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-----Character Sheet-----

Name:

Role:

Country of Origin:

Size:

Species:

---Attributes---

Robustness: /12

Agility: /12

Intelligence: /12

Sensibility: /12

Charm: /12

Will: 3/3

Strikes: 3/3

Speed: (Robustness + Agility)

---Skills---

Acrobatics:

Athletics:

Melee:

Ranged:

Brawl:

Prevent Harm:

Endure:

Stealth:

Legerdemain:

Deceit:

Persuasion:

Intimidate:

Academics:

Science :

Occult:

Mechanics:

Linguistics:

Travel:

Driving:

Insight:

Music:

Craft:

---Traits---

---Powers---

---Equipment---

---Ideals---

---Goals---

Zero:

On-a-Roll:

Hero:

Physical Description:

Rundown:

Abridged Character Creation

You've got a 6 in every Attribute and 10 extra points to spread around. You can't go higher than 12.

You've got a 0 in every Skill and 10 points to spread around. First point raises a Skill to 3, each following point raises it by one. You can't go higher than 6.

You have 3 Will Points.

Your Speed is equal to your Robustness + your Agility/5 in Squares per turn.

You pick a Species

You pick a Country

You pick a Basic Role and get its bonuses. Pick a Power from that Role's list.

You get 3 Traits. You can make your own traits, pick these Traits from the Generic Traits List or from some other Traits List open only to your Race or Role.

You get one extra Power. You can make it yourself, pick it from the Generic Powers List or from your Role's Powers List.

You get 3 Ideals.

You get 3 Goals.

You get 5 equipment points you can spend to determine your starting equipment. Each equipment point you spend gets you a piece of equipment with a +1 bonus to something. You can spend 2 equipment points together to get a piece of equipment with a +2 bonus, or 3 equipment points together to get a piece of equipment with a +3 bonus. You can't spend 4 or 5 equipment points on the same piece of equipment; such power can only be gained as part of an adventure.

Pick a name plus everything else and you are good to go.

Good luck and stay gold, hero boy.

Optional Rules:

You pick a Species and get its bonuses.

You pick a Country and get its bonuses, if there are any.

If you are Human, you get 3 Traits. If you are a Beast you only get 1 Trait. Other Species get their number of Traits. You can pick these Traits from the Generic Traits List or from some other Traits List open only to your Race or Role.



Name: Martin 'Sverd' av Sverdplydige

Role: Strong Guy

Country of Origin: Arrendelle

Size: Medium

Species: Human

---Attributes---

Robustness: 11/12

Agility: 8/12

Intelligence: 6/12

Sensibility: 5/12

Charm: 10/12

Will: 3/3

Strikes: 4/4

---Skills---

Prevent Harm: 5

Acrobatics: 3

Athletics: 4
Brawl: 3
Endure: 3
Melee: 4
Persuasion: 4

---Traits---

Knight of Faith: When fighting for a cause you truly believe is right, without a trace of doubt in your heart, gain +2 to Prevent Harm and Endure rolls by merit of your strength of spirit. However, any doubt of the cause or fight's righteousness causes a -1 penalty to Prevent Harm and a -3 penalty to Endure for the duration of the doubt.

Honest Hearts: The intensity of your genuine nature is clearly apparent when you speak, resulting in a +2 to all persuasion rolls so long as you have not told a lie this session.

What do you mean?: You are quite beautiful, even by the standards of Disney protagonists, gaining +4 to Deceit and Persuasion against the opposite gender.....but from time to time, you attract some attention that you certainly don't want.

---Powers---

For Tomorrow: You are but a tool of the light. With one strike left, spend a will point during the enemy turn to immediately negate the next attack against you and make one persuasion or melee check, dealing triple damage upon a success. Regardless of success or failure, immediately deal one strike to yourself after this check is made.

Charge of the Light Brigade: When charging into odds that are certain death (or at least near-certain death), you may spend a Will Point. Gain a +5 bonus to all rolls for the rest of the Scene as long as your life is in immediate danger.

---Equipment---

Frozen, Rusty Sword: Melee +1

Frozen, Rusty Armor: Prevent Harm +1

Locked Amulet: Endure +3

---Ideals---

- Do right by Queen, God, and Country.
- Never willingly lie, insult, or harm an innocent.
- Sacrifice everything for the sake of what is good and true.
- Make Dad proud.

