating a Long Night (CWE0032)

This orc is ready for a long evening shooting elves and their kindred. Rumour has it, he and a certain goblin have been making wagers about which of them will slay the most of their foolish enemies. Our bets are on the orc here.

Quickstart Long Night

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi:+1)

Defence: 0 (Ma: 0), (Me: 0), (Mi:+1)

Movement: 6" **Speed:** 4

Focus: 0 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Long Night

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:**

Speed: **Bns:** **Cost:** **Msc:** +1 (Costs Triple)

Focus: **Bns:** **Cost:** **Msc:**

Magic: **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Missile Specialist*: +1 to Attack and Defence rolls involving missile attacks.

Major Abilities: 1) *Long Range Missile*: Fire missiles at -2 per 12" range.

Advanced Abilities (Used in Advanced Rules Only): 2) *Fatigue Resistance (Physical)*: Ignore up to 2 points Physical Fatigue, 2) *Enhance Bonus (Missile Specialist)*: (Raise Bonus to +3).

Problems:

Condition(s):

Notes:

Squonk (CWE0033)

Pity this poor forest creature. It is so sad that it leaves a trail of tears wherever it goes, and few have ever seen it. When confronted he may simply dissolve in a puddle of his own tears, only to begin laying a trail at some other location.

Quickstart Squonk

Point Cost: 1

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0) *Puny **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1) *Vulnerable

Movement: 3" **Speed:** 2 **Focus:** +5 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Squonk

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Wimp **Point Cost:** 1

Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: (-2 Dam, Puny)

Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: (+2 Dam, Vuln)

Movement: Bns: Cost: Msc: (-3) **Speed:** Bns: Cost: Msc:

Focus: Bns: Cost: Msc: +3 **Magic:** Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Mascot:* Allies within 6" get +2 bonus on AMCs, Task rolls, and Defence rolls; 2) *Pitiful Aura:* Attackers trigger AMC.

Major Abilities: 1) *Tearful Disintegration:* Able to teleport instead of rolling Defence. Must make a turn of activities before doing it again.

Advanced Abilities (Used in Advanced Rules Only): *Strong Will:* +3 bonus on Defence rolls versus Mind Affecting spells; *Extend Radius of Effect:* (Doubles the radius of affect for Mascot. The range becomes 12".)

Problems: 1) **Puny Strike:* -2 on Damage from all attacks (minimum damage 1), 2) **Vulnerability (Physical):* Add 2 points to all (Physical) damage taken; 3) Slow (Minor Problem - Move at -3")

Condition(s):

Notes:

El Chupacabra (CWE0033)

The elusive little goat sucker is actually a rather dangerous creature, especially in the twilight world. Given the chance to grapple an opponent, he will begin to drain blood from them.

Quickstart Chupacabra

Point Cost: 2

Attack: +2 (Ma: +2), (Me: +5), (Mi: +2) **Defence:** +1 (Ma: +1), (Me: +4), (Mi: +1)

Movement: 8" **Speed:** 2 **Focus:** +2 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Chupacabra

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): **Point Cost:** 2

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +1

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:** +1" **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +1 **Magic:** **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Melee Specialist:* +3 to Attack and Defence rolls involving melee combat

Major Abilities: 1) *Enhance Bonus (Melee Specialist):* Already Applied.

Advanced Abilities (Used in Advanced Rules Only): 2) *Task Speciality (Hide):* +3 bonus on TASK rolls;

Blood Sucker: 2) Opponent suffers 2 points of damage every turn begun while grappled

Problems:

Condition(s):

Notes:

Skvader (CWE0033)

Skvader is to the Swedish sportsmen what the Jackalope is to American hunters, that is a creature with which they are all quite familiar, and which few others have ever seen. This cross between a rabbit and a partidge seems relatively harmless. It is, however, a powerful mascot, and great resource to those wise enough to befriend this little creature.

Quickstart Skvader

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0) Puny* **Defence:** +3 (Ma: +3), (Me: +3), (Mi: +3) Vuln*

Movement: 8" **Speed:** 3 **Focus:** +1 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Skvader

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Avian, Wimp **Point Cost:** 2

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** (-2 Dam, Puny)

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +3

Movement: **Bns:** **Cost:** **Msc:** +2" **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +1 **Magic:** **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Charge Specialist:* Additional +3 Lethality Bonus on a charge; 2) *Mascot:* Allies within 6" get +2 bonus on AMCs, Task rolls, and Defence rolls.

