

NAME **Gamble Gold** ...a Peddler.

# THE SHADOW OF YESTERDAY

**VIGOR**

**4** ○○○○○○○○○○  
○○○○○○○○○○○○

**INSTINCT**

**4** ○○○○○○○○○○  
○○○○○○○○○○○○

**REASON**

**4** ○○○○○○○○○○  
○○○○○○○○○○○○

**SECRETS**

**Secret of Contacts**  
Gamble Gold knows all sorts of people in all sorts of places. You can use this Secret for Gamble to automatically have a past relationship with any GM 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. Vigor would fit for a wartime buddy, Instinct for an ex-lover, and Reason for a former colleague.

**Secret of Throwing**  
Anything is a dangerous missile in Gamble’s hands. She can throw anything fist-sized to sword-sized as an attack, using the Aim ability, and the object counts as a +1 weapon. Cost: 1 Vigor.

**XP**

Advances

**HARM**

	1	2	3	4	5	6
<b>V</b>						
<b>I</b>						
<b>R</b>						

**KEYS**

**Key of the Impostor (Woman masquerading as a man)**  
Sometimes your entire life is a lie. You gain 1 XP whenever Gamble passes herself off as a man. You gain 2 XP whenever she convinces others in spite of serious skepticism. You gain 5 XP whenever her story survives a deliberate, focused, “Hey everybody, look!” attempt to reveal her identity. Buyoff: Have Gamble confess her deceit.

**Key of Unrequited Love (Will Scarlet)**  
Gamble Gold has loves Will Scarlet, but Will obviously does not know about or return this love. Gain 1 XP whenever Gamble has to make a decision that is influenced by Will. Gain 2 XP every time Gamble attempts to win Will’s affection. Gain 5 XP every time Gamble puts herself in harm’s way or makes a sacrifice for Will. Buyoff: Have Gamble abandon her pursuit of Will - or win his love.

**MASTER**  
Haggling (Instinct)

**GRAND MASTER**

**ADEPT**  
Resist (Reason), Deceit (Reason), Aim (Vigor), Sway (Instinct)

**COMPETENT**  
Endure (Vigor), React (Instinct), First Aid (Reason), Scrapping (Vigor), Discern Truth (Instinct), Orate (Reason), Athletics (Vigor), Sense Danger (Instinct)

**UNSKILLED**  
Etiquette (Reason), Stealth (Instinct), Theft (Instinct), Crafts (Vigor), Music (Instinct), Swordplay (Vigor), Quarterstaff (Vigor),

NAME **John Little** ...a Lieutenant.

# THE SHADOW OF YESTERDAY

## VIGOR

**6** ○○○○○○○○○○  
○○○○○○○○○○○

## INSTINCT

**3** ○○○○○○○○○○  
○○○○○○○○○○○

## REASON

**3** ○○○○○○○○○○  
○○○○○○○○○○○

## SECRETS

### Secret of Disarm

John can disarm an opponent, without changing intentions, with a successful ability check using a weapon in Bringing Down the Pain. Because weapons can be all sorts of things in this game, “disarm” just means that the weapon’s been rendered ineffective for the duration of Bringing Down the Pain. Cost: 1 Vigor.

### Secret of the Signature Weapon (Little John’s Quarterstaff)

John has a favorite staff. You gain a bonus die to any action taken with it, and any other character else attempting to use the weapon receives a penalty die.

## XP

Advances

## HARM

	1	2	3	4	5	6
V						
I						
R						

## KEYS

### Key of the Revolutionary

“Little John” is dedicated to overthrowing the Norman hegemony. Gain 1 XP every time he speaks out against the rulers, or breaks a minor law. Gain 2 XP every time he acts directly against the Normans. Gain 5 XP every time he puts himself in great danger in order to damage the status quo. Buyoff: Accept any favor from the rulers in exchange for John’s quietude or complicity.

### Key of the Competitor (Will Scarlet)

Will Scarlet fancies himself Robin’s lieutenant, which galls John. You gain 1 XP when John gets the better of Will, and 3 XP when he does so against long odds. Buyoff - Decline to compete against Will Scarlet.

