

NAME

PICTURE / DESCRIPTION

Human Priest

RACIAL POWERS Spend Ale as a Ration

QUIRKS

Stout: You can carry 1 additional item.

Devout: Roll Light when you spend your last Willpower. If you succeed, the Willpower isn't spent instead.

Worldly: Raised by Dwarves, gain the Dwarven racial turns and benefits.

HEALTH

FORTITUDE: / 3

I CAN CARRY 8 THINGS

LIGHT

MAX LIGHT SOURCES I CAN MANAGE

USED

LOVE

CAMPING POINTS: 5

FRIENDS: 5

	PACK	GOLD	
LIGHT TRACKER			MAX CARRYING CAPACITY
1			6
2			7
3			8
4			9
5			10
6			11
7			12
			13
			14
			15
			16

DARK

MAX WILLPOWER

USED

HATE

MAX RESOLVE

USED

WEAPONS I CAN WIELD

Battleaxe, Warhammer

PRIMARY	EFFECT
Warhammer	Stunning blow

CONDITIONS

TURNS + SPELLS

(-1) Healing Hands: You channel a restorative touch. You touch yourself and/or allies in your Step and cause the targets to regain a total of 2 Fortitude **or** 1 Willpower.

(0) Ward: Choose one type of Ward:
Protection: one target of your choice can't enter your step. If they're already in your Step, roll Light VS Dark+1. If you roll more successes, they are driven back to a Span.
Travel: allows any number of allies in your Sight to teleport to your Step.
Vitality: you and your allies in your Sight roll +3 dice against Conditions this round.
War: allows the next ally in your Step to roll Dark or Hate to add 3 dice.

(+1) Fortify: You must eat a Ration in your Step to take this Turn. Recover 1 Fortitude and roll Health. If you succeed, take the turn *Attack* with any one-handed weapon.

(-4) Hold the Line: when an enemy tries to move into your Step before your next Turn, they roll Dark VS Health+1. If you roll more successes, they waste their turn and stay still.

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SPEED

SMALL OR LIGHT ITEMS

NAME

PICTURE / DESCRIPTION

Human Alchemist

RACIAL POWERS

QUIRKS

Alcoholic: You can drink 1 Ale to recover 1 Willpower.

Hilarious: One ally of your choice recovers a Willpower at the end of Camp.

Flexible: You can take 1 success instead of rolling in Group Skill Checks

HEALTH

FORTITUDE: 13

I CAN CARRY 7 THINGS

LIGHT

MAX LIGHT SOURCES I CAN MANAGE

USED

LOVE

CAMPING POINTS: 5

FRIENDS: 6

DARK

MAX WILLPOWER

USED

HATE

MAX RESOLVE

USED

PACK		GOLD	
1			
2			
3			
4			
5			
6			
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16			

LIGHT TRACKER (left side)

MAX CARRYING CAPACITY (right side)

WEAPONS I CAN WIELD

Dagger, Light Sword, Crossbow

PRIMARY	EFFECT
Crossbow	+1 Dark

CONDITIONS

TURNS + SPELLS

(0) Potions, Poisons, and Poultices: Choose one:
Potion. You or one ally in your Step rolls Health and recovers Fortitude = to successes.
Poison. Roll Dark. If you succeed, one enemy in your Step loses 1 Fortitude.
Poultice. Roll Love. If you succeed, you or one ally in your Step is cured of a Condition.

If you spend a Bandage or Medicine you are carrying when you take this Turn, you may choose two different options.

(-1) Inner Strength: You can recover 1 point of Fortitude or Willpower. Additionally, a Light Sources you are managing can't be extinguished during this combat.

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SPEED

SMALL OR LIGHT ITEMS

NAME

PICTURE / DESCRIPTION

Human Guide

RACIAL POWERS

QUIRKS

Arrogant: While you have no Despairs, your Light Sources last +2 marks.

Wise: You know two Basic spells, but casting these spells outside of combat takes 2 marks of time, and in combat, their Speed Modifier is +6.

