

NAME

CONCEPT

STRENGTH

AGILITY

MIND

ATTACK

DEFENSE

ENDURANCE

HEROISM

SKILLS


NOTES


GEAR


BACKGROUND


XP


Adventurers!
CHARACTER CARD


NAME		Marius Gandz		CONCEPT		Grizzled Coachman with a No-Nonsense Attitude									
STR	3	AGI	2	MND	1	ATT	3	DEF	2	END	8	SAN	7	HER	2
SKILLS				Survival, weaponcraft (firearms)				GEAR				Heavy club (Str, -1 to AR), black powder musket (+2 dmg, -1 AR, Slow 2, Range 30, 2H), heavy cloak (AR 6, Enc 1, can be donned over other armor), hat, 3 Coins, stagecoach with four horses			
NOTES				The stagecoach belongs to the Carpathian Stagecoach Company. Marius is responsible for it				BACKGROUND				A grizzled driver, Marius has seen his share of bandits, accidents and weird things on the roads of Gothica but he is still there to tell the tale. Which he will do if you buy him a drink			
				XP											

NAME		Don Ramirez Villalobos		CONCEPT		Spanish Swordsman for Hire									
STR	1	AGI	4	MND	1	ATT	4	DEF	4	END	8	SAN	6	HER	2
SKILLS				Charisma, weaponcraft (blades)				GEAR				Black powder pistol (+1 dmg, -1 AR, Slow 1, Range 15), light leather armor (AR 5, Enc 1), rapier (Agi, Penetrating), 2 Coins			
NOTES								BACKGROUND				The son of a Hidalgo (minor Spanish noble), Ramirez was forced to leave his country after killing an important man in a duel. Now he wanders Europe earning his living as a mercenary			
				XP											

NAME		<i>Doctor Victor Baldoff</i>		CONCEPT		<i>Educated Physician with Dreams of Fame</i>									
STR	2	AGI	1	MND	3	ATT	1	DEF	1	END	6	SAN	8	HER	2
SKILLS				<p><i>Healing, learning</i></p>				GEAR				<p><i>Laudanum, surgeon's bag (+1 to healing rolls), walking stick (Str), 4 Coins</i></p>			
NOTES				<p><i>Being a doctor, Victor Baldoff follows the Hippocratic Oath (respect for life)</i></p>				BACKGROUND				<p><i>Victor studied in Berlin and graduated top of his class. He dreams of taking his knowledge to the remotest areas of Europe to help needy people. He is a rationalist, and doesn't believe in the supernatural</i></p>			
				XP											


NAME		<i>Sister Mary Elizabeth</i>		CONCEPT		<i>Enterprising Nun with a Practical Mind</i>									
STR	1	AGI	1	MND	4	ATT	1	DEF	1	END	4	SAN	9	HER	2
SKILLS				<p><i>Exorcism, will</i></p>				GEAR				<p><i>Bible, bottle of holy water, cross, nun's dress, 3 Coins</i></p>			
NOTES								BACKGROUND				<p><i>Mary Elizabeth became a nun in her late thirties to atone for a colorful youth. She is pleasant, good-looking and has the gift to recognize, and fight, evil</i></p>			
				XP											


NAME		Dimitri Menshikov		CONCEPT		Russian Nobleman with a Penchant for Women									
STR	2	AGI	2	MND	2	ATT	3	DEF	2	END	7	SAN	7	HER	3
SKILLS				<p><i>Charisma, relic (ancient sabre)</i></p>				<p><i>Ancient family sword (Str/AgI, see notes, balanced), hat, heavy cloak (AR 6, Enc 1, can be donned over other armor), noble clothing, family jewels (50 coins), 3 Coins</i></p>							
NOTES				<p><i>Dimitri's family sword is magical and can damage supernatural creatures</i></p>				<p><i>Dimitri Menshikov was a famous man in Russia, and a very rich one, before offending the Tzar by having an affair with one of his daughters. Dimitri had to leave his homeland very quickly, bringing with him only some family jewels and an old sword, engraved with Jewish symbols</i></p>							
				XP											


NAME		Florika		CONCEPT		Gipsy Circus Artist with a Stubborn Mind									
STR	1	AGI	4	MND	1	ATT	4	DEF	4	END	8	SAN	5	HER	2
SKILLS				<p><i>Athletics, weaponcraft (blades – throwing only, +1 Initiative)</i></p>				<p><i>Dagger (Agi, Range 5), fancy clothes, throwing dagger x 6 (Agi, Range 10, -1 Att/Def in melee), 3 Coins</i></p>							
NOTES				<p><i>Florika's weaponcraft is limited to throwing blades, so she gains +1 Initiative to counterbalance the limitation. When she gets the advanced version, her throwing blades will also gain Penetrating</i></p>				<p><i>Florika grew up in a wandering circus of Gipsies, becoming a very skilled knife thrower, a profession uncommon for a woman which she learned from her grandfather. She recently left her clan to escape an arranged marriage with a man much older than she</i></p>							
				XP											