## MASTER

Endure (Vigor), Athletics (Vigor)

## GRAND MASTER

## ADEPT

Woodcraft (Reason), Quarterstaff (Vigor), Stealth (Instinct)

## COMPETENT

Resist (Reason), Haggling (Instinct), Crafts (Vigor), Swordplay (Vigor), First Aid (Reason), Scrapping (Vigor), Sense Danger (Instinct)

## UNSKILLED

React (Instinct), Aim (Vigor), Orate (Reason), Sway (Instinct), Storytelling (Reason), Music (Instinct), Theft (Instinct), Deceit (Reason), Discern Truth (Instinct)

NAME **Marion** ...a Lady Bandit.

# THE SHADOW OF YESTERDAY

**VIGOR**

**2** ○○○○○○○○○○  
○○○○○○○○○○○○

**INSTINCT**

**6** ○○○○○○○○○○  
○○○○○○○○○○○○

**REASON**

**4** ○○○○○○○○○○  
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**SECRETS**  
**Secret of Speciality (Sway):**  
 Charm Norman nobility  
 Marian was raised a noble and is skilled in etiquette and grace. You always have a bonus die when Marian attempts an action that falls within this speciality.

**XP**

Advances

**HARM**

	1	2	3	4	5	6
<b>V</b>						
<b>I</b>						
<b>R</b>						

**KEYS**

**Key of Fraternity (Sir Guy of Gisborne)**  
 Marian has known Sir Guy forever – they are cousins. He has been a friend and confidante, the one person who was more important than anyone else. Gain 1 XP every time Sir Guy is present in a scene with Marian (maximum 3 per adventure). Gain 2 XP whenever Marian has to make a decision that is influenced by Sir Guy. Gain 5 XP every time Marian defends Sir Guy by putting herself at risk. Buyoff: Sever the relationship.

**Key of the Guardian (Midge)**  
 Midge, the Miller's Son, is like a little brother to Marian. Gain 1 XP every time Midge is present in a scene with Marian. Gain 2 XP whenever Marian has to make a decision that is influenced by Midge. Gain 5 XP every time Will rescues them from deadly harm. Buyoff: Sever the relationship with Midge.

**Key of Conscience**  
 Marian has a soft spot for those weaker than their opponents. Gain 1 XP every time she helps someone who cannot help themselves. Gain 2 XP every time Marian defends someone with might who is in danger and cannot save themselves. Gain 5 XP every time she takes someone in an unfortunate situation and changes their life to where **they can help themselves**. Buyoff: Ignore a request for help.

**MASTER**  
 Etiquette (Reason)

**GRAND MASTER**

**ADEPT**  
 Resist (Reason), Sway (Instinct), Music (Instinct), Stealth (Instinct)

**COMPETENT**  
 Endure (Vigor), Orate (Reason), Storytelling (Reason), Swordplay (Vigor), Aim (Vigor), Deceit (Reason), Crafts (Vigor)

**UNSKILLED**  
 React (Instinct), First Aid (Reason), Quarterstaff (Vigor), Sense Danger (Instinct), Woodcraft (Reason), Discern Truth (Instinct), Hagglng (Instinct), Theft (Instinct), Scrapping (Vigor), Athletics (Vigor)

NAME **Midge, the Millers Son**  
...a Young Poacher.

# THE SHADOW OF YESTERDAY

## VIGOR

**3** ○○○○○○○○○○  
○○○○○○○○○○○

## INSTINCT

**5** ○○○○○○○○○○  
○○○○○○○○○○○

## REASON

**4** ○○○○○○○○○○  
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## SECRETS

### Secret of Small Stature

Midge is just a boy, and can use that to his advantage in combat. Gain a bonus die any time he is avoiding an attack from someone larger than him or any other situation in which his reduced size may help (i.e. an Athletics Ability Check to wriggle through a pipe.)  
Cost: nothing.

