

CONSEQUENCES:

LUCK

/4

**DESCRIPTION:** Betty thought her life was over when she died. Now she's realising that life – or, at least, something very like it – begins after death.

She always followed the rules while she was alive, and it got her stuck with no prospects and no way out.

Now she's out to break those rules, see what unlife has to offer, and look great doing it. Being dead never looked this good.

**NAME:** *Betty 'BRAINZZ' Pierson*

(SHE/HER)

**ORGANISATION:** *Thieves' Guild*

**BACKGROUND:** *A Zombie trying something new*

**NICHE:** *The fall gal*

**CORE:**

**QUIRKS:** *Wants to see what unlife is all about*

*Rules are for the living*

*No time like the present*

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**DESCRIPTION:** Unlike most trolls, Cobble can count past many, even on a warm day. Named for their smooth appearance, Cobble has always preferred numbers to people. For a start, numbers make sense and don't go around insisting you hit other numbers round the head. Tired of being stereotyped as a troll, Cobble has heard that a head for numbers can get you far in the Thieves' Guild.

**NAME:** Cobble 'BIG PLUS'

(SHE/HER)

**ORGANISATION:** Thieves' Guild

**BACKGROUND:** Troll born under an auspicious star

**NICHE:** Accountant

**CORE:**

**QUIRKS:** Dreams of cooking the books  
Likes nu'mbers better than pe'ople  
Can judge a ledger by its cover

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**DESCRIPTION:** Bjorn has always had a gift for opening doors – not only because he knew how to make a lock before he could walk, but also because he's likable. He often remarks that it's easier to ask someone for a key than it is to pick the lock. Whenever he's asked to do anything, his response is always the same: 'Aye, I'll do it now in a minute' – a phrase that one assumes is deliberately confusing.

**NAME:** Bjorn 'Now in a Minute' Paddleson

(SHE/HER)

**ORGANISATION:** Thieves' Guild

**BACKGROUND:** Dwarf from a long line of locksmiths

**NICHE:** Opene'r of doors

**CORE:**

**QUIRKS:** A calming presence  
Don't ask, don't get  
Can't resist a challenge

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**DESCRIPTION:** Inigo Darling, of the Ankh Darlings, has such a lack of talent for interior design that it could be thought of as a talent in itself. No matter how hard he tries, any time he decorates it ends up awful.

The colours clash and nothing works. After several false starts attempting to build a portfolio, he was spotted by the breakers and decorators, who want to get him into the guild so they can use his unique talent to rake in the dollars. You'd have to be completely Bursar not to pay to avoid an impromptu redecoration from Inigo.

**NAME:** *Inigo 'Not There' Darling*

(HE/HIM)

**ORGANISATION:** *Thieves' Guild*

**BACKGROUND:** *Human from a distinguished heritage*

**NICHE:** *Breaking and decorating*

**CORE:**

**QUIRKS:** *Specialist in awful decor  
Knows a bargain when he sees one  
Exquisitely tasteless*

CONSEQUENCES:

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DESCRIPTION: Jack Dawe is actually a magpie.

Minding his own business, and other people's shiny things, he snatched up the wrong trinket at the wrong time when a wizard left his window open during a ritual. Jack still has the inclinations, attention span, and intelligence of a magpie, but now also has the ability to speak — and conduct break-ins.

NAME: Jack Dawe

(HE/HIM)

ORGANISATION: Thieves' Guild

BACKGROUND: A magpie that's been around the block

NICHE: Acquisitions specialist

CORE:

QUIRKS: Easily distracted

Shiny is more important than valuable  
fiercely protective of his trinket