

Kessa Vale – Soldier

Human · Clean · Former caravan guard

A road veteran who will not leave another driver behind.

Starting character · no Advances spent

Strength 15 (+2)	Dexterity 12 (+1)	Constitution 14 (+2)	Intelligence 8 (-1)	Wisdom 13 (+1)	Charisma 10 (+0)
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Health: 8/8; current ____ · **Defense:** 13 before cover · **Initiative:** d20 +1.

Armor: Medium armor, rating 2: adds 2 Defense and subtracts 2 Health loss. Disadvantage on Stealth checks. A hit reduced to 0 still gives Exposed or Impaired until your next turn; armor does not cancel brutal/severe Injury Rolls.

Training: Trained +2 in endurance, formation, and controlled violence. Other skills are untrained; overlapping training does not stack. Background: Caravan escort formations (overlaps role).

Starting feature — Hold the Line: You may Guard as a minor action. When you Guard, allies Engaged with you gain +1 Defense until your next turn.

Defining risk: People recognize your military bearing. Their response depends on their history with soldiers; establish that history before a check.

Sword: d20 +4 vs Defense; 1 Health loss before armor. A hit by 5+ adds 1 Health loss or a condition instead of that extra loss. One hand; no additional weapon tag in this starter.

Gear: Medium armor; Sword; Rope; Bandages; Blanket; Waterskin; One day of rations. **Coin:** 4 quarter-bits (1 quadbit); current ____.

Tie: Driver Dena Holt once carried you out of a failed escort. She wants you to bring her and her wagon home.

Obligation: You promised keeper Ada Venn that you would protect this food run. Walking away leaves the Outmarsh kitchen without its promised grain.

First move: Ask why the wagon is held before drawing steel. Offer to inspect the disputed sack with Dena.

Arcane capacity: $6 = \max(3, 4 + \text{Constitution} + 2)$.

Arcane boxes: 0/6 □ □ □ □ □ □ · **Arcane Traces:** 0 (keep 0–2) □ □; the third immediately converts to one box.

Highest tier on current track: none; now ____ · **Acquired Marks:** none; arcane entry / severity / effect:

Injuries: none; area / maximum Health reduction: _____

Bleed-Out: □ □ □ · **Conditions:** _____

Plaguefire attention: 0/4 □ □ □ □ · **Promises / favor debts:** _____

Advances: 0; earned ____; spent ____.

Orin Flint – Arcanist

Gnome · Clean · Warehouse lamp-tender

A careful caster proving that useful magic need not destroy a neighborhood.

Starting character · no Advances spent

Strength 8 (-1)	Dexterity 13 (+1)	Constitution 14 (+2)	Intelligence 15 (+2)	Wisdom 12 (+1)	Charisma 10 (+0)
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Health: 8/8; current ____ · **Defense:** 12 before cover · **Initiative:** d20 +1.

Armor: Light armor, rating 1: adds 1 Defense and subtracts 1 Health loss. No armor penalty. A hit reduced to 0 still gives Exposed or Impaired until your next turn; armor does not cancel brutal/severe Injury Rolls.

Training: Trained +2 in arcane spellcraft and arcane lore. Other skills and weapon attacks are untrained; overlapping training does not stack. Background: Arcane lamp tending (overlaps role).

Starting feature — Disciplined Channel: Cast arcane spells with Intelligence. Gain +1 Mark-track capacity. Sense others' ley Traces within Near and know when arcane magic is worked nearby, even unseen.

Defining risk: Your work leaves Traces. Anyone with Trace Reading recognizes your signature; witnesses can identify your work later.

Club: d20 -1 vs Defense; 1 Health loss before armor. A hit by 5+ adds 1 Health loss or a condition instead of that extra loss. One hand; no additional weapon tag.

Gear: Light armor; Club; Lamp and oil; Flint; Bandages; Blanket; Waterskin; One day of rations. **Coin:** 4 quarter-bits (1 quadbit); current ____.

Known cantrips · access Tier 1

Cast as a major action: d20 +4 (Intelligence +2, role +2). Pay even on failure or natural 20. Before payment, declare any Draw Deep: +2 to this roll per extra arcane box, not extra effect or new spell access. Natural results still apply; use the full outcome table in the reference.