Major Abilities: 1) *Natural Flight:* Able to Fly at normal rate; 2) *Powerful Mascot:* May trigger a re-roll for another character once per round.

Advanced Abilities (Used in Advanced Rules Only): 3) *Magically Receptive:* +3 to Multiplier of Healing and Support spells on self; 3) *Enhanced Bonus (Magically Receptive):* Already Applied.

Problems: 1) *Stupid:* Unable to act except to defend itself except by command; 2) **Puny Strike:* -2 on Damage from all attacks (minimum damage 1); 3) **Vulnerability (Physical):* Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

The Jersey Devil (CWE0034)

Rumors of a small and demonic pest have plagued the New Jersey countryside for generations. It took him long enough, but the Jersey Devil has grown a bit. You best run, because he doesn't just bother livestock and harrass house pets anymore.

Quickstart Jersey Devil

Point Cost: 5

Attack: +6 (Ma: +6), (Me: +6), (Mi: +6) **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1)

Movement: 9" **Speed:** 2 **Focus:** +2 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Jersey Devil

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Avian, Unholy **Point Cost:** 5

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +4

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +1

Movement: **Bns:** **Cost:** **Msc:** +2 **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +2 **Magic:** **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Berserker*: Able to initiate Berserk at will; 2) *Charge Specialist*: Additional +3 Lethality Bonus on a charge; 3) *Healing Resistant Damage*: Causes Damage that takes 2 for 1 to heal.

Major Abilities: 1) *Coup de Grace Specialist*: Lethality Bonus equal to Double Opponents Fatigue Penalties; 2) Natural Flight; 3) *Two Handed Fighting Expert*: One extra melee attack when Locked in Combat (made at no penalty and not convertible to a bonus).

Advanced Abilities (Used in Advanced Rules Only): 4) *Melee Specialist*: +3 to Attack and Defence rolls involving melee combat; 4) *Enhanced Bonus (Melee Specialist)*: Already Applied.

Problems:

Condition(s):

Notes:

Cassimona (CWE0035)

Bathed in red light, Cassimona in the opening of a myterious doorway, at once beconning and promising with a single gesture. Few men resist the temptation to see just what lies inside, just what she has in mind. Still fewer men could say that they regretted giving in to this beautiful temptation.

This is no ordinary working girl. Cassimona is an artist in her own right, and her company is every bit as pleasing as one might hope. Using her whiles to strengthen some and tempt others, Cassimona is a powerful force in her own right. She doesn't fight of course, her suitors are more than happy to defend her honor and her person. It has often been noted that those upon whom she has granted her favor tend to fair better than others.

Quickstart Cassimona

Point Cost: 2

Attack: +1 (Ma: +1), (Me: +1), (Mi: +1) **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1)
Movement: 6" **Speed:** 2 **Focus:** +2 **Magic:** +3
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Cassimona

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): **Point Cost:** 2
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc:
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc:
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc: +2
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Inspiring Presence:* Allies are +3 on AMCs in 12" radius.

Major Abilities: 1) *Two Schools of Magic (Mind Affecting, Support).*

Advanced Abilities (Used in Advanced Rules Only): *Spell School Speciality (Mind Affecting):* +5 on rolls for Mind Affecting spells; 2) *Enhanced Bonus (Spell School Speciality - Mind Affecting):* Already Applied.

Problems:

Condition(s):

Notes:

Mop-Weiler, Happy Maeph (CWE0036)

A hic-up and a belch! This one is seeing pink elephants for sure. Mop-Weiler was always the life of the party, and few could doubt his drinking capacity. Mop-Weiler isn't quite sure himself just what he is good for. Ask his friends after the next battle, they will probably have some idea, ...even if he doesn't.

