

Name The Hockey Enforcer

Total XP \_\_\_\_\_

Race HumanCosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level Alpha

## ATTRIBUTES &amp; SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total  
Toughness

Armor

## DEFENSES

Dodge

10

Melee Defense

12

Unarmed Defense

10

SH9CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex	+1	10
Melee Weapons	Dex	+3	12
Missile Weapons	Dex	+1	10
Unarmed Combat	Dex	+1	10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	9
Maneuver	Dex	+1	10
Taunt	Cha	+1	8
Trick	Mind		6
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	10
Find	Mind	+1	7
Land Vehicles	Dex	+1	10
Persuasion	Cha	+1	8
Reality	Spirit	+1	8
Streetwise	Cha	+1	8

## PERKS

Perk	Effect
Endurance	+2 Shock (included)
Trademark Weapon	Re-roll 1 on damage with Hockey Stick

## EQUIPMENT

Item	Axiom	Notes
Delphi Survival Kit	23	Tent, stove, canteen
Rope	8	10 meters

## ARMOR

Armor	Axiom	Adds	Notes
Leather Vest	19	+1	Torso, Max Dex 12

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Hockey Stick (melee weapons)	18	Str +2 (13)	—	—	—
Glock 9mm (fire combat)	22	13	15	10/25/40	—
Unarmed (unarmed combat)	—	Str +0 (11)	—	—	—

## Bonus Chart

Die Roll	1	2	3	5	7	9	11	13	15	16	17	18	19	20	21	26	31	36	41	46	+5
			4	6	8	10	12	14							25	30	35	40	45	50	
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

-4  
-2  
+4  
+2  
NO  
-3  
-2  
-1Symied  
Vulnerable  
Wound Tracker



# THE HOCKEY ENFORCER

## OVERVIEW

You were always the team's enforcer, the one who protected everyone else and brought the pain to anyone who tried to harm you or your teammates. You do the same on the battlefields of the Living Land. You're more than a brute, you're the beating heart of the team, and surprisingly persuasive when the chips are down.

## TACTICS

You're tough, but getting up front and hitting things with a stick means you're likely to take shots in return. You only have so much Shock and aren't great at Soaking, so look for *Second Wind* or *Rally Destiny* cards to keep going. If you have to, stop for a Round to Recover. You have very strong interactions, use them for Approved Actions to help find the cards you need.

You're very fast, and if you're supported by ranged attackers don't forget you can keep moving after you strike. You become Vulnerable when you break away, but that's much better than catching stray bullets from your teammates!

## MOMENT OF CRISIS

You were on your way back from a game in New York when the first maelstrom bridge fell. When you saw strange creatures attacking people on the streets you grabbed your stick and went to work, and your team followed. Not everyone survived that day, and you realized if you were going to help free Earth you needed to switch to a different league.

## QUOTE

"Check!"

## DESCRIPTION

Happy-go-lucky and optimistic are two ways to describe you. Setbacks never get you down, and you never give up. With the world at stake and other realities invading your own, you've stepped up to take it on with a smile and a devil-may-care attitude. Some may consider you brash, even cocky at times, but the odds have been against you before.

## AGENDA

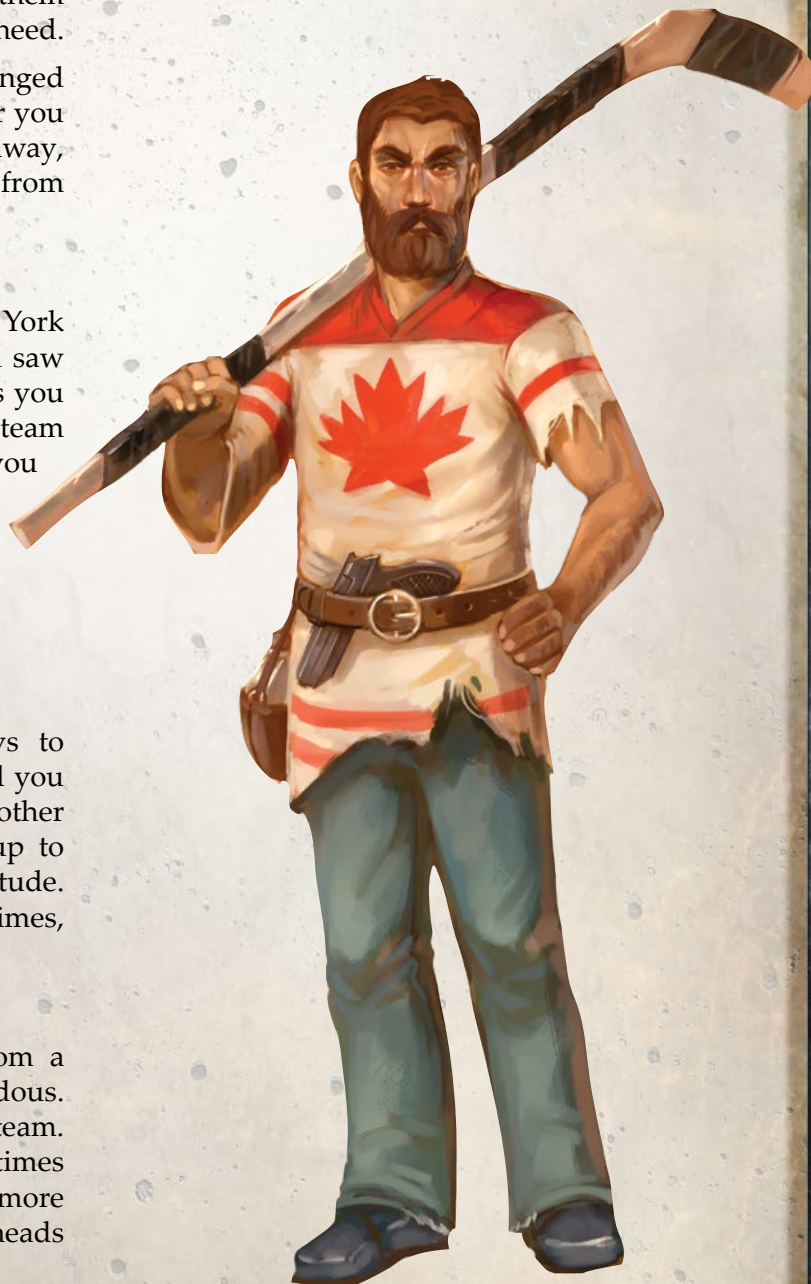
The Possibility Wars aren't much different from a high-pressure game—albiet much more hazardous. Your agenda is the same in both: protect your team. Sometimes that means taking a hit, sometimes punishing an aggressor, and sometimes it's more about keeping everyone's spirits up and their heads in the game.

## NAMES

Crusher, Dennis, Hammer, Ken, Link, Pierre, Ripper, Rudy, Stu

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Chest Beating
- ☐ (7 XP) Sprinter
- ☐ (1 XP) *first aid* +1
- ☐ (2 XP) *reality* +2
- ☐ (3 XP) *intimidation* +3
- ☐ (3 XP) *reality* +3
- ☐ (4 XP) *melee weapons* +4
- ☐ (5 XP) *melee weapons* +5





Name The Renewed Nun

Total XP \_\_\_\_\_

Race HumanCosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level Alpha

## ATTRIBUTES &amp; SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total  
Toughness

Armor

## DEFENSES

Dodge

10

Melee Defense

8

Unarmed Defense

8

SH8CK

WO3INDS

Stymied  
Vulnerable  
Wound-Tracker  
-4  
-2  
+4  
+2  
NO  
-3  
-2  
-1

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+3	11
Melee Weapons	Dex		8
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	11
Maneuver	Dex		8
Taunt	Cha	+1	9
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Faith	Mind	+3	13
Find	Mind	+1	8
Land Vehicles	Dex	+1	9
Reality	Spirit	+2	12
Stealth	Dex	+1	9
Streetwise	Cha	+1	9

## PERKS

Perk	Effect
Miracles	Gain bless, repel, and ward enemy
Vengeful	Gain Up vs foe who wounded you

## EQUIPMENT

Item	Axiom	Notes
Extra Magazines	22	35 shots for Remington 870 Shotgun
Flashlight	20	Provides light
Holy Symbol	5	Catholic Rosary
Multi-tool	22	Cutters, pliers, screwdriver in one

## ARMOR

Armor	Axiom	Adds	Notes
Stab Vest	23	+3	Torso, Max Dex 10

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Remington 870 Shotgun (fire combat)	22	14	7	10/20/30	+2 Close, -2 Long
Glock 9mm (fire combat)	22	13	15	10/25/40	—
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



## THE RENEWED NUN

### OVERVIEW

Early in life you chose to join a convent and become a nun. You lived a life of faith and service for many years, but eventually became disillusioned with the church, lost your faith, and returned to the secular world. You wandered aimlessly, fell in with a rough crowd, and drifted into a sinful, violent life.

