

NAME

ChecheG

Some day you'll be a Guildsman and Parceler like Sirt! Until then you'll endure his periodic beatings and learn from him wisdom! You've used your puppy dog eyes to charm the merchant, Sabir, into buying you shoes, hiding extra bits of food, and generally helping you out. He's a great guy, and hanging around him gets you close to his beautiful bodyguard Issa, too.

3 · Master

4 · Grand Master

XP

2 · Adept Reacting (Instinct), \*

1 · Competent Handling Animals (Instinct), Resisting (Reason), Persuading (Instinct), \* \* \*

0 · Unskilled Hunting (Vigor), Running and Jumping (Vigor), Building (Vigor), Deceiving (Reason), Enduring (Vigor), Being Polite (Reason), Healing (Reason), Haggling (Instinct), Public Speaking (Reason), Ass Kicking (Vigor), Scrampling (Vigor), Sneaking (Instinct), Entertaining (Reason), Killing (Vigor), Stealing (Instinct), Surviving (Reason)

### SECRETS

#### Secret of Scratching Between the Ears

You have a knack for dealing with animals – you can soothe them and understand their signals. In order to get the animal to cooperate or not eat you, you might need a successful Handling Animals ability check. Even if you fail this check, you'll understand that it wants to eat you loud and clear.  
Cost: 2 Instinct

#### Secret of the Hidden Pocket

You are adept at hiding objects on your person. It's handy with Surt around. No matter how carefully you've been searched or shaken down, you may produce an inexpensive, small item with a successful Stealing ability check.  
Cost: 2 Instinct.

### KEYS

#### Key of the Disciple (Under Surt)

Surt is your Master. That's how it is.

Gain 1 XP every time you are in a scene with Surt.

Gain 2 XP every time you actively do something which would grant you XP if you had one or any of Surt's Key of Bluster.

Gain 5 XP if you put yourself at great risk or make a great sacrifice in order to follow your Master's wishes.

Buyoff: Act forcefully and directly against Surt's wishes.

#### Key of Unrequited Love (Issa)

Oh, sweet Issa – warrior maiden sublime. Someday she will see the beauty in you, but until then, all you can do is worship her and leave her little presents. She barely knows you exist!

Gain 1 XP whenever you make a decision that is influenced by Issa.

Gain 2 XP every time you attempt to win Issa's affection.

Gain 5 XP every time you put yourself in harm's way or makes a sacrifice for your sweet, sweet sunflower.

Buyoff: Abandon your pursuit of Issa or win her love.

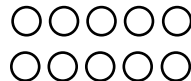
VIGOR

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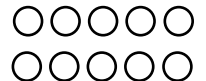
INSTINCT

4



REASON

4



### HARM

**BRUISED:** Penalty die on your next ability check. These add up - if bruised twice in a round of Bringing Down the Pain, you'll have two penalty dice.

**BLOODIED:** All abilities associated with pool that you took the harm from now take a penalty die. If bloodied twice in same pool, take only one penalty die.

**BROKEN:** To perform any action you must spend a point from the ability's associated pool, with one penalty die.

NAME

Issa

Sabir is just your employer – so many people assume that you are his wife. You are definitely not his wife – if anything, it's the other way around. He's a good boss, but that's only because he lets you run the show. Now you're on your way back to find your true love, a fellow professional bodyguard named (sigh) Nardeen.

3 · Master

4 · Grand Master

XP

2 · Adept Reacting (Instinct), \*

1 · Competent Enduring (Vigor), Ass Kicking (Vigor), Persuading (Instinct), \* \* \*

0 · Unskilled Hunting (Vigor), Running and Jumping (Vigor), Building (Vigor), Deceiving (Reason), Being Polite (Reason), Healing (Reason), Hagglng (Instinct), Public Speaking, (Reason), Ass Kicking (Vigor), Resisting (Reason), Sneaking (Instinct), Entertaining (Reason), Killing (Vigor), Stealing (Instinct), Surviving (Reason), Handling Animals (Instinct)

SECRETS

Secret of Enhancement (Ass Kicking)

You are a dirty street scrapper. You may spend as many points out of the associated pool to give bonus dice to the ability as you like.

Secret of Slenderness

It's true – you don't have much meat on your bones. Guys like the plump ladies, but what can you do? You squeeze into small spaces, cross ropes, branches, bridges and the like which wouldn't support someone heavier or clumsier. You enjoy a permanent bonus die to relevant Running and Jumping ability checks.

KEYS

Key of the Manipulator (Sabir)

It's criminally easy to pull Sabir's strings. Letting him be the front man has worked well for you so far, although he is something of a bore. You gain 1 XP whenever you exert your will over Sabir, even over minor matters - especially over minor matters!

You gain 2 XP whenever Sabir accepts your advice over that of others.

You gain 5 XP whenever your influence makes Sabir change plans or establish a new policy that works in your favor.

Buyoff: Make it clear that you are actually in charge.

Key of Unrequited Love (Nardeen)

You love Nardeen – so strong, so competent – and you're determined to win his love in return.

You gain 1 XP whenever you have to make a decision that is influenced Nardeen.