## XP

Advances

## HARM

	1	2	3	4	5	6
V						
I						
R						

## KEYS

### Key of Vengeance (Normans)

Midge has a burning hatred for the Normans. Gain 1 XP every time he hurts a Norman. Gain 2 XP every time Midge strikes a minor blow at the Normans - killing someone, disrupting their life, or destroying their property. Gain 5 XP every time Midge strikes a major blow at the hated invaders. Buyoff: Let a Norman enemy go.

### Key of Fraternity (Tuck)

Midge looks to Friar Tuck as a surrogate father, a friend who is more important than anyone else. Gain 1 XP every time Tuck is present in a scene with Midge (maximum 3 per adventure). Gain 2 XP whenever Midge has to make a decision that is influenced by Tuck. Gain 5 XP every time Midge defends Tuck by putting himself at risk. Buyoff: Sever the relationship with the Friar.

### Key of the Orphan

The Normans killed Midge's parents. It is his duty to carry on the family name. Gain 1 XP every time Midge tells a story of his family. Gain 2 XP whenever he defends his family name or lands in words or in battle. Gain 5 XP whenever Midge finds a new legend of his people. Buyoff: Join another family, literally or metaphorically.

## MASTER

Stealth (Instinct)

## GRAND MASTER

## ADEPT

React (Instinct), Theft (Instinct), Deceit (Reason), Athletics (Vigor)

## COMPETENT

Endure (Vigor), Swordplay (Vigor), Aim (Vigor), Scrapping (Vigor), Sense Danger (Instinct), Crafts (Vigor), Woodcraft (Reason)

## UNSKILLED

Resist (Reason), Haggling (Instinct), Quarterstaff (Vigor), Orate (Reason), Sway (Instinct), Discern Truth (Instinct)

NAME **Will Scarlet** ...a Dandy.

# THE SHADOW OF YESTERDAY

## VIGOR

**5** ○○○○○○○○○○  
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## INSTINCT

**4** ○○○○○○○○○○  
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## REASON

**3** ○○○○○○○○○○  
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## SECRETS

### Secret of The Scarlet Sword

Will Scarlet's blows send people flying. Knock back a stricken character 10 feet per success level, or multiple opponents for less. If used during Bringing Down the Pain, Will's opponents are forced to defend for the next round while they recover. Cost: 2 Vigor.

### Secret of Sherwood Forest

Your character gains a bonus die to Stealth and Battle when in thick forest. Cost: nothing.

## XP

Advances

## HARM

	1	2	3	4	5	6
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## KEYS

### Key of Unrequited Love (Marion)

Will loves Marion, but Marion does not know about or return this love. Gain 1 XP whenever Will has to make a decision that is influenced by Marion. Gain 2 XP every time Will attempts to win Marion's affection. Gain 5 XP every time Will puts himself in harm's way or makes a sacrifice for Marion. Buyoff: Have Will abandon his pursuit of Marion - or win her love.

### Key of Glory

Who cares about power or riches? Will Scarlet craves fame! Gain 1 XP when Will's actions inspire strangers to talk about him insultingly (there's no such thing as bad publicity). Gain 3 XP when his deeds win acclaim and adulation. Buyoff - Adopt a pseudonym or go incognito.

## MASTER

Swordplay (Vigor)

## GRAND MASTER

## ADEPT

React (Instinct), Storytelling (Reason), Athletics (Vigor), Etiquette (Reason)

## COMPETENT

Endure (Vigor), Scrapping (Vigor), Sense Danger (Instinct), Stealth (Instinct), Woodcraft (Reason), Aim (Vigor), Music (Instinct)

## UNSKILLED

Resist (Reason), Discern Truth (Instinct), Orate (Reason), Sway (Instinct), Hagglng (Instinct), Crafts (Vigor), Quarterstaff (Vigor), Theft (Instinct), Deceit (Reason), First Aid (Reason)

NAME **Tuck** ...a Friar.

# THE SHADOW OF YESTERDAY

**VIGOR**

**6** ○○○○○○○○  
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**INSTINCT**

**4** ○○○○○○○○  
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**REASON**

**2** ○○○○○○○○  
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**SECRETS**

**Secret of Blessing**  
With a successful Pray ability check, Friar Tuck may bless the actions of a group. You must state a specific goal for the group to accomplish. Your success level with this ability check is a pool of bonus dice any member of this group can use in accomplishing this task. Cost: 1 Vigor.