When the invaders came everything changed. Faced with imminent death, you reached out for your long-abandoned faith—and your prayer was answered with a miracle. You understood how God's path for you had made you a powerful weapon against the High Lords, and donned your old habit and embraced the vows you had once abandoned.

### TACTICS

Bless is a powerful tool for yourself and your allies, especially Dexterity for attack skills and defenses and Spirit for Soaking and your own faith tests. Out of combat, Bless lets you help with any test, potentially giving a +1 or +2 boost.

In combat, get close—but not too close—to get the most out of your powerful shotgun. If a foe is in your face, try a Multi-Action with Repel and then shooting so you don't have to step away and become Vulnerable. You can Reload up to 3 shells as a Simple Action, so load as you go rather than waiting for your entire magazine to empty out.

### MOMENT OF CRISIS

When your former “friends” ran, you stayed behind to save a child from a charging dinosaur. It was desperation that led you to pray for protection, and to your surprise the monster was flipped from its feet and hurled away.

### QUOTE

“Forgive me, O Lord, for the carnage I am about to unleash.”

### DESCRIPTION

You are cool and stern on the outside, but in your heart you care about others greatly. You carry vestiges of both your lives with you: tattoos, chains, a rosary, and a ragged habit. You have a tendency to mentor friends who are younger and less experienced. You have a deep and abiding faith that has carried you through many harrowing experiences and leaves you strangely serene in dangerous situations.

### AGENDA

Under the surface you seethe with righteous rage against the High Lords and their servants. You are God's instrument of vengeance.

### NAMES

Agnes, Carmen, Clara, Gertrude, Jo, Maria, Mary, Mother Mayhem, Sister Slayer

### ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Prodigy
- ☐ (7 XP) Grant Possibilities
- ☐ (9 XP) Storm Caller
- ☐ (2 XP) *taunt* +2
- ☐ (3 XP) *reality* +3
- ☐ (4 XP) *fire combat* +4





Name The Medicine Walker

Total XP \_\_\_\_\_

Race HumanCosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level Alpha

## ATTRIBUTES &amp; SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total  
Toughness

Armor

## DEFENSES

Dodge

8

Melee Defense

8

Unarmed Defense

7

SH10CK

WO3NDS

Stymied  
Vulnerable  
Wound Tracker  
-4  
-2  
+4  
+2  
10  
-3  
-2  
-1

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+1	8
Melee Weapons	Dex	+1	8
Missile Weapons	Dex		7
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex	+1	8
Taunt	Cha		7
Trick	Mind	+1	10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Faith	Spirit	+2	9
Find	Mind	+1	9
First Aid	Mind	+2	9
Land Vehicles	Dex	+1	9
Medicine	Mind	+1	8
Reality	Spirit	+3	13
Scholar	Mind	+1	9

## PERKS

Perk	Effect
Realm Runner	+4 to reconnect, avoid first disconnect each act
Miracles	Gain commune with spirits, soothe, and ward enemy

## EQUIPMENT

Item	Axiom	Notes
Extra Magazines	22	50 rounds for .308 Hunting Rifle
First Aid Kit	19	First Aid tests Favored
Holy Symbol	5	Medicine Bag
Flashlight	20	Provides light
Multi-tool	22	Cutters, pliers, screwdriver in one

## ARMOR

Armor	Axiom	Adds	Notes
Leather Vest	22	+1	Torso, Max Dex 12

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
.308 Hunting Rifle (fire combat)	21	14	10	80/160/320	—
Machete (melee weapons)	22	Str +2 (9)	—	—	Survival tests Favored
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	−10	−8	−6	−4	−2	−1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



# THE MEDICINE WALKER

## OVERVIEW

You grew up on your tribe's Native American reservation. You listened to the elders of your people and learned the traditions passed down from generation to generation. You committed to carrying on the traditions of your people as a spiritual leader and healer long before the Possibility Wars.

After the invasion, the voices of the spirits became stronger, and the Earth itself seemed to be crying out in agony. You made the difficult choice to leave your home and join the others desperately battling the invaders.

## TACTICS

It's best to let your burlier companions take the lead and fight from a distance using your rifle. If an enemy reaches you you'll need to either switch to your machete or step back to shoot—becoming Vulnerable in the process. Meanwhile, use Soothe to keep your teammates in the fight, and First Aid to patch up any Wounds afterward.

Commune with Spirits can be especially potent in Living Land. Don't hesitate to use this miracle to find out what the spirits know about the area or the events in motion. Spirits are plentiful in the Living Land, and they all count as appropriate for the your religion.

## MOMENT OF CRISIS

The Storm didn't come to you, you went to it. Despite the dangers of the Living Land you set out to travel there and help where you could. Perhaps your moment came when you first crossed into invader's realm and heard the songs of the sprits within, or maybe it came when you raised your rifle in defense of a fellow traveler. Either way, you felt a new connection with the spirit of the Earth itself, and knew you had chosen correctly.

## QUOTE

"The ways of my people have always had power. Now it's just easier to see it."

## DESCRIPTION

You are hard-working, dedicated, honorable, and have a dry sense of humor. You are slow to trust and slower to forgive, but those who have earned your friendship become a part of your family. You dress in a comfortable, Western style and keep your medicine bag hidden under layers of denim, cotton, and leather.

## AGENDA

You and the other Storm Knights are chosen protectors of the spirit of Earth itself. This a sacred duty. Help your allies understand that!

## NAMES

Ahote, Hania, He Keeps Watch, Istaqa, Sani, Shilah, Thunder Man, Waki

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Situational Awareness
- ☐ (7 XP) Negation
- ☐ (2 XP) *dodge* +2
- ☐ (2 XP) *fire combat* +2
- ☐ (3 XP) *faith* +3
- ☐ (3 XP) *fire combat* +3
- ☐ (4 XP) *faith* +4
- ☐ (4 XP) *reality* +4







Name The Dinosaur Hunter Total XP \_\_\_\_\_  
Race Human Cosm Core Earth Unspent \_\_\_\_\_  
Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level Alpha

## ATTRIBUTES & SKILLS

Charisma

6

Dexterity

10

Mind

7

Spirit

9

Strength

8

Movement

10

Run

30

Total  
Toughness

11

Armor

3

## DEFENSES

Dodge

11

Melee Defense

11

Unarmed Defense

10

SH9CK

WO3INDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex	+3	13
Melee Weapons	Dex	+1	11
Missile Weapons	Dex		10
Unarmed Combat	Dex		10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		9
Maneuver	Dex	+1	11
Taunt	Cha		6
Trick	Mind	+2	9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	11
Find	Mind	+1	8
Land Vehicles	Dex	+1	11
Reality	Spirit	+1	10
Stealth	Dex	+2	12
Survival	Mind	+2	9
Tracking	Mind	+2	9

## PERKS

Perk	Effect
Sniper	+1 BD after an Aim
Trademark Weapon	Reroll 1's for damage with .308 Rifle

## EQUIPMENT

Item	Axiom	Notes
Delphi Survival Kit	23	Tent, stove, canteen
Extra Magazines	22	50 rounds for .308 Hunting Rifle
Flares	20	Provide light
Multi-tool	18	Cutters, pliers, screwdriver in one
Rifle Scope	22	Ignore 2 points of Range when Aiming

## ARMOR

Armor	Axiom	Adds	Notes
Stab Vest	23	+3	Torso, Max Dex 10

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
.308 Hunting Rifle (fire combat)	21	14	10	80/160/320	—
Machete (melee weapons)	22	Str +2 (10)	—	—	Survival tests Favored
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
-4  
-2  
+4  
+2  
10  
-3  
-2  
-1

Vulnerable  
Wound Tracker



# THE DINOSAUR HUNTER

## OVERVIEW

You spent most of your adult life in the wild, learning to live off the land and to understand the ways of nature. You became a sought-after safari guide for the rich and powerful. You did not enjoy exploiting the true sport of hunting as a career baby-sitting the one-percent, but it was the best way to hone your skills and explore exotic locations around the world.

## TACTICS

Hunting is about patience. Use the Aim option whenever possible, and go with the Called Shot option to find somewhere with lower armor or that deals extra damage—or both! Get Adrenaline and Coup de Grace cards out and you can finish off gigantic foes with a single shot. One key trick with Aim: you don't have to declare your target beforehand, so Aim with one action and then pick a target to fire upon with the second.