---Goals---

Zero: Find my father and rescue him from whatever peril he may be in.

On-a-Roll: Rescue the Queen from her affliction and reverse the frozen curse of the North.

Hero: Save the world from whatever evil corruption befouls it!

Physical Description:

<https://i.imgur.com/pSyAMG6.jpg>

Far left. Tall, blonde, poorly-fitted armor. The straightest back and the clearest eyes you've ever seen.

Rundown:

Knight from the frozen land of Arendelle with a pledge to save his queen and country.



Name: Zhang Kaito
Role: Nimble Guy
Country of Origin: Hunnic Japan
Size: Medium
Species: Human

---Attributes---

Robustness: 8/12
Agility: 10/12 (4d6 drop lowest)
Intelligence: 7/12
Sensibility: 7/12
Charm: 8/12
Will: 3/3
Strikes: 3/3

---Skills---

Acrobatics: (3)
Athletics: 4
Melee: 4
Ranged: 5
Prevent Harm: (3)
Endure: 3
Travel: 4

---Traits---

Combo

If your Agility exceeds that of the foe by at least 5 points, you can attack a second time in the same turn.

Let Me Show You How It's Really Done

+2 to combat rolls if the foes are using the same type of weapon or combat style

Big Game Hunter

+3 on ranged rolls against large, dangerous animals. Particularly mean kittens don't count.

---Powers---

Draw!

Spend a Will point. You gain an extra action this turn, and gain a +5 bonus to do a trick shot with a ranged weapon like shooting a weapon out of someone's hands.

Achilles Heel

Identify one target enemy. You are able to spot a crippling weak point. All allied attacks against this enemy get +2 to cause a physical Strike or whatever the terminology is.

---Ideals---

Respect Nature's Gifts

Do Trick Shots When Possible

Make Witty Banter

---Goals---

Zero: Get your name out there as a renowned marksman.

On-a-Roll: Find a way to prevent your village from getting destroyed by pirates/sea monsters/pirate sea monsters.

Hero: Reunite Japan as peacefully as possible.

---Equipment---

Bow, Quiver & Arrows (+2 Ranged)

Hunting Knife (+1 Melee)

Physical Description:

Medium height and build. Wears a green tunic and beige underclothes. Keeps his hair in a knot and his facial hair in a goatee.

Rundown:

Kaito was a citizen of Hun ruled Japan. This means he had to live under the constant threat of raiding pirates, pissed off megafauna, and bitching from his ancestors. One day, instead of ignoring it as usual, he decided to go out into the world and make a name for himself. That way, he could use his gained fame and fortune to better the lives of the people in his home village.

He has a little sister named Yumiko, whom he trains in archery whenever he can. He might be training her a bit early, but you never know when something needs to be covered in arrows.

Unless you're Kaito, in which case you know everything needs arrows in it all the time.

Likes: Adorable forest creatures, shooting things with arrows (the two clash on occasion)

Dislikes: Pirates, taxes, misplacing arrows when he really needs them.



Tlazel Yolotli
Strong Guy, Eldorado, Human

-Stats-

Robustness: 10

Agility 8

Intelligence 7

Sensibility 7

Charisma 8

Will 3

-Skills-

Athletics 4

Brawl 3

Melee 5

Endure 3

Insight 3

Occult 3

Prevent Harm 5

-Traits-

Not on My Watch!: +2 to Melee and Ranged against those who would hurt the innocent.

Chivalry: +3 to all social rolls so long as you uphold the warrior code of your culture.

Zealous Champion: Pick a cause. You cannot be dissuaded from your cause by Illusions or social skills unless the other party spends a Will point.

-Powers-

Glory of the Five Suns: By spending a Will point, you add +2 to all Melee and Ranged attacks and to any attempt to incite fear or awe for a round. This bonus is increased by +1 if you are exposed to direct sunlight and/or +1 if the opponent is vulnerable to fire.

You Should Pick on Someone Your Own Size (Or Bigger, Like Me): When an ally is physically attacked, you can spend a Will point to make a move and either attempt to “take the bullet” or attempt a Melee attack against the offender.

-Ideals-

It is the duty of the strong to protect the weak.

The gods are always watching.

Justice requires sacrifices.

-Goals-

Zero: Escape from Eldorado and find outside help for your cause.

