

# Grágg the Bárbarián

In Graggs veins flows the blood of his wild ancestors from the Northern wastelands. In those lands, far away from civilization, there is no law and only the strong rule. Despite his height of more than two meters Gragg was one of the smallest in his tribe and had to do all the dirty work. So he decided to leave the wilderness behind and search for fortune in the South.

Gragg is not the brightest button that ever shone and needs his friend's help to get along with civilization. If however heavy objects have to be carried around, rods must be bent, or monsters beg to be pummeled, you can always count on Gragg and his oversized, two-handed warhammer.

**Close combat weapon:** Warhammer

**Ranged combat weapon:** Slingshot

Close Combat	13
Ranged Combat	8
Toughness	12
Reflexes	10
Charisma	8
Climbing	10
Knowledge	8
Perception	10
Running	12
Stealth	8
Strength	13
Willpower	10
Stamina points	5
Fate points	5

**Special Abilities:** Battle Frenzy

**Battle Frenzy:** In close combat, if the hero attacks the same enemy that he attacked during the previous turn, then he may roll 1 additional die.



# Melissá the Páladin

Melissa is a warrior against all evil in the service of the sun god Helios. She has been trained from childhood to set forth and destroy evil wherever she finds it. Now her training is finished and she has received her holy blessing, which allows her to heal her allies' wounds and support them in combat. In order to become acquainted with the world and that which is called "the gray area between good and evil", she has become a member of a group of adventurers.

As a paladin Melissa is always ready to stand by the the poor and weak without regard to her own benefit, so she gets along with people quite well. Her heavy knight's armor not only provides her with protection, but also serves as a symbol of her god, but sometimes it's heaviness can become a burden.