Your rifle is powerful, but useless in melee if something reaches you. It's worth it to step back and become Vulnerable to regain the ability to fire. Use *maneuver* or *trick* to Stymie foes and buy yourself time and more Destiny cards.

## MOMENT OF CRISIS

When the Living Land arrived, you were preparing for another expedition into the Congo. The moment might have been the shot you took to drop a T-Rex before it could devour a family, or it could have been when you stepped up to lead a group of survivors through the dangerous jungles to a distant hardpoint or border.

## QUOTE

"What a beauty! She could devour your entire upper body with one bite from those enormous jaws."

## DESCRIPTION

You are courageous, forthright, and secure in your skills as a hunter. You don't hesitate to share your opinion, but you are respectful of anyone who is an expert in their field. You dress in rugged, camouflaged clothing and carry your important gear with you.

## AGENDA

You don't hate dinosaurs or even the edeinos. The Living Land represents the ultimate challenge for a hunter, and you secretly love it. The beasts of the realm present a unique opportunity for you to use all your cunning and experience, either to defeat them or avoid them, depending on the mission.

## NAMES

Bart, Boone, Carter, Clint, Dead-Eye, Diego, Hunter, Jagger, Mason, Steve.

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Hard to Kill
- ☐ (7 XP) Tenacious
- ☐ (1 XP) *beast riding* +1
- ☐ (2 XP) *find* +2
- ☐ (3 XP) *survival* +3
- ☐ (3 XP) *tracking* +3
- ☐ (4 XP) *fire combat* +4
- ☐ (5 XP) *fire combat* +5





Name The Royal Mountie

Total XP \_\_\_\_\_

Race HumanCosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level Alpha

## ATTRIBUTES &amp; SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total  
Toughness

Armor

## DEFENSES

Dodge

10

Melee Defense

9

Unarmed Defense

10

SH8CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex	+1	10
Melee Weapons	Dex		9
Missile Weapons	Dex		9
Unarmed Combat	Dex	+1	10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+1	10
Taunt	Cha	+1	9
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	10
Evidence Analysis	Mind	+1	9
Find	Mind	+2	10
Persuasion	Cha	+3	11
Reality	Spirit	+2	10
Streetwise	Cha	+1	9
Survival	Mind	+1	9
Tracking	Mind	+1	9

## PERKS

Perk	Effect
Bolster	1 Possibility to cancel your side's Conflict Line
Natural Leader	1 Possibility to add 2 cards from your hand to another player's Action Pool.

## EQUIPMENT

Item	Axiom	Notes
Climbing Gear	23	Use Dexterity to climb
Extra Magazines	22	Five extra C7 magazines
Flashlight	20	Provides light
Police Badge	22	Local legal authority
Mobile Phone	23	Phone and applications

## ARMOR

Armor	Axiom	Adds	Notes
Stab Vest	23	+3	Torso, Max Dex 10

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
C7 Assault Rifle (fire combat)	23	13	30	50 / 100 / 200	Long Burst
S&W Model 5906 Pistol (fire combat)	22	13	15	10 / 25 / 40	—
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Symble  
Vulnerable  
Wound Tracker-4  
-2  
+4  
+2  
+0  
-3  
-2  
-1



# THE ROYAL MOUNTIE

## OVERVIEW

You always knew you wanted to serve something greater than yourself, and that dedication led you to join the Royal Canadian Mounted Police (RCMP). Technically you aren't mounted, and only symbolically connected to anything royal, but you appreciate the history and accomplishments of the organization.

You learned a lot about yourself—and how to lead—and served with distinction. In every posting, you had a knack for getting along with people, for keeping situations from escalating out of control, and for talking down dangerous criminals before they did anything stupid.

## TACTICS

First and foremost, you need to fight smart. Try to save your Possibilities to boost a comrade's Action Pool at a key moment early in the encounter, or to save your team from a Setback or Fatigue condition. Try to quip or quote RCMP regulations in combat to earn Possibilities and extend your power.

You aren't all support. You have solid interactions across the board. Best of all, the RCMP is well equipped, and you carry a powerful assault rifle with you into battle.

## MOMENT OF CRISIS

You lost several friends when the Living Land claimed Fort Providence. You didn't hesitate to enter the afflicted zone looking for survivors—despite the danger. Your efforts saved lives and created a powerful change within you.

## QUOTE

"Our motto is 'Defend the Law.' I plan on doing just that, not only for my homeland, but for my reality."

## DESCRIPTION

You are friendly, honest, and responsible. A natural leader, you look out for the people around you and always try to think of the bigger picture. You wear your dress uniform in the field now because people either latch onto it as a sign of hope or instinctively acknowledge it as a symbol of authority. You try to be a paragon of the RCMP and of Canada in all your dealings.

## AGENDA

You're a Mountie, and you're going to show the cosmverse what that means. A tradition of bravery, heroism, and service lives on in you. The only thing that comes before proving the mettle of the Mounties

is your duty to the people of every realm whose lives hang in the balance.

## NAMES

Abigail, Amelia, Audrey, Charlotte, Emily, Olivia, Sadie, Scarlett, Sophia

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Helper
- ☐ (7 XP) Rally
- ☐ (9 XP) Situational Awareness
- ☐ (2 XP) *fire combat* +2
- ☐ (3 XP) *reality* +3
- ☐ (4 XP) *persuasion* +4





Name The Gang Soldier

Total XP \_\_\_\_\_

Race HumanCosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level Alpha

## ATTRIBUTES &amp; SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total  
Toughness

Armor

## DEFENSES

Dodge

10

Melee Defense

10

Unarmed Defense

11

SH8CK

WO3INDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex	+1	10
Melee Weapons	Dex	+1	10
Missile Weapons	Dex	+1	10
Unarmed Combat	Dex	+2	11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	9
Maneuver	Dex		9
Taunt	Cha	+1	8
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	10
Find	Mind	+1	8
Lockpicking	Dex	+1	10
Persuasion	Cha	+1	8
Reality	Spirit	+2	10
Stealth	Dex	+1	10
Streetwise	Cha	+1	8
Survival	Mind	+1	8

## PERKS

Perk	Effect
Brawler	Unarmed Damage +2 (included)
Spinter	Dexterity tests for Chases are Favored

## EQUIPMENT

Item	Axiom	Notes
Extra Magazines	22	Five Colt magazines
Flares	21	Provide light, may start fires
Mobile Phone	23	Phone and applications
Spray Paint Can	22	For tricks and tagging.
Sunglasses	20	Stylish.

## ARMOR

Armor	Axiom	Adds	Notes
Leather Vest	19	+1	Torso, Max Dex 12

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
.45 Colt Automatic (fire combat)	20	14	7	10 / 25 / 40	—
Petrol Bombs x4 (missile weapons)	18	14	1	10 / 20 / 30	Medium Blast, Fire
Unarmed (unarmed combat)	—	Str +2 (11)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Symmetrical  
Vulnerable  
Wound Tracker  
-4  
-2  
+4  
+2  
0  
-3  
-2  
-1



# THE GANG SOLDIER

## OVERVIEW

You grew up in Brooklyn. Before the invasion a lot of people called you "no good." Back then, maybe you even agreed with them. You learned how to survive in the harsh reality of the urban jungle, and then one day it became a literal jungle.

After that, your gang clung to hidden refuges, little pockets of the old world that somehow remained intact in a changed city. The rest of your crew were picked off one by one, until only you remained. When a team of Storm Knights from the Delphi Council came through you joined up, looking for an opportunity to take the fight back to the enemy.

## TACTICS

You have a very broad selection of trained skills, look for Action cards or use Possibilities to supplement important actions. *Taunt* and *intimidation* are usually your best bets for interactions. You have great speed, run to get into an advantageous position.

Save your petrol bombs for times when three targets are close together, or more if they're bunched up in a tight space. Use *find* in urban environments to grab the components (alcohol bottles and rags) to make replacement bombs.

## MOMENT OF CRISIS

You had to relearn how to survive on the streets of a hauntingly changed New York while avoiding edeinos patrols. Worst of all were the gospog—strange plant-zombie creatures that stink of death that had no mercy. You were used to covering the rest of your gang, but when the gospog went after some other survivors and you stepped in, that's when you became something more.

## QUOTE

"Fact is, we're in a turf war for the entire world."

