

PLAYER

Affix
Picture
here.

1-4 Male
5-6 Female

NAME:

Strength: 4. Intelligence: 4. Actions: 3.
Move: Medium.
Equipment: Knife.
Special Skills: Anything. Hero.

SHIRKER

Affix
Picture
here.

1-4 Male
5-6 Female

*A born skiver, lazy, opinionated, not a team player.
A liability in most situations.*

NAME:

Strength: 3. Intelligence: 3. Actions: 2.
Move: Medium.
Equipment: Knife.
Special Skills: None.

SIDEKICK

Affix
Picture
here.

1-3 Male
4-6 Female

Almost as good as you are. A useful cove to have around.

NAME:

Strength: 3. Intelligence: 3. Actions: 2.
Move: Medium.
Equipment: Knife.
Special Skills: Any skill by
passing a suitable test.

THUG

Affix
Picture
here.

1-4 Male
5-6 Female

Aggressive - morally dubious type.

NAME:

Strength: 3. Intelligence: 2. Actions: 2.
Move: Medium.
Equipment: Knife.
Special Skills: Ruthless,
will kill prisoners.

CHILD

Affix
Picture
here.

1-2 Male
3-6 Female

*A pre-teen of little real use.
May blub and go 'eek'!*

NAME:

Strength: 2. Intelligence: 1. Actions: 2.
Move: Medium.
Equipment: None.
Special Skills: None.

OLD PERSON

Affix
Picture
here.

1-2 Male
3-6 Female

Of varying ability.

NAME:

Strength: 2. Intelligence: 3. Actions: 2.
Move: Medium.
Equipment: None.
Special Skills: None.

DOLLYMOP

Affix
Picture
here.

*A fairly clueless young female, age teens
to twenties, scared and easily led.*

NAME:

Strength: 2. Intelligence: 2. Actions: 2.
Move: Medium.
Equipment: None.
Special Skills: None.

LUMMOX

Affix
Picture
here.

*A fairly clueless young male, age teens to twenties,
clueless and thinks he knows it all.*

NAME:

Strength: 2. Intelligence: 2. Actions: 2.
Move: Medium.
Equipment: None.
Special Skills: None.

SURVIVALIST

Affix
Picture
here.

1-4 Male
5-6 Female

A very useful chap to have around. HERO.

NAME:

Strength: 3. Intelligence: 3. Actions: 3.
Move: Medium.
Equipment: Knife. Shotgun
Special Skills: Any skill by
passing a suitable test.

SIDEKICK

Affix
Picture
here.

1-3 Male
4-6 Female

NAME:

Strength: 2-3. Intelligence: 3. Actions: 3.
Move: Medium.
Equipment: Knife.
Special Skills: Any skill by
passing a suitable test.

PLAGUE CARRIER

Affix
Picture
here.

1-2 Male
4-6 Female

NAME:

Strength: 1. Intelligence: 1. Actions: 1.
Move: Medium.
Special Skills: Dies - Killing 1x D6 -
Two members of your community
(Players decide who to sacrifice).

HORSES

Affix
Picture
here.

NAME:

Strength: 4. Intelligence: N/A. Actions: N/A.
Move: Fast.
Special Skills: Can carry one rider
each - Adds one or two points to score
in combat in the open (GM decides).