On a Roll: Refound the order of the Eagle Warriors.

Hero: Bring Tzekel-Kan to justice for his crimes against gods and men.

-Equipment-

Macuahuitl (one-handed weapon)

Buckler (+1 to Prevent Harm)

Feathered copper scale cuirass (light armor)

Eagle-head helm (fancy headgear)

Rundown: Strong, stubborn, relatively charming, not too bright (perfect knight material, in short) son of a minor noble inducted into the Eagle Warriors, one of the Aztec society's many militant orders of “knights”, notable mainly for their devotion to the sun gods and their frequent use in “police duty”. Long story short: the grandmasters start getting too nosy about the rumors of the king being just a puppet for the high priest and the latter's dabbling in blood magic, Tzekel promptly has the order disbanded and declared heretics and public enemies and our little Tlaci suddenly finds himself turned from pampered and respected lawbringer to wanted man and next in line for the sacrificial altar. Finding himself pushed into a corner, his only chance is to abandon his beloved village and try his luck into the wider world, hoping to find new brothers-in-arms to expose the high priest and free the country from his stranglehold (and hopefully gain his title back).

Name: Boxin' Lazarus
Role: Sensible Guy
Country of Origin: Olympia
Size: Medium
Species: Human

"Cunning is to know when to strike your foe, wisdom is to have him share his wine before the match."

---Attributes---

Robustness: 12/12
Agility: 7/12
Intelligence: 7/12
Sensibility: 10/12
Charisma: 5/12
Will 3/3
Strikes 3/3

---Skills---

Brawl: 4 (5)
Prevent Harm: 2
Endure: 4
Persuasion: 3
Academics: 3
Travel: 3
Insight: 5



---Traits---

The Rum is Never Gone: Being a pirate is a hard lifestyle, oftentimes needing a hard drink to make it a little more tolerable. A Man or Woman of the Sea is able at any moment to find or produce from their person a flask or bottle of alcohol upon need.

Whispers of Tartarus: In Hades' realm, the lands of the living and the dead intermingle oddly. If you tilt your ear just right, you can hear the mutters of the long dead- and if you pitch your voice just right, you can ask them questions. Bonus to Occult and Academics.

Hakuna Matataa!: +2 to resist on any sort of mental distress

---Powers---

My Word is as Good as Law: When swearing any sort of oath or making any sort of promise, you may spend a heart point to gain a +5 bonus to any checks you need to directly fulfill the oath or promise.

Gadfly: Identify one character. Discern that which they are most proud of.

---Ideals---

Self Sufficiency: Lazarus regards self sufficiency to be the highest ideal, and despises bonds or debts (official or otherwise)

Virtue is its own reward: Lazarus strives to his ideals of Strength, Wisdom and Straightforwardness

My Favorite Wine is Someone Else's: Lazarus enjoys feasting and drinking with friends

---Goals---

Zero:

Become completely self sufficient

On-a-Roll:

Steal a goblet of nectar

Restore Evelyn to her former self

Hero:

Free the gods from Tartarus

Beat Hades in a boxing match

Equipment:

Cesti (+1 to Brawl)

Tattered Cloak

Physical Description: Boxin' Lazarus has a Mediterranean complexion, tan and wrinkly from his long exposure to sun. He has a slight hunch and loose skin, which belies his enormous, knotted muscles. He is bald, but wears an enormous, shaggy white beard, a mark of his philosophical profession. Other than an, extremely thinly worn cloak and his lead weighted boxing wraps, Boxin' Lazarus is completely nude. He is not a sight for the faint of heart.

RUNDOWN: Boxin' Lazarus is a gnarled old man from eastern Olympia, who gave up the highest Olympic honors as a young man to become an ascetic philosopher. Since then, he has traveled the world, living under the maxim of self sufficiency. In his pursuit of philosophy, he decided that no man could live in virtue if the Gods remain trapped in the dark prison of Tartarus, and that the natural order is out of balance. Even in his advanced age, his rugged lifestyle and athletic background has made him a tough nut to crack, and he can easily endure the harshest of climates. In addition, as a philosopher, he knows how to dig into people and find their misguided ways, and thereby ruthlessly reprimand them, exhorting them to become a better person. Whether he fights with his fists or his words depends on how much he's had to drink, though those who he deems as good he will only scold, so as to better them. However skilled of a fighter and a philosopher he is though, his simple life has not led him to learn more nuanced skills, which he deemed to be "trifles." He is married to the Fairy Queen of Spiders, named Evelyn. She doesn't like him very much.