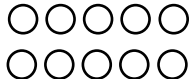
You gain 2 XP every time you attempt to win Nardeen's affection.

You gain 5 XP every time you put yourself in harm's way or make a sacrifice for Nardeen.

Buyoff: Abandon your pursuit of nardeen or win his love.

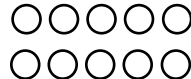
VIGOR

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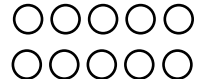
INSTINCT

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REASON

3



HARM

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BLOODIED: All abilities associated with pool that you took the harm from now take a penalty die. If bloodied twice in same pool, take only one penalty die.

BROKEN: To perform any action you must spend a point from the ability's associated pool, with one penalty die.

NAME

Sabir

You are a merchant – you sell silver and gold trinkets to well-heeled villagers throughout the dry valleys. Sometimes you sell worthless fakes, which sort of makes you a thief. One time you sold some worthless fakes to a powerful witch, who promptly cursed you and enslaved your mind. Now you are on your way to deliver a year's worth of earnings to her. Maybe she'll lift her curse and stop whispering to you in your dreams.

3 · Master

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XP

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1 · Competent Hagglng (Instinct), Resisting (Reason), Public Speaking (Reason), \* \* \*

0 · Unskilled Being Polite (Reason), Deceiving (Reason), Hunting (Vigor), Running and Jumping (Vigor), Building (Vigor), Entertaining (Reason), Persuading (Instinct), Healing (Reason), Ass Kicking (Vigor), Reacting (Instinct), Scrapping (Vigor), Sneaking (Instinct), Killing (Vigor), Stealing (Instinct), Surviving (Reason), Handling Animals (Instinct)

SECRETS

Secret of Contacts

You know people. That's part of the job. You can use this Secret for to automatically have a past relationship with any character in the adventure. You may describe the relationship in a short phrase, such as "old enemy," "wartime buddy," "ex-lover," but the GM gets to decide the history and current disposition of the relationship. Cost: 3 points from a pool determined by the GM.

Secret of Distraction

You are a captivating orator. You can talk up a blue streak and keep people's attention, distracting them in a way which advances your agenda. Give yourself a bonus die to Deceiving, Sneaking, Public Speaking or Persuading, providing your use of the Secret fits those applications.

KEYS

Key of the Bewitched (Simta)

You have been cursed by the witch Simta.

Every time you see to Simta's needs (either following an order or by your own initiative), you gain 1 XP.

If this causes you discomfort or inconvenience, you gains 2 XP.

You gain 5 XP if this action causes you harm, pain or despair.

Buyoff: Break the curse and win back your freedom!

Key of the Guardian (Checheg the Junior Guildsman)

He's as dumb as a box of ponies, but you've taken a liking to the lad. Sirt treats him so poorly and he tries so hard. Checheg has come to depend on you to help him, and you do everything you can for him.

You gain 1 XP every time Checheg is present in a scene with you.

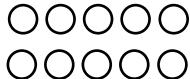
You gain 2 XP whenever you make a decision that is influenced by the boy.

You gain 5 XP every time you rescue Checheg from harm.

Buyoff: Kick Checheg to the curb and sever your relationship.

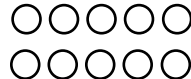
VIGOR

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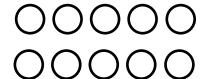
INSTINCT

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REASON

2



HARM

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NAME

Surt

The Parceler's Guild says the water must flow. Recently the Guild got a message from Shirat, the Parceler of Khas Fara, a remote dry valley village, saying there was trouble with the water. You're going to set that right, and you've brought along your trainee to show him how it is done. Maybe you'll have sex with some ignorant peasant girls as well, who knows?

3 · Master

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XP



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SECRETS

Secret of Tongues

Well, you've heard that once or twice. You may spend one Reason to understand any spoken language for a scene.

Secret of Everybody Calm the Fuck Down

You are able to draw the attention of combatants or potential combatants. You receive a bonus die on your Public Speaking or Persuading ability checks (versus their Resist) to convince them not to fight.

KEYS

Key of the Master (Over Checheg)

You've been tasked by the Guild with molding a new Guildsman out of some pretty weak clay. Checheg is an idiot.

Gain 1 XP every time Checheg does something that would grant you XP from another Key, if you had done it.

Gain 2 XP every time you have to convince Checheg to do so.

Gain 5 XP if his actions bring you great harm or inconvenience.

Buyoff: Convince Checheg to act against another key of yours.

Key of Bluster

You've been from one corner of the world to the other, and you have a high opinion of yourself.

Gain 1 XP every time you swagger.

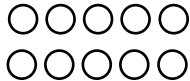
Gain 3XP every time you top a tale. If someone claims to have done something, make it clear you did something much harder, or did the same thing but blindfolded, drunk, or uphill through the snow, both ways.

Gain 5XP when forced to put your money where your mouth is - as a result of your bragging, end up in a bad situation.

Buyoff - Refuse to take legitimate credit for something you've done.

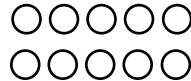
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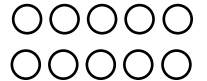
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REASON

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