**Secret of the Hidden Pocket**  
The Friar is adept at hiding objects on his person. No matter how carefully searched the character has been, she may pull an inexpensive, small (hand-sized) item off her person with a successful Stealth ability check. There is no need for you to have written this item on the character sheet previously. Cost: 1 Instinct.

**XP**

Advances

**HARM**

	1	2	3	4	5	6
<b>V</b>						
<b>I</b>						
<b>R</b>						

**KEYS**

**Key of the Hypocrite**  
Every time the good Friar takes an action at variance with his Catholic propriety, you gain 1 XP. Whenever he gets called out on this hypocritical behavior and persuasively rationalizes it, you gain 2 XP. You gain 5 XP if this involves a direct threat to his profession, social standing, or life & limb. Buy-Off: Have Tuck publicly confess his shameful hypocrisy.

**Key of the Guardian (Marian)**  
Tuck has been secretly appointed Marian's bodyguard by Robin Hood. Gain 1 XP every time Marian is present in a scene with Tuck. Gain 2 XP whenever Tuck has to make a decision that is influenced by Marian. Gain 5 XP every time he rescues Marian from harm. Buyoff: Sever the relationship with Marian.

**MASTER**  
Orate (Reason)

**GRAND MASTER**

**ADEPT**  
Resist (Reason), Counsel (Reason), Storytelling (Reason), Sway (Instinct)

**COMPETENT**  
React (Instinct), Pray (Vigor), Hagglng (Instinct), Quarterstaff (Vigor), First Aid (Reason), Discern Truth (Instinct), Etiquette (Reason)

**UNSKILLED**  
Endure (Vigor), Theft (Instinct), Deceit (Reason), Aim (Vigor), Swordplay (Vigor), Scrapping (Vigor), Sense Danger (Instinct), Stealth (Instinct), Athletics (Vigor), Woodcraft (Reason), Crafts (Vigor)

### **KIRKLEES: A Trap for the Merry Men**

- Robin is sick and went to stay with his cousin.
- The Prioress of Kirklees, Robin's cousin and her lover Roger of Doncaster, Red Roger
- It's a trap!
- Robin is actually imprisoned in Nottingham castle and still gravely ill.

### **SHERWOOD FOREST: Allies and Enemies**

- Black Dickon, forester
- Clorinda, Queen of the Shepherds
- Gilbert White-hand, poacher in love with Clorinda
- The village of Mansfield, deep in the forest
- Sir Guy of Gisborne, thief-taker

**NOTTINGHAM CASTLE**, where Robin Hood is kept prisoner and Prince John the usurper reigns (he's absent)

- Sherrif of Nottingham
- The dovecote, The orangery
- The flogging post where Midge's dad is hanging.
- The return of Sir Guy

### **OTHER PLACES IN NOTTINGHAMSHIRE**

Blidworth, Tuck's home

Wickham and Locksley, border towns

Nottingham, St. Mary's church, the evil Abbot of St. Mary's

Barnsdale, on the Great North Road, bandit's home turf

#### **SAXON MEN**

1. Aiden
2. Teague
3. Efnisien
4. Hoel
5. Maddox
6. Fingal
7. Killian
8. Herne
12. Gwawl
13. Fearghus
14. Calder
15. Deargh
16. Scilti
17. Tegid
18. Duffy
19. Edan
20. Fiacre

#### **SAXON LADIES**

1. Brigit
2. Nantosuelta
3. Isolde
4. Fingula
5. Guennola
6. Zinerva
7. Oilell
8. Oppida
9. Rowena
10. Penarddun

#### **FRENCH LADIES**

1. Rohesia
2. Arlette
3. Liaze
4. Elisot
5. Alyon

#### **FRENCH GENTLEMEN**

1. Theobald
2. Lijart
3. Isembard
4. Guillemaque
5. Parzifal
6. Evrouin
7. Reignard
8. Clarembaut
9. Wychard
10. Frideric