Name: Catherine Saint-Claire
Role: Smart Guy
Country of Origin: Imperial Republic of Atlantis
Size: Medium
Species: Human

---Attributes---

Robustness: 9/12
Agility: 7/12
Intelligence: 10/12
Sensibility: 7/12
Charisma: 7/12
Will: 4

---Skills---

Athletics: 3
Prevent Harm: 3
Academics: 3
Science: 3
Occult: 3
Mechanics: 3
Linguistics: 3
Travel: 3
Craft: 4

---Traits---

Heart of Prometheus: There is no power on Earth, Heaven, or Hell that Atlantean ingenuity cannot harness. +3 to anything involving Occult and Mechanics/Science simultaneously.

Bamboo Technology: +4 to Crafting rolls when you have no tools or materials appropriate for what you're trying to do.

Trust me, I'm a Doctor: +2 on Science, Occult, and Academics if you can somehow explain how your character knows this particular subject.

---Powers---

No More Chinese Laundry: Spend a Will point to assemble an explosive from everyday materials. Must have something on hand that could conceivably explode -- can't just magic bombs out of thin air. Coconuts okay. At the end of the round you have at least one pound of highly unstable explosive material that will miraculously not go off in your hands. We'll leave it to you as to what to do with it.

I Read About That!: Spend a Will point. Gain +3 to the next Academics, Occult, or Science roll you make. Roll twice and take the better result.



---Ideals---

Minimum Civilian Casualties

Eco-friendly Explosions

Help the sick

---Goals---

Zero: Solomon I'm baaaaaaaack!: Blow up a king's Fortress/Castle and or Mountain. King's survival: Optional

On a Roll: Eastern Wonderland: Have a tea party with an enemy after a fierce encounter.

Hero: Love's deterrent power: Achieve world peace with the help of medicine and explosives.

--Equipment--

Medical Kit

Explosive Kit

Rundown:

She came from a long line of wealthy doctors from the Imperial Republic, after a disastrous medical mission that left her an orphan she swore to continue her parent's work of helping the sick.

After visiting a certain flower shop for a patient. She became enamored with the art of explosions. When Catherine was young she found solace In old stories of wizards and sorceresses making miracles and helping people, this gave her an Idea (after inhaling certain chemicals and reagents) after donning her wizard cap and robes she went out of the republic as a wandering healer...and demolitions expert.

Name: Billy Slick
Role: Agile Guy
Country of Origin: Wild West
Size: Large
Species: Allosaurus (Carnosaur)

---Attributes---

Robustness: 10/14
Agility: 12/12
Intelligence: 6/12
Sensibility: 4/12
Charm: 10/12
Will: 3/3
Strikes: 3/3

---Skills---

Acrobatics: 3
Athletics: 3
Melee:
Ranged: 4
Brawl: 3+2
Prevent Harm: 3
Endure: 3
Stealth:
Legerdemain:
Deceit:
Persuasion: 3
Intimidate: 3
Academics:
Science :
Occult:
Mechanics:
Linguistics:
Travel: 3
Driving:
Insight: 3
Music: 3 (Harmonica)
Craft:

---Traits---

Lizard King: +3 on all Social rolls against Lizards and other cold-blooded land dwellers.
Bonecruncher: Ignores Armor on Brawl or Melee rolls
Bull Charge: Make the bonus +2, and stacks with Giant Size bonus for a total of +6 on a charge.
Impossible Strength: +2 to Robustness Cap
Let Me Show You How It's Really Done: +2 to attack rolls against someone using the same kind of weapon (revolvers, usually)

---Powers---

Tyrant's Roar: Spend a Will Point to gain +10 to an Intimidate roll, and it affects everyone within a hundred meters instead of one target.
Ride'm!: No matter if it be some strange horse or a bony fish or an even bigger lizard, the character is capable of riding anything able to carry his or her weight.
Draw!: Spend a Will point. You gain an extra action this turn, and gain a +5 bonus to do a trick shot with a gun like shooting the weapon out of someone's hands.