## DESCRIPTION

You're bitter, grumpy, and rude—but you've got a strong, caring heart. You're kind and generous to people who've had a bad break in life, but you've no patience for authorities or suits. You may not have much respect for law and order, but you know for sure you're putting it all on the line for humanity. Your gang may be gone, but you still wear the colors out of respect.

## AGENDA

You're in this to take Earth back one street at a time. Unlike some of your teammates, you know that war

can get messy. In the end you either win or you die, and you'd rather win.

## NAMES

Animal, Bronx, Burnout, Buster, Dasher, Easy, Firebug, Maniac, Shades, Trigger.

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Endurance
- ☐ (7 XP) Hard to Kill
- ☐ (9 XP) Vengeful
- ☐ (2 XP) *streetwise* +2
- ☐ (2 XP) *dodge* +2
- ☐ (2 XP) *taunt* +2
- ☐ (3 XP) *unarmed combat* +3







Name The Edeinos Brute Total XP \_\_\_\_\_  
Race Edeinos Cosm Living Land Unspent \_\_\_\_\_  
Axioms: Magic 1 Social 7 Spirit 24 Tech 6 Clearance Level Alpha

## ATTRIBUTES & SKILLS

Charisma

6

Dexterity

8

Mind

5

Spirit

8

Strength

13

Movement

8

Run

24

Total  
Toughness

15

Armor

2

## DEFENSES

Dodge

9

Melee Defense

10

Unarmed Defense

10

SH11CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex	+3	11
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+2	10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+3	11
Maneuver	Dex	+1	9
Taunt	Cha		6
Trick	Mind		5
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Faith	Spirit	+1	9
Find	Mind	+1	6
Reality	Spirit	+1	9
Stealth	Dex	+1	9
Survival	Mind	+1	6

## PERKS

Perk	Effect
Brute	Use Strength on Defeat tests
Outsider (Racial)	-4 persuasion unless edeinos or jakatts
Relentless	3 Shock for BD on All Out Attack

## EQUIPMENT

Item	Axiom	Notes
Totem	5	Bone carving of Lanala
Redjaw Tribal Marks	4	+2 persuasion with Redjaws
Steracalla Bulbs x5	2	Food, +2 to Healing tests for 1 day

## ARMOR

Armor	Axiom	Adds	Notes
Hrockt Root Armor	3	+2	Torso, Max Dex 10

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Bite/Claws (unarmed combat)	—	Str +2 (13)	—	—	—
Hrockt Shoot Spear x2 (melee weapons)	3	Str +2 (15)	1	10 / 20 / 40	Throw with missile weapons

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
Vulnerable  
Wound Tracker  
-4  
-2  
+2  
+4  
0  
-3  
-2  
-1



# THE EDEINOS BRUTE

## OVERVIEW

Life was simple when you were young. Your tribe survived in the deep forests of Takta Ker. Then came the invasion of Core Earth. The High Lord's priests came looking for warriors to send against the humans defending their homeland. You were, after all, part of the Redjaw clan.

Your tribe resisted and was obliterated. You were one of the few survivors. You volunteered to cross the maelstrom bridge and fight for Baruk Kaah, but deserted at the first opportunity.

## TACTICS

Your tactics are pretty simple: get up close to a foe and hit him really hard. You are exceedingly good at that. Use All-Out Attack often, unless you're certain to get an Outstanding hit without it. Save your Relentless strikes for tougher targets.

You're a fearsome opponent, so it's no surprise *intimidation* is your best interaction attack. Look for Second Wind and Rally cards—Shock doesn't just let you last longer in a fight, it gives you more fuel for your offense too!

## MOMENT OF CRISIS

Your escape wasn't easy. Edeinos speak warily of those touched by the storm—both the powerful warriors of their own people and the gifted foes they face. Perhaps the storm entered your heart when you broke away from the others and ran. Or perhaps that moment came when you fought and defeated the veteran tracker who had been dispatched to hunt you down.

## QUOTE

"High Lord, bad. Is that what you wish to hear, little human?"

## DESCRIPTION

You are curious, honorable, and never back down from a challenge. You are large even for your species, and your red markings have made for multiple tense situations with potential allies. You try to keep things simple and straightforward. The humans you work with have become friends, and perhaps someday they will become your new clan. Once you get to know people, they come to respect you for your steady heart as well as your frightening exterior.

## AGENDA

You want revenge against Baruk Kaah, his treacherous Gotaks, and all his High Lord allies. Your allies speak of ideals and high goals, but those words don't sing with the same passion as revenge.

## NAMES

Hoshosh, Jaw Breaker, Keerma, Kritenta, Scrunn, Serpent Grip, Twuhth, Vawhax.

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Vengeful
- ☐ (7 XP) Whirlwind
- ☐ (9 XP) Hardy
- ☐ (4 XP) *melee weapons* +4
- ☐ (5 XP) *melee weapons* +5





Name The Primitive Warrior

Total XP \_\_\_\_\_

Race HumanCosm Living Land

Unspent \_\_\_\_\_

Axioms: Magic 1 Social 7 Spirit 24 Tech 6 Clearance Level Alpha

## ATTRIBUTES &amp; SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total  
Toughness

Armor

## DEFENSES

Dodge

10

Melee Defense

12

Unarmed Defense

10

SH 8 CK

WO 3 NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex		9
Melee Weapons	Dex	+3	12
Missile Weapons	Dex		9
Unarmed Combat	Dex	+1	10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	8
Maneuver	Dex	+1	11
Taunt	Cha		6
Trick	Mind	+1	6
Other	Attribute	Skill Adds	Value
Beast Riding	Dex	+1	10
Dodge	Dex	+1	10
Find	Mind	+1	6
Reality	Spirit	+1	8
Stealth	Dex	+1	10
Survival	Mind	+2	7
Tracking	Mind	+1	6

## PERKS

Perk	Effect
Smasher	Ignore the Unweildy property
Whirlwind	Ignore first 2 Multi-Target penalties on melee weapons

## EQUIPMENT

Item	Axiom	Notes
Horse	3	Move 11, Fast, Toughness 13, 1 Wound
Steracalla Bulbs x2	2	Food, +2 to Healing tests for 1 day
Torch	2	Provides light

## ARMOR

Armor	Axiom	Adds	Notes
Bone and Hide	3	+1	Torso, Max Dex 12

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Bone Knife (melee weapons)	5	Str +1 (11)	—	—	Breaks on a Mishap
2-Handed Stone Club (melee weapons)	5	Str +3 (15)	—	—	Hit makes foe Stymied, Unweildy
Unarmed (unarmed combat)	—	Str +0 (10)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
Vulnerable  
Wound Tracker  
-4  
-2  
+4  
+2  
10  
-3  
-2  
-1



# THE PRIMITIVE WARRIOR

## OVERVIEW

You always felt like you were born into the wrong time. Your temper was a little too short for the modern world, and your strength and stature just meant seats were uncomfortable and you could only find low paying jobs.

When the Living Land invaded and your transformation occurred, you felt more free and alive than you had in your entire life. This was natural, and this was right—for you. You embraced the new reality and thrived in it as few others could.

## TACTICS

You're a terror in close combat, especially if you can find a group of foes to assault with Whirlwind. You hit hard enough to Stymie foes you don't just drop, and Smasher lets you use huge, unbalanced melee weapons without becoming Vulnerable on a miss.

Riding your horse in combat is risky option. Its Movement on a map is 11 meters each round, or 44 if it runs! You still take the -2 penalty for running while atop your mount. If it's killed it may be some time before you can find a replacement, so it's usually best to keep your horse in reserve for overland travel and emergencies.

## MOMENT OF CRISIS

As you prospered in the Living Land, others began to falter and fade—too weak to fight back against the dinosaurs and edeinos who now ruled the land. Perhaps your moment came when you struck down a large creature threatening a family with your massive club, or maybe it came when you saved a fleeing horse from a marauding band of edeinos. The horse stayed with you out of friendship, and you realized the strength within you had a purpose larger than your own survival.

## QUOTE

"This was what I was always meant to be. Stand back while I get to work!"

## DESCRIPTION

You are an intense person, looking to live your life to the fullest. You are bold—some say overconfident and headstrong. You were hairy and muscular before your transformation, and the Living Land seems to have accentuated those features. You respect strength because you know its value, and are most comfortable among others who have proven they have what it takes to survive.

## AGENDA

Although you feel more at home in the Living Land than you ever did in Core Earth, you still feel tremendous loyalty and duty to friends and family who wouldn't be suited for survival in this strange new world. You fight to save them.