**Close combat weapon:** Sword

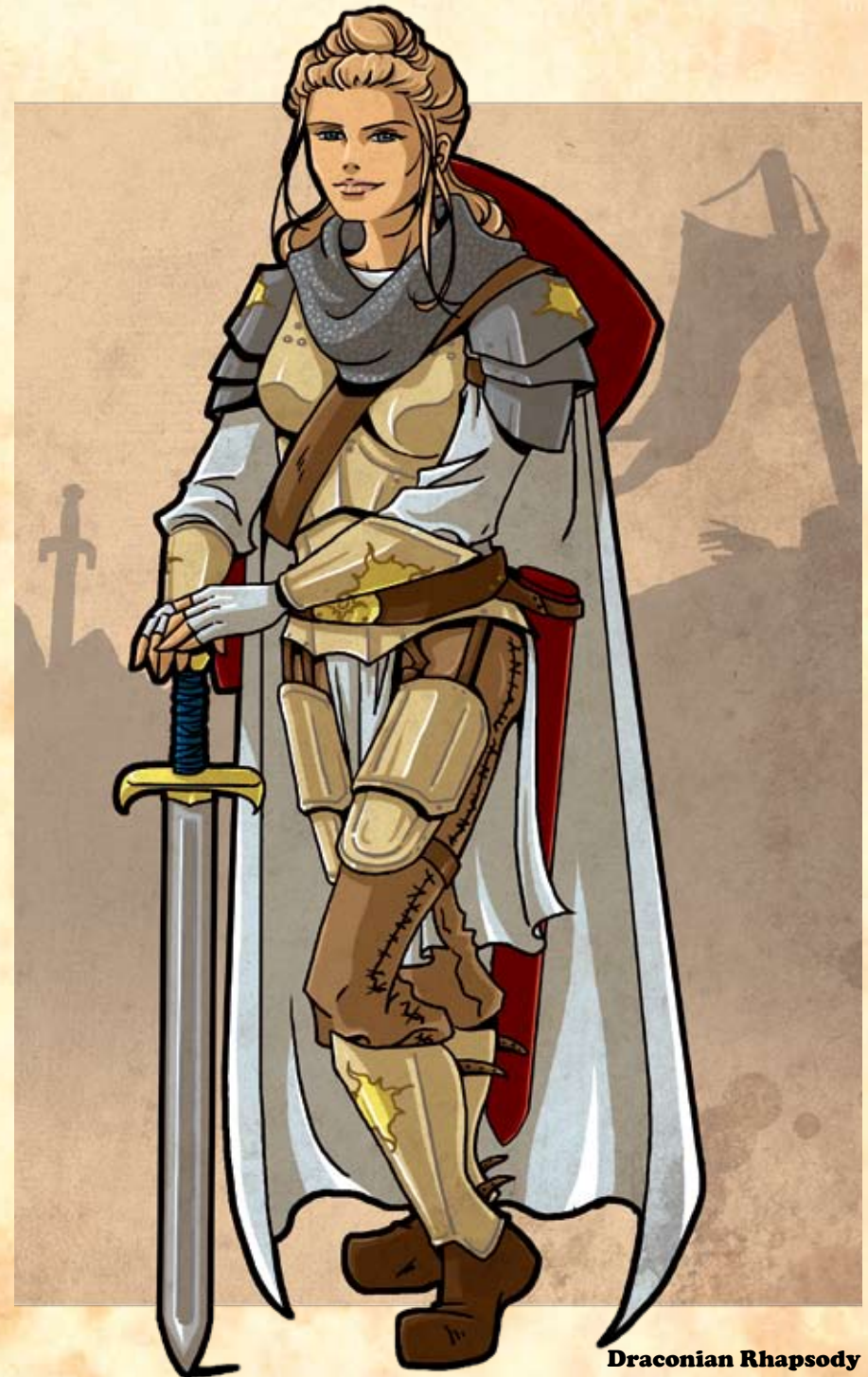
**Ranged combat weapon:** Bow

Close Combat . . . . .	11
Ranged Combat. . . . .	9
Toughness . . . . .	13
Reflexes. . . . .	10
Charisma . . . . .	12
Climbing . . . . .	9
Knowledge. . . . .	11
Perception . . . . .	10
Running . . . . .	9
Stealth. . . . .	8
Strength . . . . .	11
Willpower. . . . .	11
Stamina points. . . . .	5
Fate points . . . . .	5

**Special Abilities:** Combat Blessing, Healing Spell

**Combat Blessing:** Before the start of a combat the hero may speak a blessing. Every hero (including the one speaking the blessing) may then immediately spend a Fate point in order to be able to completely re-roll a dice roll he has just rolled once during the combat.

**Healing Spell:** The hero may use the Healing Spell on each hero in his group (including himself) once per act. This may be done at the end of an act, before the next act begins. The hero being healed regains 1 lost Stamina point. An unconscious hero immediately regains consciousness and may act normally. Using the Healing Spell during combat requires one action per healed hero.



# Xám the Dwarf

Xam son of Xom is a typical member of the Dwarven race. He is roughly 5 feet tall with shoulders of almost equal breadth. From under his horned helmet protrudes a long, dark-brown beard, and the rest of his stout, brawny body is covered with sturdy scale armor. He is quite adept with this battle axe and his crossbow, but his preferred weapon is his cunning.

Since his childhood Xam has fantasized about meeting a real dragon. His ancestors fought against dragons for hundreds of years and even now fighting dragons is one of the main subjects in Dwarven school, even though there haven't been any sightings of dragons for many years. However, in contrast to his kindred Xam is not driven by pugnacity but by a deep fascination for dragons, and would like to befriend one.

**Close combat weapon:** Battle Axe

**Ranged combat weapon:** Crossbow

Close Combat .....	11
Ranged Combat.....	11
Toughness .....	12
Reflexes.....	8
Charisma .....	9
Climbing .....	12
Knowledge.....	12
Perception .....	11
Running.....	8
Stealth.....	9
Strength .....	11
Willpower.....	12
Stamina points.....	5
Fate points .....	5

**Special Abilities:** Dragon Hunter, Universal Warrior

**Dragon Hunter:** The hero is allowed to roll an additional die at all attack and defense rolls against dragons. Also once per adventure he is allowed to completely re-roll one challenge roll that has to do with dragons.

**Universal Warrior:** When improving skill values by using experience points at the end of an adventure, the hero is allowed to raise both his Close Combat and Ranged Combat value by +1 for the price of raising a single combat skill.