- **Spark** — threshold 9; 1 Trace. Ignite dry tinder, shock one small target, or distract one watcher briefly. A shock costs 1 Health on a hit; distraction opens a moment to act, rather than compelling obedience. *Starter application:* Light the checkpoint cookfire or briefly distract one watcher.
- **Telekinetic Nudge** — threshold 9; 1 Trace. Move or tip one unattended object you could lift with one hand, within Near. It cannot lift a person, move a wagon, or force a loaded gate; slacken the load first. *Starter application:* Tip the gate peg once Dena has slackened its loaded cord.

Tie: Guild factor Elin Rusk gave you honest work. She wants the wagon recovered without her name attached to another magical disaster.

Obligation: You owe the kitchen a week of lamp-lighting after scorching its old awning. Completing the delivery does not automatically discharge that promise.

First move: Check for actual ley Traces; your starting sense is not Trace Reading and cannot identify another caster's last spell.

Arcane capacity: 7 = max(3, 4 + Constitution +2) + 1 Disciplined Channel.

Arcane boxes: 0/7 □ □ □ □ □ □ □ · **Arcane Traces:** 0 (keep 0–2) □ □; the third immediately converts to one box.

Highest tier on current track: none; now ____ · **Acquired Marks:** none; arcane entry / severity / effect:

Injuries: none; area / maximum Health reduction: _____

Bleed-Out: □ □ □ · **Conditions:** _____

Plaguefire attention: 0/4 □ □ □ □ · **Promises / favor debts:** _____

Advances: 0; earned ____; spent ____.

Mira Sen – Devout

Dwarf · Clean · Selmiran kitchen attendant

Mercy measured in bowls filled, not speeches.

Starting character · no Advances spent

Strength 12 (+1)	Dexterity 10 (+0)	Constitution 14 (+2)	Intelligence 8 (-1)	Wisdom 15 (+2)	Charisma 13 (+1)
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Health: 8/8; current ____ · **Defense:** 11 before cover · **Initiative:** d20 +0.

Armor: Light armor, rating 1: adds 1 Defense and subtracts 1 Health loss. No armor penalty. A hit reduced to 0 still gives Exposed or Impaired until your next turn; armor does not cancel brutal/severe Injury Rolls.

Training: Trained +2 in divine rites and Selmiran doctrine. Other skills and weapon attacks are untrained; this grants no universal medicine bonus. Background: Selmiran kitchen rites (overlaps role).

Starting feature — Steady Faith: Cast divine miracles with Wisdom. Gain +1 safe strain limit after the base minimum: your limit is 7. Reaching it is safe; exceeding it is declared overreach, not a Divine Mark.

Defining risk: Your miracles identify Selmira's faith. Priests, rivals, and witnesses remember how you use them. Failed rites spend effort without creating a duty or a demand for atonement.

Faith: Selmira's mercy means offering available food and basic care to people in immediate need, without extracting obedience or profit. Promise only supplies you can give.

Walking club: d20 +1 vs Defense; 1 Health loss before armor. A hit by 5+ adds 1 Health loss or a condition instead of that extra loss. One hand; no additional weapon tag.

Gear: Light armor; Walking club; Selmiran prayer cord; Bandages; Cooking spoon; Blanket; Waterskin; One day of rations. **Coin:** 4 quarter-bits (1 quadbit); current ____.

Known rites · access Tier 1

Cast as a major action: d20 +4 (Wisdom +2, role +2). Pay even on failure or natural 20. Before payment, declare any Draw Deep: +2 to this roll per extra strain, not extra effect or new spell access. Natural results still apply; use the full outcome table in the reference.

- **Sanctify** — threshold 10; 1 divine Trace. Purify one sack of food, one waterskin, or a small touched household space. Remove ordinary spoilage or contamination; it cannot create supplies, cleanse active Plaguefire, or remove a Mark. *Starter application:* Purify the opened grain sack; the sealed sound sacks need no rite.
- **Comfort the Faithful** — threshold 10; 1 divine Trace. Remove Shaken or Panicked from one willing creature within Near. It steadies fear without changing beliefs, erasing debts, or forcing consent. *Starter application:* Steady Dena if she willingly accepts help.

Tie: Kitchen keeper Ada Venn taught you the daily rites. She wants a truthful account of what can be served tonight.