---Ideals---

Shoot something heroically
Bring outlaws to justice
Get someone to recognize your authority

---Goals---

Zero: Clean up the county of Slim's bandit goons!
On-a-Roll: Shut down the Hunters Club branch in the Wild West!
Hero: Bring all the criminals in the world to justice!

Physical Description: He's a goddamn cowboy T-Rex. He has a sixty-gallon hat and a bandolier for his revolvers that someone else has to put on because lord knows he can't do it.

Rundown:

COWBOYOSAURUS REX, THE SHERIFF OF THIS TOWN.

Name: Maliq Su'harn
Role: Charming Guy
Country of Origin: Agrabah
Size: Medium
Species: Human

---Attributes---

Robustness: 8/12
Agility: 10/12
Intelligence: 5/12
Sensibility: 7/12
Charm: 11/12
Will: 3/3
Strikes: 3/3

---Skills---

Acrobatics: 3
Ranged: 3 (+4 w/ pistols, +5 w/ bow)
Prevent Harm: 3
Stealth: 3
Legerdemain: 3
Deceit: 3
Persuasion: 3
Travel: 3
Music: 3
Driving: 3
Insight: 3

---Traits---

Whim of the Mad God: Living under the capricious decrees of the Sorcerer-Sultan Jafar has made you sensitive to the actions of the King and the Rule. You get an Insight bonus on predicting where and how the Rule will strike, and a Stealth bonus to avoiding the King's notice.

Lord of the Dance: +4 to Music checks made leading the whole party in dance to buff a Persuade or Deceit

I'd Love to Stay and Chat, But...
+2 on ranged rolls made while running away.

---Powers---

How Dashing: Spend a will point; +5 to Deceive and Persuasion as long as you are doing something suitably ridiculous like dancing in front of armed guards.

-Quick Draw King

You may always make one attack in the surprise round, and never suffer penalties in the surprise round.

---Ideals---

Resist Local Authority

Help the Oppressed

Steal Treasure From Those Who Deserve It

---Goals---

Zero: Free at least one village from a tyrannical ruler

On-a-Roll: Lead an uprising

Hero: Depose Jafar and free Agrabah

Equipment:

Pistol, Ammunition: One handed weapons (+1)

Pouch of Stolen Spices (can throw in pursuers' faces to slow them down)

Shortbow: Two handed weapon (+2)

Light Armor

Physical Description:

About 5'8", slender, dark hair, light brown skin. Malik is very energetic in his mannerisms, bordering on explosive. Always cheerful, because he's seen things get about as bad as they can get and come around for the better.

Rundown:

Born under the rule of Jafar, Malik has been running and hiding his whole life, trying to help the needy. However, he felt that he was not doing enough. One day, he decided that he would leave the Sultanate with the group of street urchins who he cared for. They managed to get to the Archidocesis Pontificis Immortalis, and made something of a life there, but Malik decided that his work wasn't complete until Jafar was finished, so he went out to gain allies and strength, as well as to help the oppressed. He often takes treasure from the corrupt and powerful, but doesn't really know what to do with money, so he tends to give it away. He's been known to do things such as cover the tab of everyone in a bar for a night or give bags of gold to beggars.

Name: Burnum Purungu
Role: Sensible Guy
Country of Origin: Australia
Size: Medium
Species: Human

---Attributes---

Robustness: 7/12
Agility: 8/12
Intelligence: 8 /12
Sensibility: 10/12
Charm: 7/12
Will: 3/3
Strikes: 3/3

---Skills---

Acrobatics: 3
Athletics: 3
Melee: 3
Ranged: 3
Prevent Harm: 3
Endure: 3
Stealth: 3
Travel: 4
Insight: 4

---Traits---

-Line-Singer: +4 to travel in previously-visited areas
-Big Game Hunter
+3 on ranged rolls against large, dangerous animals. Particularly mean kittens don't count.
-Paint With All The Colours of The Wind
+4 to survival-based Travel so long as you always show the natural world its due respect.

---Powers---

-Shaman
May spend a heart point to receive aid from powerful spirits.
-Pierce the Truth
Spend a Will point. Grant your allies a +5 bonus to overcome Fear and +5 to recognize Illusions.

---Ideals---

-Pay your respects
-Always be wary
-Dreams are worth more than you think

---Goals---

Zero: Bag me a big 'un

On-a-Roll: Bag me a Beast-King

Hero: Bag me a damn God!