Old: You gain the Turn *Aged Insights*, but decrease your Willpower by 1.

HEALTH

FORTITUDE: / 5

I CAN CARRY 9 THINGS

LIGHT

MAX LIGHT SOURCES I CAN MANAGE

USED

LOVE

CAMPING POINTS: 3

FRIENDS: 4

DARK

MAX WILLPOWER

USED

HATE

MAX RESOLVE

USED

	PACK	GOLD	
LIGHT TRACKER			MAX CARRYING CAPACITY
1			6
2			7
3			8
4			9
5			10
6			11
7			12
			13
			14
			15
			16

WEAPONS I CAN WIELD

Polearm, L. Sword, Shortbow

PRIMARY	EFFECT
Polearm	Melee at Span

CONDITIONS

TURNS + SPELLS

(+6) Cast: You know two spells. Casting them outside of combat, they take 2 marks of time.

Runes of Volatility: You draw runes on nearby surfaces that cause them to roil and reshape like waves. A target of your choice a Span away becomes a Step away.

Divine: You hold an item for a time, then learn if it is enchanted and the nature of any magical effects upon it.

(+2) Onward, to Victory!: You lead your companions towards certain success. Roll Light+4. If you succeeded, any Light Source that the party is managing recovers 1 mark. If you rolled 2 successes, you may take the Turn *Attack*. If you rolled 3 successes, an ally may take the Turn *Move*. If you rolled 4+ successes, an ally may take the Turn *Attack*.

(-1) Inner Strength: You can recover 1 point of Fortitude or Willpower. Additionally, any Light Source you are managing can't be extinguished during this combat.

(+3) Aged Insight: When you take this Turn, choose another Turn you could take. You can double the dice that you roll the next time that you take the chosen Turn this combat.

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SPEED

SMALL OR LIGHT ITEMS

NAME

PICTURE / DESCRIPTION

Human Knight

RACIAL POWERS

QUIRKS

Illiterate: You can't read or write, but increase your Willpower by 1.

Haunted: You can manage 1 additional Light Source but have 1 fewer Willpower.

Pessimistic: Your Botches don't cause your allies to move down the Wheel of Despair.

HEALTH

FORTITUDE: / 5

I CAN CARRY 9 THINGS

LIGHT

MAX LIGHT SOURCES I CAN MANAGE

USED

LOVE

CAMPING POINTS: 3

FRIENDS: 4

PACK		GOLD	
1			
2			
3			
4			
5			
6			
7			

LIGHT TRACKER (left side)

MAX CARRYING CAPACITY (right side)

DARK

MAX WILLPOWER

USED

HATE

MAX RESOLVE

USED

WEAPONS I CAN WIELD

All weapons

PRIMARY	EFFECT
Battleaxe	Damage cleave

CONDITIONS

TURNS + SPELLS

(+2) Hurt My Foes: Attack all nearby enemies. For melee attacks, roll Dark+3. For each 2 Dark successes, deal 1 damage to a different enemy in your Step. For ranged attacks, roll your Dark+1. For each 2 Dark successes, deal 1 to a different enemy in your Span.

(-5) Shield my Friends: Choose one ally in your Step. Any attacks that would target them this round target you instead, and Dark rolls in those attacks become Dark-2.

(-1) Inner Strength: You can recover 1 point of Fortitude or Willpower. Additionally, a Light Sources you are managing can't be extinguished during this combat.

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SPEED

SMALL OR LIGHT ITEMS

NAME

PICTURE / DESCRIPTION

Human Illuminator

RACIAL POWERS

QUIRKS

Pacifist: You cannot reduce a creature's Fortitude, +1 Light and Love.

Calculating: You may increase the Speed Modifier of any Turn you take by 3 before rolling to reduce the Speed Modifier of your Turn next round by 3.

Clean: You can keep one consumable item (including Supplies) after using it. You must camp before you can do this again.