NAME			CONCEPT			
<i>Qíshì Hǔ</i>			<i>Wandering Hero</i>			
STR 2	AGI 2	MND 2	ATT 2	DEF 2	END 7	HER 3
<p style="text-align: center;"><i>Athletics, martial arts (tiger style)</i></p>			<p style="text-align: center;"><i>Tiger paw (Penetrating, +2 climbing), Martial artist's outfit, 5 Shuriken (Agi, Range:8), Backpack, Healing potion, 3 Meals</i></p>			
SPECIAL ABILITIES			GEAR			
<p style="text-align: center;"><i>Tiger style (Str/Agi-1, Balanced, +1 Atk)</i></p>			<p style="text-align: center;"><i>Qíshì is a male fighting monk hailing from the Tiger Clan. Trained in the famous Shaolin temple, he decided to take a break from his isolated life and wander the world to fight first-hand against demons, help innocents and finally restore peace in Xi'An</i></p>			
MARTIAL ARTS			BACKGROUND			
			XP		<i>Adventurers!</i> CHARACTER CARD	

NAME			CONCEPT			
<i>Túrán Hè</i>			<i>Martial Scholar</i>			
STR 0	AGI 3	MND 3	ATT 3	DEF 4	END 6	HER 1
<p style="text-align: center;"><i>Learning (demons), martial arts (crane style)</i></p>			<p style="text-align: center;"><i>Scroll of demon lore (+2 to Mnd rolls on that topic) Scholar's outfit, Backpack, Healing potion, 2 Meals</i></p>			
SPECIAL ABILITIES			GEAR			
<p style="text-align: center;"><i>Crane style (Agi, +1 Def)</i></p>			<p style="text-align: center;"><i>Túrán is a smart female scholar hailing from the Crane Clan who graciously balances erudition and physical agility. She's very fond of the supernatural and wishes to know every single detail about demons. Her greatest ambition is completing a "Demon Encyclopedia", and she's ready to go to the farthest deeps of hell to do it!</i></p>			
MARTIAL ARTS			BACKGROUND			
			XP		<i>Adventurers!</i> CHARACTER CARD	

NAME			Huī				CONCEPT				Silent Assassin			
STR 2	AGI 2	MND 2	ATT 3	DEF 2	END 7	HER 3								
SPECIAL ABILITIES			<p><i>Stealth, martial arts (snake style)</i></p>				<p><i>Martial artist's outfit, Mouth darts (Agi, Surprise!, Range: 3, Dmg -2), 5 Shuriken (Agi, Range:8), Backpack, Healing potion, 1 dose of snake venom (see Adventurers! GM guide)</i></p> <p>GEAR</p>							
MARTIAL ARTS			<p><i>Snake style (Str/Mnd, Balanced, Swift, Penetrating)</i></p>				<p><i>Hui is a nickname for this silent male assassin hailing from the Snake Clan. He speaks only when necessary and shows no emotions at all. Although scary, he's a great asset to the party: better to have him as a friend than as an enemy</i></p> <p>BACKGROUND</p>							
			XP											

NAME			Kuáng Hóu				CONCEPT				Reveling Warrior			
STR 0	AGI 3	MND 3	ATT 4	DEF 3	END 6	HER 1								
SPECIAL ABILITIES			<p><i>Charisma, martial arts (monkey style)</i></p>				<p><i>Flask of sake, Martial artist's outfit, 5 Shuriken (Agi, Range:8), Backpack, Healing potion, 4 Meals</i></p> <p>GEAR</p>							
MARTIAL ARTS			<p><i>Monkey style (Agi/Mnd, Balanced, +2 Distractions, Deflect)</i></p>				<p><i>Kuáng is a charming female member of the Monkey Clan. She leads a reveling, carefree life traveling from place to place driven only by curiosity and following the scent of liquor. She's the party buddy everyone wishes for, but be careful not to anger her; although she might look drunk she's still a formidable opponent</i></p> <p>BACKGROUND</p>							
			XP											

NAME			CONCEPT			
Guàiyì Shǔ			Shy Sorcerer			
STR 0	AGI 2	MND 4	ATT 2	DEF 3	END 5	HER 1
<p>Relic, wushu power (Damage, Range: 40) tiānkōng liè qí bō “the heaven-rending chi wave”</p>			<p>Bow (Agi, Range: 20), Yin-Yang dress (Def: Mnd-1, Power Item, AR: 4) Backpack, Healing Potion, 2 Meals</p>			
SPECIAL ABILITIES			GEAR			
MARTIAL ARTS			<p>Guàiyì is a male member of the Rat Clan who one year ago suddenly awoke in his village and realized he was completely alone. At the same time he discovered he was able to wield damaging wushu powers. He's travelling Xi'An to find the truth about his devastating wushu powers and what happened to his fellow villagers. He cannot look people directly in the eyes, or else suffers a -2 to Power rolls for 1 day (Minor restriction)</p>			
			XP			

NAME			CONCEPT			
Míngzhì Xióngmāo			Peaceful Healer			
STR 1	AGI 1	MND 4	ATT 1	DEF 1	END 5	HER 2
<p>Chi Mastery, chigong power (healing) táoshù jìng fùxīng “soothing peach tree rejuvenation”</p>			<p>Monk's spade (Agi, 2H, Deflect, Pinning) Monk's outfit, Backpack, Healing potion, Healing kit (+1 to Healing rolls)</p>			
SPECIAL ABILITIES			GEAR			
MARTIAL ARTS			<p>Míngzhì is a female member of the Panda Clan who travels Xi'An to ease pain and tend wounds. She's very fond of non-violent approaches and believes there's always a peaceful solution to every conflict</p>			
			XP		