Physical Description:

5'7" tall, australian aboriginal and all that entails. Normally keeps his hair and beard close cropped. Wiry build without an ounce of fat on him. Hard calloused skin, especially on his feet. Usually wears little clothing, but will adapt to the local climate.

Rundown:

He wanted to see the world and hunt some big things to get into the EGHC.

Name: Antrodemus Red-Throat
Role: Charming Guy
Country of Origin: Dinosaur Island
Size: Large
Species: Dwarf Allosaur

---Attributes---

Robustness: 10/12
Agility: 8/12
Intelligence: 8/12
Sensibility: 5/12
Charm: 11/12
Will: 3/3
Strikes: 3/3

---Skills---

Brawl: 3
Endure: 3
Persuasion: 3
Intimidate: 5
Academics: 3
Linguistics: 3
Travel: 3
Insight: 3

---Traits---

-Don't You Disrespect Me, Little Man!
+3 to Intimidate if the character has taken a Social strike in this Situation.
-Slicing Teeth: +2 on Brawl and Melee rolls using natural weapons
Lizard King: +3 on all Social rolls against Lizards and other cold-blooded land dwellers.

---Powers---

-Tyrant's Roar: Spend a Will Point to gain +10 to an Intimidate roll, and it affects everyone within a hundred meters instead of one target.
-Everybody Hold It! (Charisma)
+4 bonus to halting a fight already in progress via diplomacy/shouting really loudly. Preventing it from starting up again is, unfortunately, another roll.

---Ideals---

Always keep your word
Honesty is the best policy
Make the prey know its place (look down on non-human animals)

---Goals---

Zero: Achieve a high level of fame as a diplomat

On-a-Roll: Boot out the Beast-Kings

Hero: Help restore the power of the dinosaurs of old

Physical Description:

Sometimes wears a cloak with pockets near his hands



Rundown:

A highly intelligent dinosaur that left the Isle in order to re-establish the obvious superiority of his kind.



Name: Floofy Woofy the Beloved Family Friend

Role: Sensible Guy

Country of Origin: EGHC

Size: Medium

Species: Dog (Poodle)

---Attributes---

Robustness: 8/14

Agility: 8/12

Intelligence: 7/10

Sensibility: 10/12 (4d6 drop lowest)

Charm: 9/14

Will: 3/3

Strikes: 3/3

---Skills---

Brawl: 3

Prevent Harm: 3

Endure: 3

Stealth: 3

Persuasion: 3

Linguistics: 3 (Human, Vermin, Bird)

Travel: 4

Insight: (3)

Music: 4

---Traits---

Loyalty - +2 on attack rolls against an enemy that has Struck an ally.

Puppy-Dog Eyes - Spend a Will point; +4 on Convince/Deceive

All Will Be Well - +3 when trying to calm down or convince a frightened character

---Powers---

Pierce the Truth: Spend a Will point. Grant your allies a +5 bonus to overcome Fear and +5 to recognize Illusions.

Protector: If an ally has suffered a combat Strike in a battle, you can choose to defend and fight alongside that character. Both characters gain +4 to combat while fighting together

---Ideals---

You're man's best friend.

Singing makes a trip go by faster.

Mice are nice.

---Goals---

Zero: Find your Owner.

On-a-Roll: Earn the title of 'Good Boy' from a King.

Hero: Prove yourself as the superior hunting dog.

Natural Weapon

Bite: +2 to Brawl rolls

Equipment:

Talking Collar: +3 Linguistics

Fancy Ribbon: +2 Persuasion



-----Character Sheet-----

Name: Nanuk-Shash

Role: Charming Guy

Country of Origin: Aurora

Size:

Species:

---Attributes---

Robustness: 11/12

Agility: 7/12

Intelligence: 4/12

Sensibility: 8/12

Charm: 12/12

Will: 3/3

Strikes: 3/3

---Skills---

Melee: 3 (4)

Prevent Harm: 3 (4)

Endure: 3

Legerdemain: 3

Deceit: 3

Persuasion: 3

Intimidate: 5

Linguistics: 3 (human, insect, reptile)

Music: 4 (7)

---Traits---

Gentleman: +3 to all Deceive rolls to convince people that you are human, +2 to Deceit and Persuasion rolls against people who think that you are a human, and +2 Intimidate against those who know you're a bear

Bear Hug: +2 bonus to Sensibility rolls involving friendly characters

Bear Necessities: +2 on Endure, +3 Travel.

