

# Mathais | Mina

Guard of the Queen's Watch



You can't help but feel that you owe the world for your upbringing. Your family's status meant you once had want for nothing. Kela, your father, made every effort to shape you into a son worthy of his line, but all he did was suffocate you. At the first opportunity you ran away and found work as a member of the watch in a no-place called Tudar.

**Why You Joined?** You hope to find a wife and raise a family in Tudar, escaping your heritage to create something of your own.

**Why You've Fallen?** You raged against the authority of your commanding officer, striking him. For a moment, you saw your father in him.

**Who You Trust?** Trust might be too strong, but you see potential in Richart | Rhita, even if they don't see it themselves. Encourage growth.

## MATHAIS | MINA

**Race** Human (Ambrian)

**Boon/Burden** Privileged, Addiction (wine)

**Accurate 7, Cunning 13, Discreet 8, Persuasive 15, Quick 10, Resolute 7, Strong 8, Vigilant 10**

**Abilities** Dominate (novice), Leader (adept), Man-at-Arms (novice), Tactician (novice), Loremaster (novice)

**Weapons** Broadsword 1D8 (balanced), Dagger 1D6 (short)

**Armor** Fine chainmail coat 1D8 (flexible)

**Defense** 10 (flexible armor, +1 for balanced weapon)

**Toughness** 10 **Pain Threshold** 4

**Equipment** Camping gear, pipe and tobacco, skin of wine, golden locket, 5 thalers

**Shadow** Gleaming bronze with flecks of gold (corruption: 0)

# Arno | Arnelle

Guard of the Queen's Watch



You grew up wanting to see the world, but when it came to it you didn't like it much. Your family came across the mountains and settled in Nolla, west of the forest in Mervidun. While your father raised his family with back-breaking work in timber, you found solace and wisdom in the forest.

**Why You Joined?** Nolla has suffered several outbreaks of bleeder's disease spread by blighted animals. You hoped by serving in the Watch you could protect Nolla and fight the blight.

**Why You've Fallen?** You divided loyalty between civilisation and the forest led to a fatality by your indecision.

**Who You Trust?** You have common respect for nature with Tomas | Tahnia, though you see things from opposing perspectives sometimes.

## ARNO | ARNELLE

**Race** Human (Ambrian)

**Boon/Burden** Contacts (Queen's Rangers), Green Thumb

**Accurate 8, Cunning 7, Discreet 11, Persuasive 6, Quick 10, Resolute 16, Strong 8, Vigilant 12**

**Abilities** Exceptional Resolute (novice), Storm Arrow (adept), Thorn Cloak (novice), Witchcraft (novice)

**Weapons** Oak staff 1D6 (blunt), Dagger 1D6 (short)

**Armor** Studded leather 1D4 (impeding), Bronze necklace (corruption ward: 1\*)

**Defense** 8

**Toughness** 10 **Pain Threshold** 4

**Equipment** Camping gear, bone whistle, carved wooden figure, 5 thalers

**Shadow** Leaf green speckled with dark spots (corruption: 0)

\* When rolling for temporary Corruption, roll at -1. May reduce to 0.

# Tomas | Tahnia

Guard of the Queen's Watch



You grew up on the streets of Thistle Hold, a gutter-snipe kid full of snot and bravado. When you came of age the Red Feathers took you in. The gang took crime and extortion to the colonies. They ran rackets across small settlements in the eaves of Davokar, where your easy way with beasts and wicked skill an ax proved a real benefit, until the Drocha Cartel put a stop to it...

**Why You Joined?** The Cartel planted evidence that would have got you strung up if you hadn't got yourself drafted into the Watch.

**Why You've Fallen?** You tried to intimidate and blackmail your colleagues and commanders who rapidly sought your redeployment.

**Who You Trust?** You have kindred amongst your associates, in Richart | Rhita and Utz | Uta.

## TOMAS | TAHNIA

**Race** Human (Ambrian)

**Boon/Burden** Contacts (the Red Feathers), Wanted

**Accurate 11, Cunning 7, Discreet 13, Persuasive 9, Quick 12, Resolute 5, Strong 6, Vigilant 15**

**Abilities** Hunting Instinct (adept), Beast Lore (novice), Steel Throw (novice), Quick Draw (novice), Acrobatics (novice)

**Weapons** Throwing Axe 1D8, Dagger 1D6 (melee, short)

**Armor** Hand-crafted leather gilet 1D4 (flexible)

**Defense** 11

**Toughness** 10 **Pain Threshold** 3

**Equipment** Camping gear, deck of cards, brass spyglass, six well-worn throwing axes, 5 thaler

**Shadow** Burnished copper (corruption: 0)

# Richart | Rhita

Guard of the Queen's Watch



You grew up in a refugee camp along the great north road. In the midst of people stricken with disease, malnourishment and fear, the strong made good. Bullies survived and thrived. You had enough sense to know better than that, but you also realised that the bigger bully wins. Your faith guided you, though you wouldn't admit it openly - quiet prayers keep you on the right path...