# Flámélet the Fairy

Flamelet is about 3 feet tall, and has long, pointy ears and large butterfly wings. The adventurous fairy has set out for the world of humans to collect exciting tales and even take part in some of them. She plans to later bring the collected tales back to her people to be told for ever after.

To protect herself against the dangers of the human world, Flamelet is armed with a bow whose size almost matches her own.

Like all fairies, Flamelet is able to fly with her wings, but this is very exhausting, so she prefers walking on her feet. With her fairy dust she is able to tend to the wounds of her companions.

**Close combat weapon:** Epee

**Ranged combat weapon:** Bow

Close Combat .....	8
Ranged Combat.....	12
Toughness .....	9
Reflexes.....	12
Charisma .....	11
Climbing .....	10
Knowledge.....	11
Perception .....	13
Running .....	11
Stealth.....	11
Strength .....	8
Willpower.....	10
Stamina points.....	4
Fate points .....	6

**Special Abilities:** Flying, Healing Spell

**Flying:** When faced with a Climbing or Running challenge, the hero may spend 1 Fate point. Instead of rolling for the challenge, she automatically achieves 6 successes.

**Healing Spell:** The hero may use the Healing Spell on each hero in his group (including himself) once per act. This may be done at the end of an act, before the next act begins. The hero being healed regains 1 lost Stamina point. An unconscious hero immediately regains consciousness and may act normally. Using the Healing Spell during combat requires one action per healed hero.



# Tamyá the Witch

With her wild, blazing red hair sticking out into all directions and her streamlined magic broom Tamyá can be easily recognized as a witch. Her slim, tall figure and her enormous strength is due to her descent from the Amazon nation reigning over the southern continent of Xos. Men have little say there, and all governmental offices are held by women.

Tamyá would never provoke a fight, but she is always ready to end it by dealing out forceful strikes with her unbreakable broom. With her magic spells she is able to charm her fellow men or fly around on her broom. She is always accompanied by her loyal witch cat Orion.

**Close combat weapon:** Broom

**Ranged combat weapon:** Throwing Orbs

Close Combat .....	11
Ranged Combat.....	9
Toughness .....	10
Reflexes.....	11
Charisma .....	12
Climbing .....	10
Knowledge.....	10
Perception .....	10
Running .....	10
Stealth.....	10
Strength .....	12
Willpower.....	12
Stamina points.....	4
Fate points .....	5

**Special Abilities:** Flying, Charming, Witch Cat

**Flying:** When faced with a Climbing or Running challenge, the hero may spend 1 Fate point. Instead of rolling for the challenge, she automatically achieves 6 successes.

**Charming:** After rolling for a Charisma challenge, the hero may spend 1 Fate point to achieve 1 additional success.

**Witch Cat:** Once per combat the hero may spend 1 Fate point to immediately remove one enemy from the battle. This enemy is engaged by the cat and eventually defeated. This ability may not be used against enemies whose Stamina points are calculated based on the the number of heroes.



# Báltásár the Mágé

Baltasar Tiberius Heisenberg is a graduate of the famous mage school of Naddelheim. Due to his physical weakness and his lack of athleticism he was teased by his fellow students for many years, which led him to concentrate on the study of combat magics. Not to pay back his tormentors, but to become a mighty hero who earns the admiration of his fellow men.

Event today Baltasar has to rely on the help of his companions when faced with physical challenges, but in return he can offer a huge store of knowledge as well as powerful spells that can teach the meaning of fear to all kinds of enemies.

**Close combat weapon:** Quarterstaff

**Ranged combat weapon:** Throwing Darts

Close Combat .....	8
Ranged Combat.....	8
Toughness .....	10
Reflexes.....	9
Charisma .....	11
Climbing .....	9
Knowledge.....	13
Perception .....	11
Running .....	10
Stealth.....	9
Strength .....	8
Willpower.....	11
Stamina points.....	4
Fate points .....	9

**Special Abilities:** Ray of Ice, Fireball, Magical Fist

**Ray of Ice:** As an action the hero may spend 1 Fate point to attack an enemy with 16 dice in ranged combat. If the enemy loses at least 1 Stamina point to the attack, his Attack value is reduced by 1 for the remainder of the turn. When used against an enemy with more than one attack, only one attack is affected, chosen by the hero.