## NAMES

Butch, Harry, Gabe, Griff, Larry, Mal, Oz, Rod, Sherp, Tor, Val

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Vengeful
- ☐ (7 XP) Relentless
- ☐ (9 XP) Hardy
- ☐ (2 XP) *dodge* +2
- ☐ (3 XP) *intimidation* +3
- ☐ (4 XP) *melee weapons* +4







Name The Edeinos Outsider Total XP           
Race Edeinos Cosm Living Land Unspent           
Axioms: Magic 1 Social 7 Spirit 24 Tech 6 Clearance Level Alpha

## ATTRIBUTES & SKILLS

Charisma 5 Dexterity 9 Mind 8 Spirit 8 Strength 10 Movement 9 Run 27 Total Toughness 13 Armor 2

## DEFENSES

Dodge

11

Melee Defense

9

Unarmed Defense

12

SH8CK

WO3INDS



## EQUIPMENT

Item	Axiom	Notes
Body Paint	2	Black, no tribal markings
Primitive Survival Kit	6	Firestarter, torch, 20 meter vine rope
Steracalla Bulbs x2	2	Food, +2 to Healing tests for 1 day

## ARMOR

Armor	Axiom	Adds	Notes
None	—	—	—

## PERKS

Perk	Effect
Brawler	+2 damage unarmed
Bone Marked	+1 Toughness, +2 Armor (included)
Outsider (Racial)	-4 persuasion against any target

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Bite/Claws (unarmed combat)	—	Str +4 (14)	—	—	—
Kesta Hive x4 (missile weapons)	1	13	1	5 / 10 / 15	Small Blast, Lowest Armor

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Symmetrical  
Vulnerable  
Wound Tracker  
-1 -2 -3 -4  
+2 +3 +4 +5



# THE EDEINOS OUTSIDER

## OVERVIEW

Because you were born an albino, the elders of your village declared you were one of the "Chosen of Bones," selected by the Goddess to face far deadlier challenges to your survival than other edeinos. You were cast out of your tribe and learned on your own the ways of a hunter and warrior. You watched over your tribe from afar, protecting your people from threats they never even knew existed.

When the tribe marched on Core Earth you followed, and what you saw sickened you. Your own people have lost their way and must be stopped.

## TACTICS

Words and diplomacy are your weakness. Let others do the talking, and consider an Active Defense if faced with a foe who uses *taunt* interactions. You are cunning, however, so use *maneuver* and *trick* when those interactions are approved.

The only thing you really need in combat is your bare claws, and they're as effective as any melee weapon. If you really need to engage at a distance, or if multiple foes are trapped in a small space hurl a Kesta hive. Afterwards you can use *survival* to try to find a replacement hive if you're in the Living Land.

## MOMENT OF CRISIS

Lanala had prepared a path for you. You were not made to sway hearts, but to rend with tooth and claw. When you made your decision to fight Baruk Kaah, those were the tools you would use. When you turned against those you once protected you felt the change, another gift from the Goddess to reassure you that you had chosen the correct path.

## QUOTE

"You hate me. You fear me. I show you why."

## DESCRIPTION

You look creepy to both humans and edeinos. Your white scales evoke the bones of the dead, and you accentuate that with black warpaint. You are hesitant and shy when dealing with others, but you place great value on the few friendships you have made.

## AGENDA

You are just trying to be true to the difficult path Lanala chose for you. You try to embrace her gifts: the sharp claws you were born with, the hardiness you earned with your time alone, and now the friends and allies who have come to fight alongside you.

## NAMES

Ashat, Gisk, Kesta, Stranger, Targ, Thriss, Unlooked Upon, Uszu.

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Deathclaw
- ☐ (7 XP) Hardy
- ☐ (9 XP) Razor Scales
- ☐ (2 XP) *reality* +2
- ☐ (3 XP) *trick* +3
- ☐ (4 XP) *unarmed combat* +4







Name The Edeinos Wanderer Total XP \_\_\_\_\_  
Race Edeinos Cosm Core Earth Unspent \_\_\_\_\_  
Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level Alpha

## ATTRIBUTES & SKILLS

Charisma

8

Dexterity

8

Mind

7

Spirit

8

Strength

9

Movement

8

Run

24

Total  
Toughness

12

Armor

3

## DEFENSES

Dodge

9

Melee Defense

9

Unarmed Defense

9

SH 8 CK

WO 3 NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+2	10
Melee Weapons	Dex	+1	9
Missile Weapons	Dex		8
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	9
Maneuver	Dex		8
Taunt	Cha	+1	9
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	10
Survival	Mind	+1	
Find	Mind	+1	13
Faith	Spirit	+1	13
Stealth	Dex	+1	
Persuasion	Cha	+3	
Reality	Spirit	+1	9
Science	Mind	+1	15

## PERKS

Perk	Effect
Farwalker	Eliminate edeinos Outsider status, persuasion tests are Favored
Realm Runner	Ignore first disconnect each act, +4 to Reconnect

## EQUIPMENT

Item	Axiom	Notes
Extra Magazines	22	Five extra M4 magazines
Flashlight	20	Provides light

## ARMOR

Armor	Axiom	Adds	Notes
Stab Vest	23	+3	Torso, Max Dex 10

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
M4 Assault Rifle (fire combat)	23	13	30	50 / 100 / 200	Short Burst
Frag Grenades x4 (missile weapons)	20	16	1	10 / 20 / 30	Medium Blast
Bite/Claws (unarmed combat)	—	Str +2 (11)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
-4  
-2  
+4  
+2  
+0  
-3  
-2  
-1

Vulnerable  
Wound Tracker



# THE EDEINOS WANDERER

## OVERVIEW

Life was simple back in Takta Ker. You were an edeinos like any other, loyal to your tribe and your clan. But as you spent time in Core Earth the ambition and cruelty of Baruk Kaah and his allies became clear to you.

You spent your spare time studying the dead things around you, and the strange ways of the humans. The more you learned, the more your fascination increased and the worse you felt about the invasion. You finally broke away during a raid deep into human territory, and committed yourself to joining their cause against the High Lords.

## TACTICS

You definitely prefer to talk first, shoot later. But if it comes to that—surprise—you have serious firepower. Use Short Bursts to get a +2 bonus to hit without wasting too much ammunition. *Taunt* can set up foes for a fall or gain you cards if it's an Approved Action. If an opponent gets too close to fire at then you can just use your claws instead.

Use *persuasion* on the Delphi Council to request replacement grenades or additional firepower.

## MOMENT OF CRISIS

Your breaking point may have come when a warlord ordered you to commit an unspeakable act such as the killing of young. Or it may have been a more subtle act of rebellion such as keeping forbidden writing secreted away. Once it happened, the energy of Core Earth flooded into you and you knew you had become what all edeinos are taught to hate and fear: one touched by the Storm.

## QUOTE

"There are so many new concepts to experience. Let me share what I've learned about grenades."

## DESCRIPTION

You are curious, bold, and gregarious. You wear armor from Earth not just for the added protection but to send a clear signal that you aren't like most edeinos. Humans respond very positively to your open manner and your adoption of so many of their ways.

## AGENDA

You are interested in discovering more about Core Earth and the other cosms. You know the Possibility Wars must be stopped somehow, but for now you're enjoying the opportunities and travel that the war provides.

## NAMES

Broxo, Chuuk, Dragan, Grosh, Joh, Kass, Kruxash, Rhex, Thazz

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Helper
- ☐ (7 XP) Tenacious
- ☐ (9 XP) Bolster
- ☐ (2 XP) *reality* +2
- ☐ (3 XP) *fire combat* +3
- ☐ (4 XP) *persuasion* +4







Name The Embedded Journalist Total XP \_\_\_\_\_  
Race Human Cosm Core Earth Unspent \_\_\_\_\_  
Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level Alpha

## ATTRIBUTES & SKILLS

Charisma

8

Dexterity

8

Mind

10

Spirit

8

Strength

6

Movement

8

Run

24

Total  
Toughness

9

Armor

3

## DEFENSES

Dodge

10

Melee Defense

8

Unarmed Defense

8

SH8CK

WO3INDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex		8
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		8
Taunt	Cha		8
Trick	Mind	+2	12
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Evidence Analysis	Mind	+1	11
Find	Mind	+3	13
Persuasion	Cha	+1	9
Reality	Spirit	+2	10
Scholar	Mind	+1	11
Stealth	Dex	+1	9
Streetwise	Cha	+1	9

## PERKS

Perk	Effect
Prodigy	Start with +1 Possibility
Tenacious	Testing to Soak is Favored

## EQUIPMENT

Item	Axiom	Notes
Backpack	8	For carrying supplies
Mobile Phone	23	Phone and applications
Multitool	22	Screwdriver, pliers, and clippers
Video Camera	23	High resolution

## ARMOR

Armor	Axiom	Adds	Notes
Stab Vest	23	+3	Torso, Max Dex 10

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Glock 9mm (fire combat)	22	13	15	10/25/40	—
Unarmed (unarmed combat)	—		—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
Vulnerable  
Wound Tracker



# THE EMBEDDED JOURNALIST

## OVERVIEW

You've been to some of the most dangerous places in the world in pursuit of the truth. You've learned a lot from all the military, police, and criminals that you were placed with. When the High Lords came, at first you thought this was just another war to cover from the front lines. When you saw the truth first hand you realized the stakes, and knew that you had an important role to play.