HEALTH

FORTITUDE: / 3

I CAN CARRY 7 THINGS

LIGHT

MAX LIGHT SOURCES I CAN MANAGE

USED

LOVE

CAMPING POINTS: 4

FRIENDS: 5

	PACK	GOLD	
LIGHT TRACKER			MAX CARRYING CAPACITY
1			6
2			7
3			8
4			9
5			10
6			11
7			12
			13
			14
			15
			16

DARK

MAX WILLPOWER

USED

HATE

MAX RESOLVE

USED

WEAPONS I CAN WIELD

None

PRIMARY EFFECT

CONDITIONS

TURNS + SPELLS

(0) Cast: Cast any spell you know. Casting spells outside of combat takes 1 mark of time.

Enchant Blade: You touch one melee weapon being wielded in your Step. The wielder can add 2 dice to Dark and Hate rolls made with it. This spell can be cast before combat has begun, and lasts approximately ten minutes.

Heel Twist: You turn on your heel and teleport anywhere within Sight.

Runes of Solidity: You draw runes in the air that quickly harden into walls. A target of your choice in your Step becomes a Span away.

Call to Hand: You name one lightweight object within your Span and cause it to move towards your hand until you are holding it.

Transmute: You turn any three of the same Supply that you are carrying into one of any other Supply besides Ale and Iron.

(-1) Inner Strength: You can recover 1 point of Fortitude or Willpower. Additionally, a Light Sources you are managing can't be extinguished during this combat.

() SPEED

SMALL OR LIGHT ITEMS

NAME

PICTURE / DESCRIPTION

Dwarf Brawler

RACIAL POWERS Use Ale as a Ration.


QUIRKS

Greedy: You can carry two extra items but decrease your Friends by 1.

Fat: You cannot take the Turn *Move* (+1 Health).

Raging: You can spend Fortitude any time you deal damage to an enemy to deal that much extra damage.

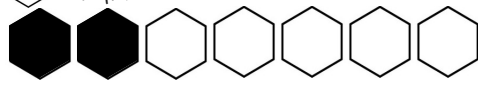
HEALTH



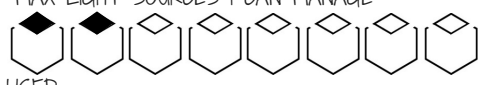
FORTITUDE: / 6

I CAN CARRY 12 THINGS

LIGHT

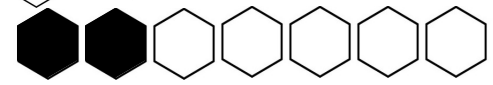


MAX LIGHT SOURCES I CAN MANAGE



USED

LOVE



CAMPING POINTS: 2

FRIENDS: 1

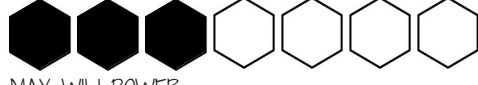
PACK GOLD

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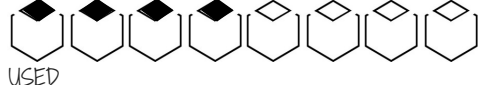
LIGHT TRACKER

MAX CARRYING CAPACITY

DARK




MAX WILLPOWER

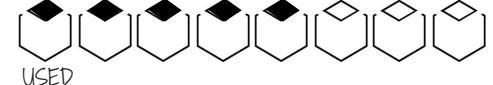


USED

HATE



MAX RESOLVE



USED

WEAPONS I CAN WIELD

All Melee

PRIMARY	EFFECT
Battleaxe	Damage cleave

CONDITIONS

TURNS + SPELLS

(+2) Grit your Teeth: Make a melee attack and roll your Hate+5. If you roll at least 1 Hate success, decrease your target's Fortitude by an amount equal to your successes and your Fortitude by 2.

(-2) Weather the Storm: The first enemy to attack you this round rolls 1 fewer die for that attack. Any more enemy attacks that target you this round suffer a cumulative 1 die penalty (the second is -2 dice, the third is -3, etc). After any such attack, you can immediately respond by rolling Hate, with a bonus number of dice equal to the cumulative reduction. If you roll 2 or more successes, reduce the attacker's Fortitude by an amount equal to the cumulative reduction. This attack ends the effects of this Turn.