Quickstart Mop-Weiler

Point Cost: 2

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0) Puny* **Defence:** +4 (Ma: +4), (Me: +4), (Mi: +4) Vuln*

Movement: 8" **Speed:** 2 **Focus:** 0 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Mop-Weiler

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Agility, Wimp **Point Cost:** 2

Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: (-2 Dam, Puny)

Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +2 (+2 Dam, Vuln)

Movement: Bns: Cost: Msc: +1 **Speed:** Bns: Cost: Msc:

Focus: Bns: Cost: Msc: **Magic:** Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Combat Clarity:* Mental Damage is healed at double rate; 2) *Dodgy:* +2 on Defence rolls versus spells with Area of Effect 1" or more

Major Abilities: 1) *Refreshment:* Once per game, heal all negative effects on one character; 2) *Wiry:* Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Melee Specialist:* +3 to Attack and Defence rolls involving melee combat; 3) *Enhanced Bonus (Melee Specialist):* Already Applied.

Problems: 1) **Puny Strike:* -2 on Damage from all attacks (minimum damage 1); 2) **Vulnerability (Physical):* Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

Pie-Google, Sated Maeph (CWE0036)

“A little gluttony never hurt anyone!” ...so speaks the groaning maeph atop his latest feat. One might suspect that this one at least is very much in pain. Pie-Google doesn't have much in the way of skills, but he does not lack for determination. To see him tear his way through a pile of food is to be impressed. The question, of course, is whether or not his determination would make itself known upon a battlefield.

Quickstart Pie-Goggles

Point Cost: 2

Attack: +1 (Ma: +1), (Me:+1), (Mi: +1) Puny* **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1) Vuln*

Movement: 8” **Speed:** 2 **Focus:** +4 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Pie-Google

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Agility, Wimp **Point Cost:** 2

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** (-2 Dam, Puny)

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +2 (+2 Dam, Vuln)

Movement: **Bns:** **Cost:** **Msc:** +1 **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +3 **Magic:** **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy:* +2 on Defence rolls versus spells with Area of Effect 1” or more; 2) *Strong Will:* +7 bonus on Defence rolls versus Mind Affecting spells.

Major Abilities: 1) *Enhanced Bonus (Strong Will):* Already Applied; 2) *Wiry:* Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Stout Heart:* +3 Invulnerability versus Mental Damage; 3) *Infectious Morale:* Stout Heart Bonus applies to allies within 6”.

Problems: 1) **Puny Strike:* -2 on Damage from all attacks (minimum damage 1), 2) **Vulnerability (Physical):* Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

Crunch-Waffle, Maeph Digesting Knowledge (CWE0036)

It isn't really clear if Crunch-Waffle knows how to read. He is, however, quite fond of books. Those who know him will tell you that he does occasionally show some signs of an education, however incomplete it may be. Crunch-Waffle does know how to spin a good yarn, however, and his friends always seem to do better in his stories than they do in real life. For that reason if no other, he is worth keeping around, ...if also out of the library.

Quickstart Crunch-Waffle

Point Cost: 2

Attack: (Ma: +3), (Me: +3), (Mi: +3) Puny* **Defence:** +3 (Ma: +3), (Me: +3), (Mi: +3) Vuln*

Movement: 7" **Speed:** 2 **Focus:** +5 **Magic:** +1

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Crunch-Waffle

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Agility, Wimp **Point Cost:** 2

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** (-2 Dam, Puny)

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:** +2 (+2 Dam, Vuln)

Movement: **Bns:** **Cost:** **Msc:** +1 **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** +2 **Magic:** **Bns:** **Cost:** **Msc:** +1

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy:* +2 on Defence rolls versus spells with Area of Effect 1" or more; 2) *Single School of Magic (Support).*

Major Abilities: 1) *Embellish Story:* Give one other character his Speed score on a die roll already made; 2) *Wiry:* Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): 3) *Magic Specialist:* +1 to Attack, Defence, and Task rolls involving magic; 3) *Enhanced Bonus (Magic Specialist):* Already Applied.

Problems: 1) **Puny Strike:* -2 on Damage from all attacks (minimum damage 1); 2) **Vulnerability (Physical):* Add 2 points to all (Physical) damage taken.

Condition(s):

Notes:

Scaped Goat (CWE0037)

Sent into the desert bearing the sins of myriad humans, the Scaped Goat did not so much die as degenerate beyond anything nature would produce. No natural animal should bear such guilt; no such creature could possibly merit such suffering. The Scaped Goat returns from the desert, and he is bringing the sins of humanity back with him.