You aren't a neutral observer—you're a participant in this story. The High Lords don't follow any rules or conventions, so you're under no obligation to remain separate from the action. What you're doing is closer to propaganda than reporting, but you keep things honest and keep focused on the fact that you're fighting for the reality of billions.

## TACTICS

Most of your influence is felt outside of battle, either in negotiating with people or following clues. Once things get tense, use *trick* to make foes Vulnerable to your teammates' attacks—or your own 9mm. Stay on the move. It's worth becoming Vulnerable to escape from melee unless you're certain a shot from your pistol will take the foe down. Your best defense is Soaking damage, so look for Hero and Drama cards to use as extra Possibilities—or to boost a single roll to 60+ for Glory!

## MOMENT OF CRISIS

Your crisis came when you were with a group of soldiers facing the perils of the Living Land. It may have been when you set down your camera to pull a wounded civilian out of the fray, or it could have been when you picked up a weapon without thinking to defend a fallen comrade. Either way, once you became a part of the story you felt the rush of Possibility Energy and knew you could do more.

## QUOTE

"This isn't my first trip into a jungle filled with people who want to kill me."

## DESCRIPTION

Even in combat you manage to look together and camera-ready. Your steady, professional demeanor helps keep everyone calm and focused. Occasionally you let glimpses of your dry wit and wicked sense of humor peek through. You have an insatiable curiosity, especially about other cosms and their inhabitants.

## AGENDA

You're here to get the story, and spread it to as many people as you can. You understand that hope and knowledge are Core Earth's two most powerful weapons in the Possibility Wars.

## NAMES

Ann, Barbara, Chloe, Diane, Ida, Lisa, Margaret, Megan, Nellie, Veronica

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Storyteller
- ☐ (7 XP) Situational Awareness
- ☐ (9 XP) Helper
- ☐ (2 XP) *persuasion* +2
- ☐ (3 XP) *trick* +3
- ☐ (4 XP) *find* +4







Name The Cartel Assassin Total XP \_\_\_\_\_  
Race Human Cosm Core Earth Unspent \_\_\_\_\_  
Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level Alpha

## ATTRIBUTES & SKILLS

Charisma

6

Dexterity

12

Mind

8

Spirit

8

Strength

6

Movement

12

Run

36

Total  
Toughness

7

Armor

1

## DEFENSES

Dodge

15

Melee Defense

12

Unarmed Defense

13

SH8CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		12
Fire Combat	Dex	+3	15
Melee Weapons	Dex		12
Missile Weapons	Dex		12
Unarmed Combat	Dex	+1	13
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+2	14
Taunt	Cha		6
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+3	15
Find	Mind	+1	9
Land Vehicles	Dex	+1	13
Reality	Spirit	+2	10
Stealth	Dex	+1	13
Streetwise	Cha	+1	7
Water Vehicles	Dex	+1	13

## PERKS

Perk	Effect
Double Tap	Spend an extra bullet for +1 to hit
Wealthy	Start with \$10,000 equipment (included), tests to procure items are Favored

## EQUIPMENT

Item	Axiom	Notes
AP Rounds	20	All Glock shots gain AP2
Emergency Cash	20	\$5000
Extra Magazines	19	Five extra magazines for each weapon
Hands-free Comms	23	Allows
Laser Sights (Glocks)	23	Ignore -1 penalty on fire combat
Night-vision Goggles	22	Ignore -4 of Darkness penalties
Mobile Phone	23	Phone and applications
Rope	8	20 meters
Silencers	23	One for each Glock

## ARMOR

Armor	Axiom	Adds	Notes
Leather Jacket	19	+1	Torso, Max Dex 12

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Two Glock 9mm (fire combat)	22	13	15	10 / 25 / 40	AP 2, ignore -1 penalty
Barrett M82 Sniper Rifle (fire combat)	23	16	10	100 / 500 / 1000	AP 4, -6 to fire while moving
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
-4  
-2  
+4  
+2  
+0  
-3  
-2  
-1

Vulnerable  
+4  
+2  
+0  
-3  
-2  
-1

Wound Tracker



# THE CARTEL ASSASSIN

## OVERVIEW

Before the Possibility Wars you had a particularly nasty job. You worked for the cartels, silencing those who opposed them...permanently. Every hit took another piece of your soul, but that was just how the world worked. You were smart with your money and retired young, and left the life and your weapons behind.

When the maelstrom bridges landed your worldview turned on its head. You saw that reality wasn't fixed, and the strong-willed could make it worse—or better. Reluctantly you took up arms again, this time for your very world.

## TACTICS

Your *dodge* is amazing, so keep your distance at all costs so enemies have to target that instead of your slightly lower unarmed combat defense. *Maneuver* is your strongest interaction, but it's best to wait until its an Approved Action to use it.

At closer range switch to your two pistols. You can fire both which lets you Short Burst for a +2 bonus to hit—or throw in Double Tap to fire 4 bullets from each gun for a total +3 to hit. Your skill is very high, so it's less about hitting than it is about getting the Outstanding result to maximize your damage.

## MOMENT OF CRISIS

The moment you drew your gun and went to work against the High Lords you felt as if you had been struck by lightning. The sound of your shot was simply the accompanying thunder.

## QUOTE

"I used to think humans were no good. Now I know there are much worse beings out there, and they must be stopped."

## DESCRIPTION

You work with grim efficiency when you're on the job. You can be hard on your teammates, especially the inexperienced or naive ones, but your brand of tough love may save their life someday. You always dress for the occasion, whether it's tactical or social. You'd wear armor but you're not sloppy enough to get hit.

## AGENDA

You want to find peace, both for yourself and for the cosms. You know all too well that such peace doesn't come without sacrifice and difficult work. Violence is never your first choice, but when it becomes the only choice you're always up to the task.

## NAMES

Armando, Carlos, Dimas, Guillermo, Hernan, Iago, Jesus, Leon, Sicario

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Sniper
- ☐ (7 XP) Hard to Kill
- ☐ (4 XP) *dodge* +4
- ☐ (4 XP) *fire combat* +4
- ☐ (5 XP) *dodge* +5
- ☐ (5 XP) *fire combat* +5





Name The Banished Scout

Total XP \_\_\_\_\_

Race EdeinosCosm Living Land

Unspent \_\_\_\_\_

Axioms: Magic 1 Social 7 Spirit 24 Tech 6 Clearance Level Alpha

## ATTRIBUTES &amp; SKILLS

Charisma

6

Dexterity

10

Mind

7

Spirit

8

Strength

9

Movement

10

Run

30

Total  
Toughness

11

Armor

2

## DEFENSES

Dodge

12

Melee Defense

11

Unarmed Defense

10

SHOCK

WOUNDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex		10
Melee Weapons	Dex	+1	11
Missile Weapons	Dex	+2	12
Unarmed Combat	Dex		10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+1	11
Taunt	Cha		6
Trick	Mind	+1	8
Other	Attribute	Skill Adds	Value
Beast Riding	Dex	+1	11
Dodge	Dex	+2	12
Faith	Spirit	+1	9
Find	Mind	+1	8
Reality	Spirit	+1	9
Stealth	Dex	+3	13
Survival	Mind	+1	8
Tracking	Mind	+1	8

## PERKS

Perk	Effect
Chameleon Skin	Stealth is Favored
Skin Shifter	Ranged attacks against are -2, -4 if in dense brush. If motionless attempts to find are -6
Outsider (Racial)	-4 persuasion unless edeinos or jakatts

## EQUIPMENT

Item	Axiom	Notes
Redthorn Arrowheads	6	x10, makes arrows Painful (+1 Shock)
Primitive Survival Kit	6	Firestarter, torch, 20 meter vine rope
Quiver	6	20 arrows
Xanit Algae	2	Armor and items don't hamper Chameleon and Skin Shifter

## ARMOR

Armor	Axiom	Adds	Notes
Bone and Hide	3	+1	Torso, Max Dex 12

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Bite/Claws (unarmed combat)	—	Str +2 (11)	—	—	—
Hrockt Shoot Spear x2 (melee weapons)	3	Str +2 (11)	1	10 / 20 / 40	Throw with missile weapons
Sinew Bow (missile weapons)	6	11	1	10 / 30 / 60	—

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50	+5																									
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



# THE BANISHED SCOUT

## OVERVIEW

You step silently and walk in the Deep Mist. Lanala gifted you with the shifting skin, which made you one of the best scouts of your clan. These same gifts allowed you to enter the forbidden places of the Redjaw Gotaks and witness the unspeakable rituals they were enacting.

