

# Fierdy

You're the commander of the mercenary group.

Are you :

- An inspiring leader**  
*Gain edge when you give an inspiring speech*
- A heavily armed bastard**  
*Gain edge when another player is wounded*

Do you see your companions as:

- A band of brothers**  
*Gain edge when you show you save another character's life*
- Coin-grubbing cannon fodder**  
*Gain edge when you get paid*

Did you bring Ben Simple's body back to Guerdon because

- You swore an oath**  
*Gain edge when it hurts to keep your word*
- You fear the judgement of the gods**  
*Gain edge when you act superstitiously*

**SKILL: 2 dice**  
Rifleman, Burglary

**FORCE: 2 dice**  
Brawling, Bravado

**CUNNING: 2 dice**  
Master Tactician,,  
Criminal Connections

## TRICKS

**LEADER:** Spend one **Edge** to give one Edge to another player character.

**IT'S A SET-UP:** Spend three **Edge** to declare you did something earlier that's only now being revealed. For example, you could reveal you concealed a pistol under the table, or arranged for one of the other player characters to be waiting in the perfect place to ambush a fleeing foe. The Gamemaster may ignore blatantly egregious abuses of this ability..

**Starting Edge: 1**

**Equipment:** Rifle, sword, gas mask, leather armour, cigar.

# Adros the BURNER

You're a renegade priest of the god Smoke Painter, now a mercenary. From your smoking braziers, you conjure illusions or spirits of fire and terror.

Did you flee the temples of Smoke Painter because:

- You found maddening insight in the smoke**  
*Gain edge when you act especially eccentrically*
- You stole from the temple**  
*Gain edge when you act very impulsively*

Your role in the mercenary company is:

- Healer**  
*Gain edge when you help another character heal*
- Explosives Expert**  
*Gain edge when you light a fire*

Your power comes from:

- Sacrifices to the Smoke Painter**  
*Gain edge when you make a ritual offering*
- Knowledge of secret potions**  
*Gain edge when you spend time brewing potions*

**SKILL: 2 dice**

Healing,  
Finesse

**FORCE: 1 dice**

Breaking Things

**CUNNING: 3 dice**

Sabotage,  
Manipulation,  
Religious Lore

## TRICKS

**KNIFE SMOKE:** Spend one **Edge** to conjure a cloud of damaging smoke. Counts as a roll of a natural 6 in any test where having a cloud of damaging smoke would be useful.

**ILLUSIONIST:** Spend two **Edge** to create a magical illusion, formed from enchanted multi-coloured smoke. Works best in enclosed spaces; strong winds can dissipate your conjurings.

**SOLID SMOKE:** Spend one **Edge** to interact with an illusion as if it were real. For example, you could create a rope of smoke, then climb it. Only you can touch the illusion.

**Starting Edge: 1**

**Equipment:** Red robes, braziers, pouches of weird powders & dusts, brace of pistols, totally not a sacrificial dagger.

# Griff THE GULLHEAD

You're a Gullhead, and you're a mercenary. Being a Gullhead means you're a monster made for slaughtering people. Being a mercenary means you get paid for it. Most Gullheads don't live long – you're an exception.

Did you survive because:

- You're too mean to die**  
*Gain edge when you do something especially brutal*
- You feel the gods have a plan for you**  
*Gain edge when you seek spiritual guidance*

You fight:

- For money to buy booze to dull the pain**  
*Gain edge when you get drunk*
- Because it's all you know**  
*Gain edge when you pick an unnecessary fight*

What does Ben Simple's death mean to you?

- He was the one person you liked**  
*Gain edge when you honour Ben Simple's memory*
- Nothing. Death is death**  
*Gain edge when you behave callously to your comrades*

## SKILL: 2 dice

Stalking, Gambling

## FORCE: 3 dice

Melee Combat, Brute Strength, Intimidation

## CUNNING: 1 dice

Animal Cunning

## TRICKS

**SHRIEK:** Spend one **Edge** to let out a piercing shriek, momentarily stunning or distracting everyone nearby.

**FIGHTING FRENZY:** Spend two **Edge** to reroll all the dice rolled so far in a Force test.

**Starting Edge: 1**

**Equipment:** Giant fuck-off sword (technical term), meathooks, hip flask.

# The Relief

You're the backbone of the mercenary squad, a veteran of the Godswar. You've followed Fierdy through hell – and then gone back for another tour the following year. God or mortal, they're all the same seen through your rifle's spyglass.

Are you eager to:

- Get back to the war**  
*Gain edge when you argue for a return to conflict*
- Put the war behind you**  
*Gain edge when you argue to stay in Guerdon*

They call you The Relief. Is that because you're:

- Quietly competent and laconic**  
*Gain edge after a conversation where you say only a single word*
- Always cracking jokes**  
*Gain edge when you make all the players laugh*

You know a secret about Ben Simple's death:

- You put a silver bullet in him to end his suffering**  
*Gain edge when you help relieve someone's suffering*
- The WolfGod that touched him haunts your dreams**  
*Gain edge when you ambush a foe*

## SKILL: 3 dice

Aiming, Sneaking, Scrounging

## FORCE: 1 dice

Endurance

## CUNNING: 2 dice

Repair, Healing

## TRICKS

**EASILY OVERLOOKED:** Spend one **Edge** to stay hidden, even if you fail an attempt to sneak around or the rest of the group is spotted.

**SNIPER:** If you're using your rifle, then any dice you reroll with **Edge** become natural 6s.

**Starting Edge: 1**

**Equipment:** Rifle, knife, leather armour, gas mask, bag of weird bullets for different unkillable monsters (silver, rosewood, gold, rune-etched, etc.).