Quickstart Goat

Point Cost: 3

Attack: +6 (Ma: +6), (Me: +6), (Mi: +6) **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1)

Movement: 6" **Speed:** 2 **Focus:** 0 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Goat

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic

Template(s): Undead **Point Cost:** 3

Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +4

Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1

Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:

Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Healing Resistant Damage*: Causes Damage that takes 2 for 1 to heal; 2) *Fearlessness*: +4 on AMCs.

Major Abilities: 1) *Sin-Releasing Strike* (Victim is -3 on all rolls for 1 turn); 2) Two Minor Abilities [A) *Intimidating Presence*: Opponents take -3 Penalty to AMCs in 3" radius, B) *Strong Will*: +3 bonus on Defence rolls versus Mind Affecting spells]; *Withering Strike*: Attack Penalty of -2, if successful, victim suffers 1 fatigue Penalty per round until all are healed.

Advanced Abilities (Used in Advanced Rules Only): 3) *Melee Specialist*: +1 to Attack and Defence rolls involving melee combat; 4) *Enhanced Bonus (Melee Specialist)*: Already Applied.

Problems: *Unhealable*: Character cannot be healed.

Condition(s):

Notes:

Bog Mummy (CWE0037)

Killed in more ways than most, this creature is something of a mystery. Dubbed “Pete” by those in the know, this creature is the long-preserved remains of a once wealthy man brutally sacrificed for the harvest. No-one really knows whether Pete volunteered, or whether he was chosen, but he was most definitely slain for the benefit of others.

All that is behind Pete now, and he doesn’t really talk much about it these days. He is far too busy smashing those around him and (apparently) harvesting something of their spirit for his own benefit. ...good for Pete.

Quickstart Mummy

Point Cost: 3

Attack: +3 (Ma: +3), (Me: +4), (Mi: +3) **Defence:** +3 (Ma: +3), (Me: +4), (Mi: +3)
Movement: 6” **Speed:** 2 **Focus:** +3 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Mummy

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Undead **Point Cost:** 3
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +2
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +2
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +2 **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Melee Specialist:* +1 to Attack and Defence rolls involving melee combat; 2) *Healing Resistant Damage:* Causes Damage that takes 2 for 1 to heal.

Major Abilities: 1) *Harvest Minor Ability:* Take one Minor Ability (Enhanced if applicable) for 2 turns from slain victims; 2) Two Minor Abilities [A) *Intimidating Presence:* Opponents take -3 Penalty to AMCs in 3” radius, B) *Strong Will:* +3 bonus on Defence rolls versus Mind Affecting spells]; *Withering Strike:* Attack Penalty of -2, if successful, victim suffers 1 fatigue Penalty per round until all are healed

Advanced Abilities (Used in Advanced Rules Only): 3) *Close Combat Specialist:* +2 to Attack and Defence when Locked in Combat; 4) *Enhanced Bonus (Close Combat Specialist):* Already Applied.

Problems: Unhealable (Cannot be Healed).

Condition(s):

Notes:

The Indian with No Name (CWE0038)

Up strides the mysterious young warrior. His weapons are dusty and worn, and his eyes conceal a violent history. Slowly, he surveys the scene, betraying no hint of his own allegiance. Which of the warring villages will he aid, or will he make himself wealthy at the expense of each? Will he give aid to the meek or will he prove to be their greatest nightmare yet? The suspense is almost too much to bear.

Possessing an indomitable will, this character does what he wishes, and few know exactly what that will be until it is already done. Wielding a spear which doubles as his bow, the Indian With No Name is equally skillful in breaking a charge or bringing down foes at a distance. Most would do well to keep clear of this character, well clear of him in fact.

Quickstart Indian

Point Cost: 2

Attack: +2 (Ma: +2), (Me: +2), (Mi: +2) **Defence:** +2 (Ma: +2), (Me: +2), (Mi: +2)
Movement: 7" **Speed:** 2 **Focus:** +2 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Indian

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): **Point Cost:** 2
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1
Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:
Focus: Bns: Cost: Msc: +1 **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Charge Breaker:* Free attack on characters ending charge within 2".

