

Dr. Lucius Natarae (NK) (16 Stamina, 5 Mov)

Epithet – Freak (4)

Class - Researcher

Weapon – Cane Blade- A cane that will change into a Blade. Cane form does 3 Damage and has Reach, Blade form does 5 damage

## TALENTS

**Photographic Memory (8)** – Can remember everything they have seen perfectly

**Surprise Attack (3)** – Deals 1 extra damage to surprised targets or targets that didn't know you where their

**Freak Accident (-2)** – Once per combat if your stamina would be reduced to 0, you can instead go to 1 and roll for Wild Magic

**Passive: Fieldwork** – When you find a collectable or make a grand discovery, gain 1 extra stamina.

- **Keeping eyes out (1)** - Create 2 eyeballs with bat wings that can fly around in your command, you can see through them
  - **Acid Blast (1)** - spit acid from a mouth created on arm about 15 feet, it is corrosive and deals 2 damage around for 3 rounds
  - **Root Tendrils (1!)** - once per round can create tendrils at feet, you cannot be moves and stick to surfaces, reduce speed by 5 feet it end of turn
  - **Horrid Glare (3)** - look at someone with freaky eyes, they become frighten and unnerved by your presence
  - **Jack in the Flesh Box (3)** - Your skeleton can jump out of your body, leaving the rest as a fleshy clothed ball, the skeleton moves twice as fast, can't use abilities, deals plus 1 damage in all attacks, attacks twice, takes 2 less ranged damage and if it uses half of its speed can run across all surfaces and walls, if skeleton or flesh ball takes culminated 10 damage, flesh ball flies back to skeleton. Once per combat
- 
- A skilled field researcher
  - Don't ask him about his tragic backstory
  - Has never felt crowded on a bus

DJ New Tonne (DK) (39 Stamina, 4 Mov)

Epithet – Drop (5)

Class - DJ

Weapon – Boom Box- A large boom box that has several different songs and sound effects in it. Deals 5 damage and can play different noises and music

## TALENTS

**Use to the fall (6)** – Does not take fall damage or negative effects from falling

**Getting the Drop (2)** – Deals 2 damage to those you surprise

**Freak Accident (0)** – deals 1 extra damage to those on a different elevation to you

**Passive: /rimshot** – once per combat, when an opponent does something foolish or gets insulted, you can play a rimshot and they deal 2 less damage the next time they deal damage.

- **Pants Drop (1!)** – Once per Round cause someone’s pants to fall down, this restrict movement.
  - **Drop Object (1)** – Cause anything targeted to be dropped by what’s holding it.
  - **Level Drop (3)** – Causes floor for in a 3x3 area to lower in elevation for rest of fight dealing 3 damage to those in the space. Once per combat
  - **Drop the Bass (1)** - start a beat that will have a bass drop when you choose, when bass drops give Ally a bonus to damage or boost the effect of an ability they use
  - **Drop in (1)** - Can drop down from anywhere you are within 5 spaces,
- 
- Is a skilled trickster
  - That boom box has never left his side
  - BaDump Chiiii

Jack Johnson (BN) (38 Stamina, 5 Mov)

Epithet - Gambler (13)

Class - ???

Weapon – Sword- A medieval sword. Deals 6 Damage

### **TALENTS**

**Gamblers Eyes (10)** – Can lie better and is able to read peoples lies and intent

**Calm Nerves (4)** – At start of every fight have a grown-up beverage and can heal 5 stamina at any time

**Raise (0)** – you deal 1 extra damage but also take 1 extra damage

Passive: Gamblers Chances – rolling a 19 is a Critical Success while rolling a 2 is a Critical Failure

- **Wild Card (3)** – Draws a card and rolls for Wild Magic
  - **Devils Die (1)** – Throw a die and roll a D6, Deals double the rolls damage
  - **Roulette (3)** – Create a roulette table turret that will hit a random target, dealing 4 damage to them. Once per Combat
  - **Slot Attack (1)** – Make an attack and roll 3 D6s, multiply damage by every number that's the same, reduce damage by 1 for every 1 rolled
  - **Domino Effect (1!)** – Once per Round, make an extra attack, the target of the attack then can make an extra attack
- 
- Very mysterious man
  - Has a sword
  - What more can I say, he is good at being mysteries

Kalis (KB) (27 Stamina, 5 Mov)

Mundie (Expert) - (1)

Class – Pyrotechnic Ninja

Weapon – Whip – a long metallic whip. It deal 4 damage and has an extended reach.