When you tried to tell the elders of your clan what you'd seen they silenced and banished you. You aren't certain whether they acted out of fear or out of hunger for power. The only way to return to your people is to expose the depth of Baruk Kaah and his Gotaks' corruption.

## TACTICS

Use *maneuver* and *trick* to reinforce your sneakiness and special ruses you can set up with your color-changing scales. Unlike most edeinos, you have a ranged option with your bow. Save your special redthorn arrows for hardier targets.

With your *stealth* you may be able to set ambushes for foes (they don't get to act first) or at least catch a foe Flat-Footed: a +4 bonus on your attack! Try to keep an Alertness card in your hand or Action Pool to reinforce your scouting prowess.

## MOMENT OF CRISIS

When you snuck into the forbidden places you saw thousands upon thousands shambling of dead things—abominations to Lanala and everything she represents. By the time you left the fields were engulfed in purifying flames and you were forever changed.

## QUOTE

"Your feet scream. Do you wrap them in dead things to gag them?"

## DESCRIPTION

Your outline is the same as other edeinos, including the brief leather bands and coverings you wear, but the color of your scales slowly and constantly shifts to match the environment around you. The algae coating on your equipment takes on the hues of your scales so the effect isn't diminished. When you speak, it's often in confusing metaphor or about the spirits within things. You are shy with friends but bold with enemies.

## AGENDA

You want to save the edeinos people. Unfortunately that means defeating Baruk Kaah, his warlords, and the other High Lords.

## NAMES

Bhozz, Gushk, Lightfoot, Mharn, Never-There, Rec, Rhash, Uscha

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Jungle Master
- ☐ (7 XP) Poison Tolerance
- ☐ (2 XP) *find* +2
- ☐ (2 XP) *reality* +2
- ☐ (3 XP) *dodge* +3
- ☐ (3 XP) *missile weapons* +3
- ☐ (4 XP) *dodge* +4
- ☐ (4 XP) *stealth* +4







Name: The Chosen Human Total XP         
Race: Human Cosm: Living Land Unspent         
Axioms: Magic 1 Social 7 Spirit 24 Tech 6 Clearance Level Alpha

## ATTRIBUTES & SKILLS

Charisma

8

Dexterity

8

Mind

6

Spirit

10

Strength

8

Movement

8

Run

24

Total  
Toughness

10

Armor

2

## DEFENSES

Dodge

10

Melee Defense

8

Unarmed Defense

11

SH10CK

WO3INDS



## EQUIPMENT

Item	Axiom	Notes
Body Paint	2	Blue and green
Primitive Survival Kit	6	Firestarter, torch, 20 meter vine rope
Totem	5	Lanala
Torches x2	2	Provide light, fire
Turtle Shell Shield	3	+1 Defense

## ARMOR

Armor	Axiom	Adds	Notes
Hrockt Root Armor	3	+2	Torso, Max Dex 10

## PERKS

Perk	Effect
Chosen of Lanala	May take Edeinos only Perks
Deathclaws	+3 unarmed damage, AP 2

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Rock Bolo x5 (missile weapons)	3	Str +1 (9)	1	10 / 20 / 30	May be used to Grapple
Unarmed (unarmed combat)	—	Str +3 (11)	—	—	AP 2

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
Vulnerable  
Wound Tracker  
-4  
-2  
+4  
+2  
+0  
-3  
-2  
-1



# THE CHOSEN HUMAN

## OVERVIEW

When the Living Land came, you began hearing the awed whispers of Lanala. You were drawn towards the Goddess and began to worship her. Not through spoken prayers, but by feeling. Then one day you finally saw her, and looked at yourself so she could see you.

She came towards you and reached out, and you laid your own hand on your shoulder so she could touch through you. When you lifted your hand it had changed. You had claws like an edeinos. Your eyes have changed color, and now scales grow on a few parts of your body. Your journey with the Goddess has just begun.

## TACTICS

Once up close and personal, the AP on your claws makes them deadly weapons. You have a strong variety of interaction attacks as well.

An interesting option for your rock bolos is to use them to Grapple rather than as straight damage. The 7 damage on a Standard hit and 9 on a Good or Outstanding is unlikely to do more than Shock, but restraining a target, even for just a turn can be a major tactical advantage.

## MOMENT OF CRISIS

You had a choice: stay safe in your hiding place or give it to a child and take your chances with the brutes pursuing him. You didn't hesitate, and that was the moment you truly started to live.

## QUOTE

"I'm not just evolving, I'm finally living. Thank you, Lanala!"

## DESCRIPTION

The Living Land has been good to you, body and soul. You look fit and strong for a human, but there are obvious signs that you're changing. Your eyes are slitted and gold where they used to be brown, there are scales on your neck and back, and your fingers are long, strong, and end in vicious claws. You can hide these changes with a little work, but you usually don't bother. You are open, honest, and passionate. Edeinos don't know quite how to react to you—your miraculous transformation hints that Lanala's love may extend to more than just their people.

## AGENDA

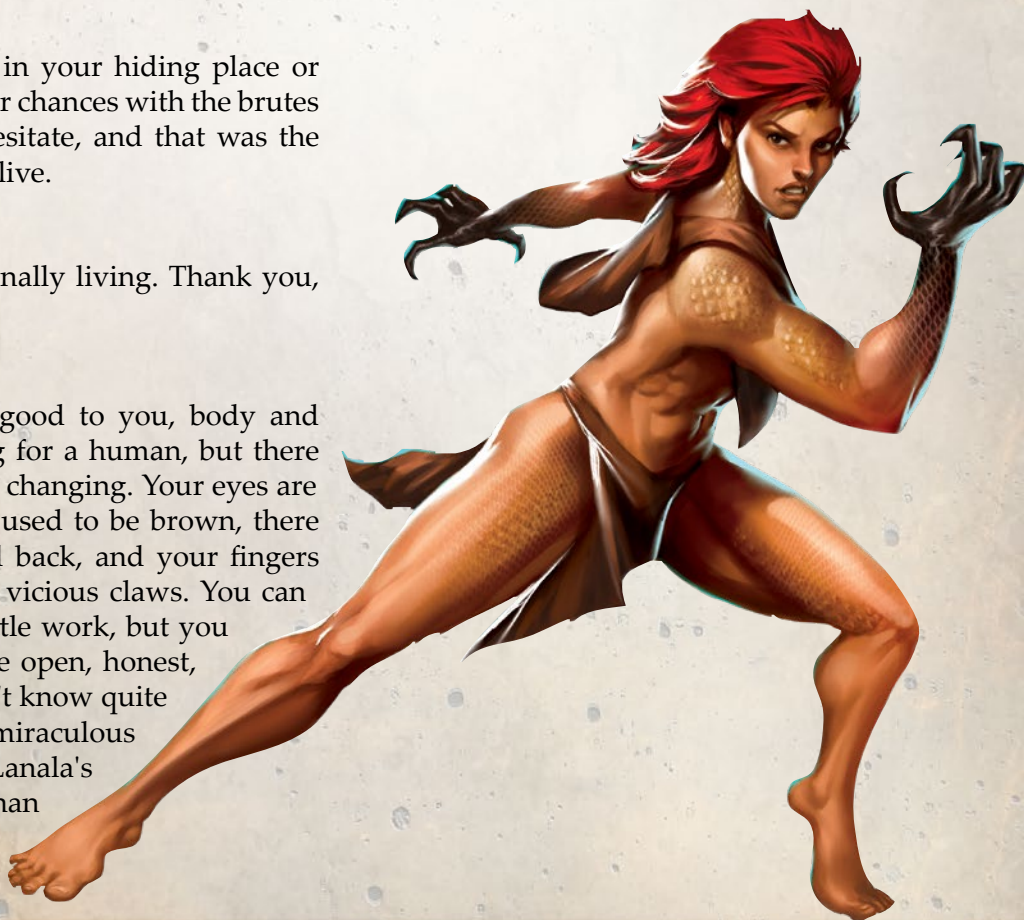
Your goal is to live life to its fullest, and help others do the same. The amount of time isn't as important as how much you experience while you're able. You understand that the High Lords want to take that away from everyone, and that's why they must be stopped.