Major Abilities: 1) *Long Range Missile:* Fire missiles at -2 per 12" range.

Advanced Abilities (Used in Advanced Rules Only): 2) *Missile Specialist:* +3 to Attack and Defence rolls involving missile attacks; 2) *Enhanced Bonus (Missile Specialist):* Already Applied.

Problems:

Condition(s):

Notes:

Xiaoli (CWE0039)

From early youth to the age of a young woman, Xiaoli was more than content to live a peaceful life behind the walls of a secluded monastery, and that is exactly how she envisioned her future as well. Were it up to Xiaoli, she would never have fought a real battle, nor would she ever have become the martial champion that was to be her fate in life. Sadly, this peaceful life was not to be as Xiaoli was drawn ever against her will into battle with the forces of evil and chaos.

It was said of Xiaoli that she harmed no-one who did not force her hand, and that she prayed for the spirits of those who had done just that. For a time it was also said of Xiaoli that the length of her prayer regime grew nearly at pace with her own days.

Quickstart Xiaoli

Point Cost: 3

Attack: 0 (Ma: 0), (Me: 0), (Mi: 0)

Defence: +2 (Ma: +2), (Me: +2), (Mi: +2)

Movement: 7"

Speed: 3

Focus: 0

Magic: 0

Physical Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Mental Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Advanced Xiaoli

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s): Agility

Point Cost: 3

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:** +2

Movement: **Bns:** **Cost:** **Msc:** +1"

Speed: **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:**

Magic: **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Physical Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Mental Durability: Slot A: 0

Slot B: 00

Slot C: 000

Slot D: 0000

Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Dodgy*: +2 on Defence rolls versus spells with Area of Effect 1" or more; 2) *Riposte*: If Locked in Combat +2 Lethality on successful Defence. Does damage on successful melee Defence even when not Locked in Combat.

Major Abilities: 1) *Two Handed Fighting Expert*: One extra melee attack when Locked in Combat (made at no penalty and not convertible to a bonus); 2) *Wiry*: Bonus of +4 to Defense rolls against free attacks.

Advanced Abilities (Used in Advanced Rules Only): *Melee Specialist*: +3 to Attack and Defence rolls involving melee combat; *Enhanced Bonus (Melee Specialist)*: Already Applied.

Problems:

Condition(s):

Notes:

Jihad (CWE0040)

Half Angel and Half Devil, the very existence of Jihad is a great mystery. What brought those forces together? What led them to spawn this terrible force? Jihad herself may or may not know the answer to these questions. But one thing about this woman is very clear, she is an accomplished warrior.

Wielding the powers of both good and evil, Jihad fights with a single-mindedness which is the envy of lesser warriors. Protecting allies with her mere presence, she inflicts horrid wounds upon any who stand in her way. And it will be a great reckoning when the day comes when the terrible forces which brought this being into existence reveal their purpose.

Quickstart Jihad

Point Cost: 8

Attack: +3 (Ma: +3), (Me: +6), (Mi: +3) **Defence:** +2 (Ma: +2), (Me: +5), (Mi: +2)
Movement: 7" **Speed:** 4 **Focus:** +3 **Magic:** 0
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Jihad

Level: 1 **Disc. Points:** 5 **Character Type:** Heroic
Template(s): Avian, Holy, Unholy **Point Cost:** 8
Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +3
Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +2
Movement: Bns: Cost: Msc: +1" **Speed:** Bns: Cost: Msc: +1
Focus: Bns: Cost: Msc: +3 **Magic:** Bns: Cost: Msc:
Durability: Bns: Cost: Msc:
Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000
Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Charge Specialist:* Additional +3 Lethality Bonus on a charge; 2) *Healing Radius:* Double Healing benefits in 2" radius; 3) *Healing Resistant Damage:* Causes Damage that takes 2 for 1 to heal; 4) *Melee Specialist:* +3 to Attack and Defence rolls involving melee combat

Major Abilities: 1) *Coup de Grace Specialist:* Lethality Bonus equal to Double Opponents Fatigue Penalties; 2) Enhanced Bonus (Melee Specialist): (Raises bonus to +3); 3) *Infectious Courage:* Allies within 2" gain +2 on Defence rolls Natural Flight; 4) *Natural Flight:* Able to Fly at normal rate.