**Fireball:** As an action the hero may spend 1 Fate point to attack up to three enemies with 12 dice each in ranged combat. If the horde rules apply to the targeted enemies, then those rules are applied three times in a row.

**Magical Fist:** As an action the hero may attack an enemy with 11 dice. Each time he does so, he may freely choose whether this is considered a close combat or ranged combat attack.



# Nazomi the Thief

Growing up in the streets of Palmira, from early childhood Nazomi was forced to steal from the rich everything necessary to survive. Since becoming an adult she has turned away from her criminal past and offers her services as an adventuress—for the right payment of course!

Nazomi is well trained in the use of the bow and arrow as well as fighting with a dagger, but she prefers to avoid direct confrontations, as most of her talents focus on non-combat abilities.

**Close combat weapon:** Dagger

**Ranged combat weapon:** Bow

Nahkampf .....	10
Ranged Combat .....	11
Toughness .....	9
Reflexes .....	12
Charisma .....	11
Climbing .....	12
Knowledge .....	10
Perception .....	12
Running .....	12
Stealth .....	13
Strength .....	9
Willpower .....	9
Stamina points .....	4
Fate points .....	6

**Special Abilities:** Talented, Swift

**Talented:** If the hero spends a Fate point to roll additional dice on any challenges other than attack or defense rolls, she may roll one more additional die.

**Swift:** If the hero would suffer damage from a trap, she may spend 1 Fate point to ignore the damage effect completely.



# Giacomo the Bard

Giacomo is a nobleman from Asturia, traveling the world with his sharp blade and sharp tongue. His dream is to one day present his own songs and poems at the great royal courts of the world. Until then he has joined a jolly band of adventurers to be inspired by their bravery and valor.

Usually you can spot Giacomo from far away by his noble, colorful clothing and his loud traveling songs. In battle you can count on his rapier and his powerful combat songs boosting the morale of his fellow warriors.

**Close combat weapon:** Rapier

**Ranged combat weapon:** Throwing Knives

Close Combat .....	12
Ranged Combat.....	8
Toughness .....	10
Reflexes.....	10
Charisma .....	13
Climbing .....	11
Knowledge.....	12
Perception .....	11
Running.....	11
Stealth.....	11
Strength .....	10
Willpower.....	11
Stamina points.....	4
Fate points .....	7

**Special Abilities:** Battle Song

**Battle Song:** As long as the hero is singing during a combat (this doesn't require an action, but the hero has to be conscious), any hero spending a Fate point on an Attack or Defense roll to roll additional dice, may roll one more additional die.





# holm the Dwarf

Holm son of Xom left his kin during his early boyhood in pursuit of good fortune in lands far away. He found a new home in the mountains of Silwana, where he made a living as a hunter of vampires, ghosts and undead. After a while, however, he grew tired of the bitter cold and the eternal twilight of these lands, and so is now looking for new adventures in more comfortable latitudes.

Holm is armed with the dwarven national weapons, the battle axe and the crossbow, but the rest of his clothing is quite different from that of his brothers: a black leather coat covers his broad figure and a similar black leather hat covers his eyes.

**Close combat weapon:** Battle Axe

**Ranged combat weapon:** Crossbow

Close Combat	.....11
Ranged Combat	.....11
Toughness	.....11
Reflexes	.....9
Charisma	.....9
Climbing	.....11
Knowledge	.....11
Perception	.....11
Running	.....10
Stealth	.....12
Strength	.....10
Willpower	.....12
Stamina points	.....5
Fate points	.....5

**Special Abilities:** Undead Hunter, Universal Warrior

**Undead Hunter:** The hero is allowed to roll an additional die in all attack and defense rolls against vampires, undead or ghosts. He may also roll an additional die when staking a vampire.

**Universal Warrior:** When improving skill values by using experience points at the end of an adventure, the hero is allowed to raise both his Close Combat and Ranged Combat value by +1 for the price of raising a single combat skill.