Meowr: +1 to Intimidate

---Powers---

How Dashing: Spend a will point; +5 to Deceive and Persuasion as long as you are doing something suitably ridiculous like dancing in front of armed guards.

Protector: If an ally has suffered a Strike in battle, you may choose to defend and fight alongside them, granting both of you +4 to combat rolls

---Ideals---

Maintain human disguise in social situations

Protect animals and the weak

Do not leave the innocent to be destroyed.

---Equipment---

-Snug Armor: +1 to Prevent Harm

-Battle Accordion: +3 to Music

-Stolen Sword: +1 to Melee

---Goals---

Zero: Take someone down responsible for major injustice to animals

On-a-Roll: Attain a position of considerable respect among the humans

Hero: Make a land a paradise for bears and other wild creatures. A Bearadise, if you will.

Physical Description:

Very small for a bear (the size of a large human), white, large fangs, black nose

Rundown:

Nanuk was an ambassador for a tribe of intelligent bears to a tribe of Indians before the rise of Radcliffe's reign of terror. When Radcliffe marched on the Indian tribe, Nanuk fought to save them, but in the end he fled to his own people, wanting to make sure they were safe. This is his greatest shame, but he accepts that the direct approach can be doomed to fail sometimes. However, when he returned home, he discovered that his tribe had wandered too far from the Blessed Aurora and entered the Realm of Man. Hunters had hunted the whole tribe to extinction. In a moment of genius, Nanuk grabbed a set of armor from a fallen guard (his tribe was not so weak as to go down without a fight) and disguised himself as a human. He made his way south to the human lands with the goal of creating a world where his people could thrive, if not as a bear, then as a man.

Name: Armand Gravois
Role: Charming Guy
Country of Origin: Shadowlands/New Orleans
Size: Medium
Species: Human

---Attributes---

Robustness: 5/12
Agility: 10/12
Intelligence: 6/12
Sensibility: 7/12
Charm: 12/12
Will: 3/3
Strikes: 3/3

---Skills---

Melee: 3
Prevent Harm: 3
Legerdemain: 3
Deceit: 3
Persuasion: 3
Intimidate: 4 (5) (7 w/ He's Got A Sword)
Insight: 3
Music: 5 (8)

---Traits---

Hello, Gorgeous: You are quite beautiful, even by the standards of Disney protagonists, gaining +4 to Deceit and Persuasion against the opposite gender.....but from time to time, you attract some attention that you certainly don't want.

He's Got a Sword: +2 to Intimidate if you are wielding a melee weapon.

Meow: +1 to Intimidate

---Powers---

Quick Draw King: You may always make one attack in the surprise round, and never suffer penalties in the surprise round.

Backup Vocals: Whenever someone makes a music roll, you may choose to spend a Will Point to add your music score to their roll, including equipment bonuses

---Equipment---

Guitar: +3 Music
Switchblade: +1 Melee
Silk Suit: +1 Prevent Harm



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---Ideals---

Defend those in need

Impress and inspire with the power of music

Never let anyone get the drop on you

---Goals---

Zero: Save a group of children from an oppressive life.

On-a-Roll: Perform a masterpiece for over 200 people.

Hero: Depose a King and turn their Kingdom into a musical paradise where musicians are trained and appreciated

Physical Description:

Lean, dark-skinned, medium height, quick in speech, mannerisms, and movements

Rundown:

Armand grew up on the streets of New Orleans under the rule of the Shadowman. His father fled to Virginia, and his mother made the mistake of making a deal with one of the Shadowman's people who was posing as a doctor when Arm's brother Vincent was sick. Specifically, the doctor claimed to be able to make Vincent "right as rain". He did this, by turning Vincent into a storm cloud and sending him up to the sky, to be a part of the water cycle forever. What's more, the cost their mother paid for this was "gumbo made with all the love in [her] heart", and he demanded payment in full, which left her unable to feel love. Because she no longer loved anyone, including Arm, she eventually put him out on the street due to the fact that it didn't make logical sense for her to keep him around. He learned to cope with this loss, and found a new family among a gang of children on the streets. One of the older boys taught him guitar and gave him a spare stolen guitar, and he soon found a way to make money, profiting off of the raucous nature of the city in which he lived. Arm also developed a powerful reputation as a fierce knife fighter, able to take down any opponent, regardless of size. This reputation was actually carefully cultivated by Armand, as he was in fact an average knife fighter who had beaten one massive guy who he'd gotten drunk beforehand and just danced around until he fell down on his own. He's used his reputation to his advantage, however, to keep people from trying to fight him and to get his way, often flicking open his knife to silence potential opponents on the spot.