Advanced Abilities (Used in Advanced Rules Only): 5) *Fearlessness:* +9 on AMCs; 5) *Enhanced Bonus (Fearlessness):* Already Applied.

Problems:

Condition(s):

Notes:

Contrary (CWE0041)

“Goodbye,” he says, just as he walks up ...backwards.

Quickstart Contrary

Point Cost: 2

Attack: +2 (Ma: +2), (Me: +2), (Mi: +2) **Defence:** +2 (Ma: +2), (Me: +2), (Mi: +2)

Movement: 6” **Speed:** 2 **Focus:** 0 **Magic:** 0

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Contrary

Level: 1

Disc. Points: 5

Character Type: Heroic

Template(s):

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc:

Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc: +1

Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:

Focus: Bns: Cost: Msc: +2 **Magic:** Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities: 1) *Contrarian Morale:* Winning AMCs heals Mental Damage for surplus.

Major Abilities: 1) *Contrarian Damage Effects:* Fatigue Penalties act as Bonuses instead.

Advanced Abilities (Used in Advanced Rules Only): 2) *Melee Specialist:* +3 to Attack and Defence rolls involving melee combat; 2) *Enhanced Bonus (Melee Specialist):* Already Applied.

Problems:

Condition(s):

Notes:

Armored Infantry (Grunts)

These would be represented by any 28-34mm humanoid minis appropriate to the faction in question which carry melee weapons other than pole arms, or which are depicted as fighting with their fists. The minis must all be depicted in heavy armor.

Quickstart Armored Infantry

Point Cost: 2

Attack: +2 (Ma: +2), (Me:+3), (Mi: +2) **Defence:** +1 (Ma: +1), (Me:+2), (Mi: +1)

Movement: 6" **Speed:** 2 **Focus:** 0 **Magic:** 0

Armored Infantry Fighters

Level: 1

Disc. Points: 5

Character Type: Standard

Template(s): Savant

Point Cost: 2

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:**

Speed: **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:**

Magic: **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Armored Infantry Abilities and Problems

Minor Abilities: *Armor:* +2 Invulnerability versus Physical Attacks; *Melee Specialist:* +1 to Attack and Defence rolls involving melee combat.

Major Abilities: *Enhance Bonus (Armor):* Already Applied.

Problems:

Individual Units of Armored Infantry

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Cavalry (Grunts)

These are represented by mounted characters of any kind. Note that both the mount and rider are treated as one character when playing cavalry.

Quickstart Cavalry

Point Cost: 1

Attack: +2 (Ma: +2), (Me: +2), (Mi: +2) **Defence:** 0 (Ma: 0), (Me: 0), (Mi: 0)

Movement: 11" **Speed:** 2 **Focus:** 0 **Magic:** 0

Advanced Cavalry

Level: 1 **Disc. Points:** 5 **Character Type:** Standard

Template(s): **Point Cost:** 1

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:** **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** **Magic:** **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Cavalry Abilities and Problems

Minor Abilities: *Natural Speed: +4"* to movement.

Major Abilities:

Problems:

Individual Units of Cavalry

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Aquatic Creatures (Grunts)

This category should be used for any creatures that live under water. This includes fish or clearly aquatic monster types.

Quickstart Aquatic Creatures

Point Cost: 1

Attack: +1 (Ma: +1), (Me: +1), (Mi: +1) **Defence:** +1 (Ma: +1), (Me: +1), (Mi: +1)
Movement: 7" **Speed:** 2 **Focus:** +1 **Magic:** 0

Advanced Aquatic Creatures

Level: 1 **Disc. Points:** 5 **Character Type:** Standard

Template(s): **Point Cost:** 1

| | | | | |
|--------------------|--------------------------------------|---------------|--------------------------------------|-------------|
| Attack: | (Ma:), (Me:), (Mi:) | Bns: | Cost: | Msc: |
| Defence: | (Ma:), (Me:), (Mi:) | Bns: | Cost: | Msc: |
| Movement: | Bns: Cost: Msc: | Speed: | Bns: Cost: Msc: | |
| Focus: | Bns: Cost: Msc: | Magic: | Bns: Cost: Msc: | |
| Durability: | Bns: Cost: Msc: | | | |

Aquatic Creature Abilities and Problems

Minor Abilities: *Aquatic Vengeance:* +3 Lethality versus non-swimmers.