## NAMES

Ash, Barb, Blossom, Kay, Lana, Moonseeker, New Eyes, Reba, Sam

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Sata Eater
- ☐ (7 XP) Bluespine
- ☐ (9 XP) Whiptail
- ☐ (2 XP) *faith* +2
- ☐ (3 XP) *dodge* +3
- ☐ (3 XP) *missile weapons* +3
- ☐ (4 XP) *unarmed combat* +4





## ATTRIBUTES & SKILLS

## Charisma

## Dexterity

## Mind

## Spirit

## Strength

## Movement

## Run

## Total Toughness

## Armor

## DEFENSES

## Dodge

## Melee Defense

## Unarmed Defense

## SHOCK

## WOUNDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex	+1	8
Missile Weapons	Dex	+1	8
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	9
Maneuver	Dex		7
Taunt	Cha	+1	9
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Beast Riding	Dex	+3	10
Dodge	Dex	+2	9
Find	Mind	+1	9
Persuasion	Cha	+2	10
Reality	Spirit	+2	10
Stealth	Dex	+1	8
Survival	Mind	+1	9

## PERKS

Perk	Effect
Animal Companion	Gain a Velociraptor companion
Wealth	Persuasion is Favored and choose one option for extra funds: - Upgrade horse to an Anklyosaur (Move 7, Toughness 17 (3), 2 Wounds) - Have a second Velociraptor companion



## EQUIPMENT

Item	Axiom	Notes
Horse	3	Move 11, Fast, Toughness 13, 1 Wound
Torch	2	Provides light
Saddle	6	Beast Riding is Favored

# ARMOR

Armor	Axiom	Adds	Notes
Bone and Hide	3	+1	Torso, Max Dex 12

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Claw Blade (melee weapons)	6	Str +3 (12)	—	—	—
Sinew Bow (missile weapons)	6	11	1	10 / 30 / 60	—
Unarmed (unarmed combat)	—	Str +0 (9)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



# THE DINOSAUR WHISPERER

## OVERVIEW

Before the land changed you owned an operated a ranch. You had a particular knack for training horses and managing cattle. After the maelstrom bridges came the predators, and despite your best efforts your ranch proved impossible to defend.

You didn't hate the reptiles who hunted your herds, and quickly began to understand their instincts. You captured and corraled one of the smaller creatures and began the arduous process of taming it. It worked, and perhaps someday you'll be able to do the same with larger dinosaurs.

## TACTICS

Whether you're riding a horse or an anklyosaur make the most of it! Remember, if your beast runs you suffer the -2 as well, but gain +2 damage on your own attacks. Spend XPs to gain the Beast Riding perk as soon as you can to get the most out of your ride.

Team up with your Velociraptor. Have it act first and set your target up with a *trick* or *maneuver*. If you took the option to have two, let them Combine Actions to gain a +1 bonus, or try different attacks against different targets.

## MOMENT OF CRISIS

Your moment of crisis came when an Allosaurus attacked your horses and cattle. You stood against the beast even after your rifle stopped working, and somehow finished it with your knife. If you had just been protecting your property this might not have triggered anything in you at all, but in your heart you were protecting Earth's creatures, not just your stock, and that made all the difference.

## QUOTE

"Give it up, or my pack will tear you apart."

## DESCRIPTION

What you wear now is mostly taken from the Allosaurus you fended off, and other trophies from similar victories. Your weapon is actually one of its claws, carefully mounted on a custom handle. Your manner is soothing and pleasant, but your commands have an underlying authority that's difficult to disobey. The first thing most people notice, however, is the beast you ride and your beloved "pet."

## AGENDA

You want to restore your land, and all the land conquered by the High Lords. The dinosaurs, on the other hand, can stay. They're just following their

instincts. With careful management they could be a tremendous asset to Core Earth.

## NAMES

Brand, Clever, Daisy, Ginger, Heather, June, Marsha, Piper, Ruby

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Beast Riding
- ☐ (7 XP) Beast Affinity
- ☐ (9 XP) Chest Beating
- ☐ (2 XP) *intimidation* +2
- ☐ (2 XP) *melee weapons* +2
- ☐ (2 XP) *taunt* +2
- ☐ (3 XP) *dodge* +3







Name The Blood Witch Total XP \_\_\_\_\_  
Race Human Cosm Living Land Unspent \_\_\_\_\_  
Axioms: Magic 1 Social 7 Spirit 24 Tech 6 Clearance Level Alpha

## ATTRIBUTES & SKILLS

Charisma **10** Dexterity **7** Mind **6** Spirit **11** Strength **6** Movement **7** Run **21** Total Toughness **7** Armor **1**

## DEFENSES

Dodge

9

Melee Defense

8

Unarmed Defense

7

SH11CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex	+1	8
Missile Weapons	Dex		7
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	12
Maneuver	Dex		7
Taunt	Cha	+2	12
Trick	Mind		6
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	9
Find	Mind	+1	7
Faith	Spirit	+3	14
Persuasion	Cha	+3	13
Stealth	Dex	+1	8
Reality	Spirit	+1	12
Streetwise	Cha	+1	11

## PERKS

Perk	Effect
Miracles	Gain (bloodlust, ward evil, whither)
Primitive Allure	Persuasion is Favored, Simple action to pick a Social Axiom 6- target and use Persuasion as any defense

## EQUIPMENT

Item	Axiom	Notes
Body Paint	2	Red and black
Nightroot Poison x3	1	Apply for one scene, if machete damage greater than Toughness target tests Defeat after 1 minute
Primitive Survival Kit	6	Firestarter, torch, 20 meter vine rope
Totem	5	Bloodstained woodcarving

## ARMOR

Armor	Axiom	Adds	Notes
Bone and Hide	3	+1	Torso, Max Dex 12

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Bronze machete (melee weapons)	6	Str +2 (8)	—	—	—
Whither (faith)	Sp 16	12	—	5 meters	Only vs Living, ignores Armor
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
Vulnerable  
Wound Tracker  
-4  
-2  
+4  
+2  
+10  
-3  
-2  
-1



# THE BLOOD WITCH

## OVERVIEW

You grew up with tales of Santa Muerte (“Saint Death”) and other folklore, and most people thought your aunt was a witch. You never thought much about such things, but you often went to her with your troubles and enjoyed her muddled stories of the “Old Ways” passed down from the days of your Aztec ancestors.

When the storms came and the world began to end you ran to her. The invaders were believers, and their goddess granted powerful miracles. But so did your aunt's goddess, and she began showing you the ways of true power.

## TACTICS

The *wither* miracle is your primary offense, and it's devastating against living targets. Against *gospog* you have to depend on *ward evil* and activating *bloodlust* in allies or yourself. Save poisoning your machete for emergencies since a Mishap might kill you. Your *taunt* and *intimidate* interactions are brutal, especially *taunt* because many targets have a low defense against it.

Your main defense is Soaking, so save Possibilities and Hero or Drama cards for that. Each turn you get to designate one target for Primitive Allure—your defense dramatically increases against that one foe so choose carefully!

## MOMENT OF CRISIS

When the *edeinos* came to your town it was a slaughter. Some of the local cartel soldiers tried to fight back, but they were losing. Until you stepped forward and called out for help with all your faith and rage. The soldiers fought blades or their bare hands and triumphed, and knew it was your power that won the day.

## QUOTE

“Blood makes noise. Listen, and you'll hear yours is crying out for revenge.”

## DESCRIPTION

They call you the “witch of blood” or the “lady of death.” You dress accordingly, evoking the old ways with your cloak, skulls, and feathers. Physically you are petite, but your presence fills any space and it's hard for most people to keep their eyes off you. You try to project confidence, but sometimes your own fears and insecurities peek through.

## AGENDA

You want to continue existing. You know that can't be accomplished through hiding or fleeing—the High

Lords are a staggering threat to both the living and the dead.

## NAMES

Atli, Eztli, Itchi, Izel, Maza, Ohtli, Patli, Tayanna, Yolo, Zuma

## ADVANCEMENT TRACK (OPTIONAL)

- ☐ (5 XP) Strong Willed
- ☐ (7 XP) Helper
- ☐ (2 XP) *melee weapons* +2
- ☐ (3 XP) *taunt* +3
- ☐ (4 XP) *faith* +4
- ☐ (4 XP) *persuasion* +4
- ☐ (5 XP) *faith* +5