Obligation: You accepted responsibility for receiving the shipment. If it cannot arrive, warn Ada and help ration what remains rather than conceal the loss.

First move: Offer to inspect and purify the opened sack. You know no Health-restoring miracle: use bandages and care for casualties.

Divine strain: 0/7 safe limit; current ____ · **Divine Traces:** 0 (third becomes 1 strain). Overreach: 1 Health per new strain above 7, paid after the rite; Exhausted and no channeling until strain recovers. State the price first; use the reference for injuries. Long rest: clear 2 strain, not all.

Arcane capacity: 6 = max(3, 4 + Constitution +2).

Arcane boxes: 0/6 □ □ □ □ □ · **Arcane Traces:** 0 (keep 0–2) □ □; the third immediately converts to one box.

Highest tier on current track: none; now ____ · **Acquired Marks:** none; arcane entry / severity / effect:

Injuries: none; area / maximum Health reduction: -----

Bleed-Out: □ □ □ · **Conditions:** -----

Plaguefire attention: 0/4 □ □ □ □ · **Promises / favor debts:** -----

Advances: 0; earned ____; spent ____.

Tavi Reed – Fixer

Human · Clean · Riverside errand broker

Someone always owes you one; today, you need that to matter.

Starting character · no Advances spent

Strength 8 (-1)	Dexterity 14 (+2)	Constitution 10 (+0)	Intelligence 13 (+1)	Wisdom 12 (+1)	Charisma 15 (+2)
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Health: 6/6; current ____ · **Defense:** 13 before cover · **Initiative:** d20 +2.

Armor: Light armor, rating 1: adds 1 Defense and subtracts 1 Health loss. No armor penalty. A hit reduced to 0 still gives Exposed or Impaired until your next turn; armor does not cancel brutal/severe Injury Rolls.

Training: Trained +2 in influence, negotiation, and leverage, including relevant Persuasion or Deception. Other skills and weapon attacks are untrained; overlapping training does not stack. Background: Trade negotiation (overlaps role).

Starting feature — Everybody Owes Somebody: Begin with three named contacts. Once per session, call in one favor for information, access, or a minor resource without a roll.

Defining risk: Agree the favor and what you owe before accepting it. Record the promise; the contact has needs of their own.

Knife: d20 +2 vs Defense; 1 Health loss before armor. A hit by 5+ adds 1 Health loss or a condition instead of that extra loss. Finesse permits Strength or Dexterity; Concealable grants advantage to hide or smuggle this knife. Tags: Finesse, Concealable.

Gear: Light armor; Knife; Ledger, charcoal and sealing wax; Bandages; Blanket; Waterskin; One day of rations.

Coin: 4 quarter-bits (1 quadbit); current ____.

Three contacts · favor used? ☐

- **Pell Doss** (Roadside milestone, scene 2): Show the dry bypass and its gate peg without a check. *Debt:* Take his next kitchen errand when this job ends.
- **Elin Rusk** (Riverside storehouse, scene 1; sends replies with Pell): Lend 8 quarter-bits for the legitimate toll, separate from the job advance. *Debt:* Repay the 8 quarter-bits after the job; this is not extra payment.
- **Ada Venn** (Outmarsh kitchen, scene 1 or 4; a message takes 30 minutes each way): Send a handcart and two volunteers to the milestone for a bypass plan. *Debt:* Help repair the kitchen roof during the next downtime.

Tie: Runner Pell Doss covered your last failed delivery. He wants his name kept out of an official complaint.

Obligation: Elin Rusk entrusted you with the original delivery receipt. Return it with an honest destination and sack count; falsifying it puts your work relationship at risk.

First move: Decide whether to spend your once-session favor now; no check is required for the listed favor.

Arcane capacity: 4 = max(3, 4 + Constitution +0).

Arcane boxes: 0/4 ☐ ☐ ☐ ☐ · **Arcane Traces:** 0 (keep 0–2) ☐ ☐; the third immediately converts to one box.

Highest tier on current track: none; now ____ · **Acquired Marks:** none; arcane entry / severity / effect:

Injuries: none; area / maximum Health reduction: _____

Bleed-Out: ☐ ☐ ☐ · **Conditions:** _____

Plaguefire attention: 0/4 ☐ ☐ ☐ ☐ · **Promises / favor debts:** _____

Advances: 0; earned ____; spent ____.