(+1) Fortify: You must eat a Ration in your Step to take this Turn. Recover 1 Fortitude and roll Health. If you succeed, take the turn *Attack* with any one-handed weapon.

(-4) Hold the Line: when an enemy tries to move into your Step before your next Turn, they roll Dark VS Health+1. If you roll more successes, they waste their turn and stay still.

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SPEED

SMALL OR LIGHT ITEMS

NAME

PICTURE / DESCRIPTION

Dwarf Specialist

RACIAL POWERS Use Ale as a Ration.

QUIRKS

Hunter: You don't require a Ration to camp successfully.

Compelled: You recover a Fortitude whenever you spend a Willpower, but you cannot recover Willpower outside of town.

Studios: Regain 1 Willpower when you camp, if you have access to one inventory slot of reading material.

HEALTH

FORTITUDE: 13

I CAN CARRY 7 THINGS

LIGHT

MAX LIGHT SOURCES I CAN MANAGE

USED

LOVE

CAMPING POINTS: 2

FRIENDS: 2

	PACK	GOLD	
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DARK

MAX WILLPOWER

USED

HATE

MAX RESOLVE

USED

WEAPONS I CAN WIELD

H. Sword, L Sword, S. Bow, X-Bow

PRIMARY	EFFECT
Heavy Sword	+1 Dark & Hate

CONDITIONS

TURNS + SPELLS

(+0) **Weapon Expert:** Choose one of the following:

- If you fail to deal damage, you can instead deal yourself and the target 1 damage.
- If you would lose Fortitude as part of this Turn, you lose 1 fewer.
- If there are two targets in your Step, you can attack them both.
- Your Dark and Hate rolls become Dark+1 and Hate+1.
- Decrease the Speed Modifier of this attack by 2.

Make this choice when you declare your Turn. When you act, take the Turn Attack with your specialist weapon, modified as described.

(+1) **Fortify:** You must eat a Ration in your Step to take this Turn. Recover 1 Fortitude and roll Health. If you succeed, take the turn Attack with any one-handed weapon.

(-4) **Hold the Line:** when an enemy tries to move into your Step before your next Turn, they roll Dark VS Health+1. If you roll more successes, they waste their turn and stay still.

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SPEED

SMALL OR LIGHT ITEMS

NAME

PICTURE / DESCRIPTION

Elf Tactician

RACIAL POWERS

QUIRKS

Mad: Ignore any Botch penalties from rolls that include only odd numbers.

Paranoid: Camping benefits cost one fewer point for you, minimum one.

Taskmage: Learn 1 Basic spell.

HEALTH

FORTITUDE: / 5

I CAN CARRY 9 THINGS

LIGHT

MAX LIGHT SOURCES I CAN MANAGE

USED

LOVE

CAMPING POINTS: 5

FRIENDS: 5

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LIGHT TRACKER (left side)

MAX CARRYING CAPACITY (right side)

DARK

MAX WILLPOWER

USED

HATE

MAX RESOLVE

USED

WEAPONS I CAN WIELD

All Ranged, L. Sword, Mace

PRIMARY	EFFECT
Long Bow	+1 Dark & Hate

CONDITIONS

TURNS + SPELLS

(+1) Maneuver: You take control of the battlefield. Choose one:

- Move up to three allies from your Step to your Span.
- Move up to three enemies from your Span to your Step.

You can cancel this turn at any time before acting to let an ally treat a Botched roll as if they had rolled 1 success.

(-) Strategize: You choose what order Turns occur in this round

(+3) Aged Insight: When you take this Turn, choose another Turn you could take. You can double the dice that you roll the next time that you take the chosen Turn this combat.

(-3) Discover: When you take this Turn, pick an ally who hasn't acted yet this round. They can double any rolls they make as part of their Turn this round.

(0) Cast: You know one spell. Casting it outside of combat takes 1 mark of time.

Borrowed Eyes: For the next three minutes, you can read text in any language and decipher words or symbols that are part of a simple code.