## **TALENTS**

**Ninja Stealth (8)** – is very stealthy and is good at avoiding detection

**Hotfooted (4)** – is able to run on walls and across water

**Opportunist (-1)** – you deal 1 extra damage when utilizing the environment and random objects

**Passive: Brutality** – when this character reduced an enemy's stamina to 0 or defeats them, they can describe a flashy take down and gain 1 proficiency

- **Spear throw (3)** – throw a spiked chain that pulls the target 15 feet closer.
  - **Teleport Punch (3)** – Teleport behind a target and make an attack.
  - **Toasty (1)** – Breath a stream of fire 15 feet, deals 4 damage to all in it.
  - **Flaming oil Slip (3)** – Drop some flaming oil on a 2x2 space, will deal 4 damage on contact and those who move across it.
  - **Shuriken (1)** – Throw a shuriken within 30 feet and deals 3 damage to target, the shuriken can curve its trajectory.
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- A ninja working to become a master of stealth
  - Is regularly the most noticeable person in the room
  - Turns style into substance, and boy is it some substance

Bartholomew Quirinus Zalthoon the Third "Old Man Bart" (HD) (23 Stamina, 4 Mov)

Epithet – Goldbricker (14)

Class - Poker

Weapon – 10 foot long pole- A long pole that is 10 feet long. Deals 3 damage or 1 damage 3 times, can reach 10 feet away

### TALENTS

**Poker Face (10)** – Become really good at lying and making yourself hard to read

**Golden Shoes (3)** – You have solid golden shoes, allowing you to ignore harmful objects on the floor, as well as make you heavier

**10 Foot Reach (0)** – your powers can be used anywhere your pole can reach, increases pole vaults distance by 1 space

**Passive: Goldjack** – when you roll a die, keep track of the rolls, if combined total is between 18-20 take one less damage, if its 21 treat the roll as if it was a critical success, if the number is above 21 restart.

- **Midas Touch (1)** – Turn an object into solid Gold
  - **Gold Card (1)** – turn some playing cards into gold and throw them dealing 4 damage
  - **Pole Vault (1)** – can use your pole to jump very high and move 5 spaces
  - **Gold Protection (1!)** – Once per Round, turn your body into solid gold, you cannot move and will not take any damage till, your next turn, this effect is broken if you take 8 or more damage in a single instance
  - **Gold Weapon (3)** – Turn a targets weapon into gold, it will deal 1 less damage if it's a melee weapon, and affect ranged and other strange weapons weirdly
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- Old Man likes to Gamble
  - Keeps mafia away by poking with a stick
  - A true Poker Master

Freya (DN) (19 Stamina, 6 Mov)

Epithet – Bittersweet (13)

Class – Minimum Wage Monk

Weapon – Bow Staff- A collapsible monk's staff. Deals 4 damage with reach, Monk training also lets unarmed attack deal 3 damage

## TALENTS

**Monks Calm (8)** – You are able to stay heavily calm and in a meditative state when you want to

**Morning Cup of Coffee (4)** – Start every battle with a cup of coffee. Heal 5 stamina as an anytime action

**Share the Flavor (0)** – Your powers that affect you may also affect your allies and vice versa, they must consent to use (Sweet Sacrifice will have cost paid by another person)

**Passive: Life is Sweet yet Bitter** – when you roll a natural 20 your next roll will be considered a failure and heal 1 stamina. When you roll a natural 1 your next roll will be considered an impressive success.

- **Flavor Switch (1!)** – Cause the flavor of something to become either bitter or sweet
  - **Sweet Sacrifice (3)** – Restore 4 stamina to a target of your choice
  - **Bittering Strike (1)** – Strike someone with a punch sending bitterness through their body, dealing 4 damage and disorienting them
  - **Lucky Shot (3!)** – You can cause a roll to be considered a critical success, however next time you roll something that is less than a success, it's considered a critical failure. Once per Combat
  - **Calamity in a Radius (1)** – Misfortune will cause something unlucky to hit you and all those around you, dealing moderate damage to everyone depending on what hits you
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- The world like to build her up, then sucker punch her in the face
  - Makes it Black or Mocha, there is no in-between
  - Wears her monk robes under clothing because they are comfy