**Why You Joined?** When Templars came with labour in tow, you found a role in security, as a Watch member, for the fledgling colony of Iria.

**Why You've Fallen?** You lashed out at other Guards abusing a female colonist. Weight of evidence swung against you as an undesirable.

**Who You Trust?** You have an innate trust for any women or an open display of faith.

## RICHART | RHITA

**Race** Human (Ambrian)

**Boon/Burden** Contacts (the Church), Impulsive

**Accurate 7, Cunning 8, Discreet 8, Persuasive 10, Quick 13, Resolute 8, Strong 15, Vigilant 9**

**Abilities** Natural Warrior (adept), Strangler (novice), Iron Fist (novice), Steadfast (novice), Cheap Shot (novice)

**Weapons** Punch 1D6 (double), Cosh 1D6 (blunt, short), Dagger 1D6 (short)

**Armor** Studded leather 1D4 (impeding)

**Defense** 11

**Toughness** 15 **Pain Threshold** 8

**Equipment** Camping gear, vial of strong scent, gold earring, 5 thalers

**Shadow** Verdigris copper (corruption: 0)

# Walder | Wilda

Guard of the Queen's Watch



You were raised the shadow of the Titans. Word of the great war drove you into service. You spent time in the militia, then pushed to become a soldier. But the war ended in disaster; corruption killed the crops, the only hope across the mountains to the north. You settled in a new home, Savo, a settlement built around a ruined tower. You played your part and welcomed the opportunity life in Ambria might offer.

**Why You Joined?** Your martial training and desire to defend your neighbours made an official role in the Watch the right path to take.

**Why You've Fallen?** Your action chased off bandits, but you had to disobey your commander to get the job done.

**Who You Trust?** You trust and respect all who put their lives on the line to defend the needy.

## WALDER | WILDA

**Race** Human (Ambrian)

**Boon/Burden** Bushcraft, Code of Honor, Cmmnd'g Voice

**Accurate 13, Cunning 10, Discreet 14, Persuasive 6, Quick 12, Resolute 9, Strong 7, Vigilant 7**

**Abilities** Feint (adept), Twin Attack (novice), Medicus (novice), Recovery (novice)

**Weapons** Sword 1D8, Dagger 1D6 (short)

**Armor** Supple fur-edged leather 1D4 (flexible)

**Defense** 11 (flexible, 12 w/ a weapon in each hand)

**Toughness** 10 **Pain Threshold** 4

**Equipment** Camping gear, pouch of sand, gilded petal brooch, whetstone, 5 thalers

**Shadow** Leaf green (corruption: 0)

# Utz | Uta

Guard of the Queen's Watch



Your birth killed your mother or so your father repeatedly told you for the dozen years before he too passed away. You're sorry if you did anything wrong. You want to do right. Settled in the mining outpost of Andara, your size made you invaluable shifting rocks and pulling carts. Then the Black Cloaks came, proclaiming Andara unclean...

**Why You Joined?** The Black Cloaks burnt Andara to cleanse the ground. You found yourself assigned to the Watch in nearby Caleta.

**Why You've Fallen?** Other guards bullied and teased you; the captain seemed to hate you. You didn't mean to hurt anyone, but you get angry...

**Who You Trust?** You just want to help and make amends for the people you have hurt. Loud noises bother you; quiet consideration appeals.

## UTZ | UTA

**Race** Human (Ambrian)

**Boon/Burden** Robust (novice), Fire Forged, Slow

**Accurate 10, Cunning 9, Discreet 5, Persuasive 7, Quick 10, Resolute 13, Strong 15, Vigilant 9**

**Abilities** Two-handed Force (adept), Recovery (novice) Feat of Strength (novice), Blacksmith (novice)

**Weapons** Rock Hammer 1D12, Dagger 1D6 (short), +1D4 melee once/turn

**Armor** Robust +1D4, Studded leather 1D4 (impeding)

**Defense** 8 (6, if wearing armor)

**Toughness** 20 **Pain Threshold** 8

**Equipment** Camping gear, twisted metal doll, 5 thalers

**Shadow** Green like a dew-laden leaf (corruption: 0)