All this time, however, Armand knew that he couldn't stay in New Orleans forever, lest he slip up once and suffer his mother's fate. Eventually, he grew up, made enough money from busking to buy a nice suit and a (non-stolen) guitar, and he decided to pack up and leave town. He said his goodbyes and went west, looking for somewhere where he could become truly successful and use figurative language in songs without risk of horrible death due to a failure to be totally literal. (Having to write every song like a legal document is not great for the creative process.) He is a suave, friendly man, but he always is a bit cagey and reserved unless he's only with those he trusts fully, in which case he drops whatever character he is in.

Name: "Sir" Duncan

Role: Strong Guy

Country of Origin: Europe

Size: Large

Species: gorilla



---Attributes---

Robustness: 13 (4d6, keep 3)

Agility: 9

Intelligence: 8

Sensibility: 6

Charm: 8

Will: 3/3

Strikes: 4/4

Speed: 22

---Skills---

Acrobatics: 2

Athletics: 5

Endure: 3

Intimidate: 3

Linguistics: 3 (human, mammal, bird)

Melee: 4

Persuasion: 4

Prevent Harm: 3

Ranged: 3

Travel: 3

---Traits---

Ape: +2 Robustness, +2 Agility, -2 Sensibility

Large: +2 Robustness, +2 on Brawl rolls when running into combat

Natural Weapons: Punch, Grapple. Primates can use human weaponry and armor with a modicum of fuss, so no bonus to attack rolls -- they'll be using weapons of their own soon enough.

Wanna Be Like You: 1 rank of Linguistics at Character Creation

Increased Mobility: +2 Acrobatics

Force of a Great Typhoon: When fighting against mooks, additional strikes may carry over to nearby mooks within attack range. The next closest mook is affected first. If there is a tie, roll randomly.

---Powers---

Test Your Might: Spend a Will Point to challenge an enemy to HONORABLE, SINGLE COMBAT. Neither you nor the target may attack others while in single combat, nor may you be attacked by outside forces. You and your target must close to melee as soon as possible. This effect lasts 3 Rounds.

Sword of Truth: the character has vowed to never consciously lie. Gain +2 to all social rolls (including attacks) when you are speaking in plain truths. If your character ever does consciously lie, this Power provides no benefit until the character takes some significant action to make up for their actions.

---Equipment---

Massive Armor: +2 Endure, -1 Stealth

Gorilla-sized Sword: +1 Melee

Squire's Big Book O' Chivalry: +1 Academics, +1 Persuasion

---Ideals---

-Don Quixote that shit! be a knight befitting the stories

- anyone can be anything they wish if they try hard enough
- share a laugh with a stranger

---Goals---

Zero: rescue a bonafide princess

On-a-Roll: slay a dragon

Hero: restore the knights of England, whether or not they will have me

Physical Description: a black and gray male gorilla wearing plate mail with a huge sword on his back. While ridiculous and terrifying to look at, Duncan tries to smile and come off as friendly as much as he can to assure people he is here to stand up for Justice

Rundown: once the exotic pet of a European lord, the old man treated the ape more like a son. He read to him often, though mostly his beloved tales of knights and heroes long gone from the world. The old man passed away around when Duncan finished growing up, and as he explored their old home, he found the old suits of armor in a hidden room. Whether the man was a knight himself or was preparing it for the gorilla wasn't clear, but he saw his fate. Declaring himself a knight, "Sir" Duncan polished and put on the armor before running off into the world to act as a defender of justice and honor in the name of... well, somebody, because the Kings aren't what they used to be.

He has a sort of comic book justice (or Justice! to him). He refuses to lie, even when it screws him over, and assumes that everyone else will fight fair and face him in man to man combat when challenged. No matter how many times he's proven wrong, he remains optimistic and absorbed in his fairy tales.