() SPEED

SMALL OR LIGHT ITEMS

NAME

PICTURE / DESCRIPTION

Elf Scholar

RACIAL POWERS

QUIRKS

Commanding: You can spend your Willpower on other player's rolls.

Macabre: You always have 1 Despair which does not count towards leveling up (+1 Dark).

Musical: You provide two additional points of Camping Benefits if you have access to an instrument.

HEALTH

FORTITUDE: / 3

I CAN CARRY 7 THINGS

LIGHT

MAX LIGHT SOURCES I CAN MANAGE

USED

LOVE

CAMPING POINTS: 3

FRIENDS: 3

PACK		GOLD	
1			
2			
3			
4			
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6			
7			

LIGHT TRACKER (left side)

MAX CARRYING CAPACITY (right side)

DARK

MAX WILLPOWER

USED

HATE

MAX RESOLVE

USED

WEAPONS I CAN WIELD

Dagger

PRIMARY	EFFECT
Dagger	-1 Speed

CONDITIONS

TURNS + SPELLS

(--) Know Your Enemy: When you declare this turn, your Game Master will tell you what Turns your foes are going to select this round and who they will target. Your allies may then adjust their plans accordingly

(-1) Presence of Mind: Roll Light and Dark. For each Light success, allies in your Span can roll 1 additional die of any type when they take their next Turn, this round or the next. For each Dark success, enemies in your Span rolls 1 fewer die when they take their next Turn, this round or the next.

(+3) Aged Insight: When you take this Turn, choose another Turn you could take. You can double the dice that you roll the next time that you take the chosen Turn this combat.

(-3) Discover: When you take this Turn, pick an ally who hasn't acted yet this round. They can double any rolls they make as part of their Turn this round.

(0) Cast: You know two spells. Casting them outside of combat takes 1 mark of time.

Waking Nightmare: You and a target in your step both roll Dark. If you succeed and they do not, they take damage equal to your successes. You can channel this spell, and each subsequent Turn you roll with an additional Dark die, to a maximum of Dark+3.

Call to Hand: One lightweight object in your Span moves towards you until you hold it.

SPEED

SMALL OR LIGHT ITEMS

NAME

PICTURE / DESCRIPTION

Human Invoker

RACIAL POWERS

QUIRKS

Chef: You provide 1 additional point for Camping Benefits.

Vengeful: You recover 1 Resolve the first time you get your third, fourth, or fifth Despair since leaving town.

Pyromaniac: Your Torches and Lanterns last 1 mark longer.

HEALTH

FORTITUDE: 13

I CAN CARRY 7 THINGS

LIGHT

MAX LIGHT SOURCES I CAN MANAGE

USED

LOVE

CAMPING POINTS: 6

FRIENDS: 6

DARK

MAX WILLPOWER

USED

HATE

MAX RESOLVE

USED

	PACK	GOLD	
1			
2			
3			
4			
5			
6			
7			

LIGHT TRACKER (left side)

MAX CARRYING CAPACITY (right side)

WEAPONS I CAN WIELD

Heavy Sword, Longbow

PRIMARY	EFFECT
Heavy Sword	+1 Dark & Hate

CONDITIONS

TURNS + SPELLS

(0) Cast: Cast any spell you know. Casting spells outside of combat takes 1 mark of time.

Retribution: Choose an enemy in your Step. If the target has damaged a creature this round of combat, roll Hate. On a success, the target loses 2 Fortitude.

Meagerform: You or a willing creature becomes a frog, mouse, or squirrel for a minute.

(0) Invoke Divinity: You call upon the power of the gods. Choose one Invocation.

Healing. Roll Love - if you succeed, you or one ally in your Span regains 1 Fortitude.

Destruction. Roll Hate - if you succeed, one enemy in your Span loses 1 Fortitude.

(-1) Inner Strength: You can recover 1 point of Fortitude or Willpower. Additionally, a Light Sources you are managing can't be extinguished during this combat.

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SPEED

SMALL OR LIGHT ITEMS