Major Abilities: *Natural Swimmer:* Able to Swim at normal rate. Need not surface for air.

Problems: *Aquatic Dependency:* Must begin inside water. 1 point per action out of water. Inv. does not help;

Stupid: Unable to act except to defend itself except by command.

Individual Units of Aquatic Creatures

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

Avian Creature (Grunts)

This category includes any creature with wings.

Quickstart Avian Creature

Point Cost: 1

Attack: +1 (Ma: +1), (Me: +1), (Mi: +1)

Movement: 7"

Speed: 2

Defence: +1 (Ma: +1), (Me: +1), (Mi: +1)

Focus: +1

Magic: 0

Advanced Avian Creature

Level: 1

Disc. Points: 5

Character Type: Standard

Template(s):

Point Cost: 1

Attack: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:)

Bns: **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:**

Speed: **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:**

Magic: **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Avian Abilities and Problems

Minor Abilities:

Major Abilities: *Natural Flight:* Able to Fly at normal rate.

Problems: *Stupid:* Unable to act except to defend itself except by command.

Individual Units of Avian Creatures

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Land Creatures (Grunts)

These are represented by any animals or monsters who would normally move about on land.

Quickstart Land Creatures

Point Cost: 1

Attack: +2 (Ma: +2), (Me:+3), (Mi: +2) **Defence:** +1 (Ma: +1), (Me+2), (Mi: +1)

Movement: 6" **Speed:** 2 **Focus:** 0 **Magic:** 0

Advanced Land Creatures

Level: 1

Disc. Points: 5

Character Type: Standard

Template(s):

Point Cost: 1

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:** **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** **Magic:** **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Land Creature Abilities and Problems

Minor Abilities: *Close Combat Specialist:* +2 to Attack and Defence when Locked in Combat; *Melee Specialist:* +1 to Attack and Defence rolls involving melee combat.

Major Abilities:

Problems: *Stupid:* Unable to act except to defend itself except by command.

Individual Units of Land Creatures

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Fighters (Grunts)

These would be represented by any 28-34mm humanoid minis appropriate to the faction in question which carry melee weapons other than pole arms, or which are depicted as fighting with their fists.

Quickstart Fighters

Point Cost: 1

Attack: +2 (Ma: +2), (Me:+3), (Mi: +2) **Defence:** +1 (Ma: +1), (Me:+2), (Mi: +1)
Movement: 6” **Speed:** 2 **Focus:** 0 **Magic:** 0

Advanced Fighters

Level: 1 **Disc. Points:** 5 **Character Type:** Standard

Template(s): **Point Cost:** 1

| | | | | |
|--------------------|--------------------------------------|---------------|--------------------------------------|-------------|
| Attack: | (Ma:), (Me:), (Mi:) | Bns: | Cost: | Msc: |
| Defence: | (Ma:), (Me:), (Mi:) | Bns: | Cost: | Msc: |
| Movement: | Bns: Cost: Msc: | Speed: | Bns: Cost: Msc: | |
| Focus: | Bns: Cost: Msc: | Magic: | Bns: Cost: Msc: | |
| Durability: | Bns: Cost: Msc: | | | |

Fighter Abilities and Problems

Minor Abilities: *Melee Specialist:* +1 to Attack and Defence rolls involving melee combat.

Major Abilities:

Problems:

Individual Units of Fighters

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

| | | | | | |
|-----------------------------|-----------|------------|-------------|--------------|---------------|
| Physical Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |
| Mental Durability: | Slot A: 0 | Slot B: 00 | Slot C: 000 | Slot D: 0000 | Slot E: 00000 |

Condition(s): **Notes:**

Missilers (Grunts)

These would be represented by any 28-34mm humanoid minis appropriate to the faction in question which carry long range missile weapons such as bows, slings, or crossbows.

Quickstart Missilers

Point Cost: 1

Attack: +2 (Ma: +2), (Me: +2), (Mi:+3) **Defence:** 0 (Ma: +1), (Me: +1), (Mi:+1)

Movement: 6" **Speed:** 2 **Focus:** +1 **Magic:** 0

Advanced Missilers

Level: 1 **Disc. Points:** 5 **Character Type:** Standard

Template(s): **Point Cost:** 1

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:** **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** **Magic:** **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Missiler Abilities and Problems

Minor Abilities: *Missile Specialist:* +1 to Attack and Defence rolls involving missile attacks.

Major Abilities:

Problems:

Individual Units of Missilers

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Pikemen (Grunts)

These would be represented by humanoid characters wielding Pole-Arms.

Quickstart Pikemen

Point Cost: 1

Attack: +1 (Ma: +1), (Me: +1), (Mi: +1) **Defence:** +2 (Ma: +2), (Me: +2), (Mi: +2)

Movement: 6" **Speed:** 2 **Focus:** 0 **Magic:** 0

Advanced Pikemen

Level: 1 **Disc. Points:** 5 **Character Type:** Standard

Template(s): **Point Cost:** 1

Attack: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Defence: (Ma:), (Me:), (Mi:) **Bns:** **Cost:** **Msc:**

Movement: **Bns:** **Cost:** **Msc:** **Speed:** **Bns:** **Cost:** **Msc:**

Focus: **Bns:** **Cost:** **Msc:** **Magic:** **Bns:** **Cost:** **Msc:**

Durability: **Bns:** **Cost:** **Msc:**

Pikemen Abilities and Problems

Minor Abilities: *Charge Breaker:* Free attack on characters ending charge within 2".

Major Abilities:

Problems:

Individual Units of Pikemen

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Undead (Grunts)

These may be represented by any Skeleton, Zombie, or Ghoul miniature.

Quickstart Undead

Point Cost: 1

Attack: +2 (Ma: +2), (Me:+5), (Mi: +2) **Defence:** +1 (Ma: +1), (Me:+4), (Mi: +1)

Movement: 3” **Speed:** 2 **Focus:** 0 **Magic:** 0

Advanced Undead

Level: 1 **Disc. Points:** 5 **Character Type:** Standard

Template(s): **Point Cost:** 1

Attack: (Ma:), (Me:), (Mi:) Bns: Cost: Msc:

Defence: (Ma:), (Me:), (Mi:) Bns: Cost: Msc:

Movement: Bns: Cost: Msc: **Speed:** Bns: Cost: Msc:

Focus: Bns: Cost: Msc: **Magic:** Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Undead Abilities and Problems

Minor Abilities: *Healing Resistant Damage:* Causes Damage that takes 2 for 1 to heal; *Fearlessness:* +4 on AMCs; *Melee Specialist:* +3 to Attack and Defence rolls involving melee combat.

Major Abilities: *Enhanced Bonus (Melee Specialist):* Already Applied; *Two Minor Abilities:* [*Intimidating Presence:* Opponents take -3 Penalty to AMCs in 3” radius; *Strong Will:* +3 bonus on Defence rolls versus Mind Affecting spells], *Withering Strike* (-4 on attack = Fatigue 1 per round)

Problems: *Stupid:* Unable to act except to defend itself except by command; *Slow:* Movement 3”, *Unflankable:* Characters gain no flanking bonuses versus this character.

Individual Units of Undead

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Condition(s): **Notes:**

Blank

Quickstart Stats

Point Cost:

Attack: (Ma:), (Me:), (Mi:)

Defence: (Ma:), (Me:), (Mi:)

Movement: **Speed:**

Focus: **Magic:**

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Advanced Stats

Level: **Disc. Points:**

Character Type:

Template(s):

Point Cost:

Attack: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc:

Defence: (Ma:), (Me:), (Mi:)

Bns: Cost: Msc:

Movement: Bns: Cost: Msc:

Speed: Bns: Cost: Msc:

Focus: Bns: Cost: Msc:

Magic: Bns: Cost: Msc:

Durability: Bns: Cost: Msc:

Physical Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Mental Durability: Slot A: 0 Slot B: 00 Slot C: 000 Slot D: 0000 Slot E: 00000

Abilities and Problems

Minor Abilities:

Major Abilities:

Advanced Abilities (Used in Advanced Rules Only):

Problems:

Condition(s):

Notes: