

Name: Tormon
the grey

Grade: Guard

Traits:

Gray hairs of Wisdom
High tolerance to alcohol
Vertigo
Trauma from old wounds
Powerful voice

Contacts:

Network of daughters and their husband and kids
A Maester owes Tormon a service

Possessions:

Old armor with helmet, lance and sword
Small family house in the port
Whistle
Keys of the Purge (prison)

States:

Health:
Mental:
Social:

Reputation:

(+) long service

Difficulties

Very Easy	(++)	Roll 3d6	keep highest
Easy	(+)	Roll 2d6	keep highest
Balanced	(0)	Roll 1d6	
Hard	(-)	Roll 2d6	keep lowest
Very Hard	(--)	Roll 3d6	keep lowest

Consequences

❑ No And	Failure, and complication
❑ No	Failure
❑ No But	Failure, but gain an advantage
⊠ Yes But	Success, but with a complication
⊠ Yes	Success
⊠ Yes And	Success, and gain an advantage

Spend token with a trait and influence the result

~ Personal token -> reroll 1 dice,

~ Group token -> add +1 to a dice



Wastburg



Name: Meulbek

Grade: Guard

Fraits:

- Martial stance
- Code of conduct
- Son of Waelmer farmers
- Keen observer
- Bard liar

Contacts:

- Housekeeper Wanda, that is renting him a room
- Bar keeper and local brewer

Possessions:

- Metal armor with helmet, Halberd
- Quality sword from Waelmer
- Book of popular proverbs
- Stinky medicine for bruises

States:

- Health:
- Mental:
- Social:

Reputation:

(0) recent recruit

Difficulties

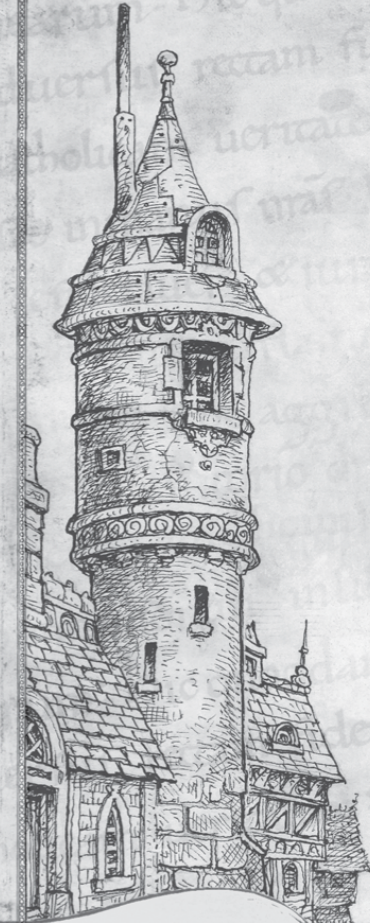
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Wastburg



Name: Freutin

Grade: Guard

Traits:

- Quick with daggers
- Raised in the Loritain district
- Charming smile
- Cannot keep a Gelder for himself
- Agile like a cat

Contacts:

- Librarian in the tower district
- Shop keeper in an import store

Possessions:

- Guard leather armor, helmet and Lance
- Perfectly balanced pair of daggers
- Shared bunk bed room in a building of the Center
- "Rex" Mutt dog
- Deck of marked cards

States:

- Health:
- Mental:
- Social:

Reputation:

(0) unnoticed yet

Difficulties

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Easy	(+)	Roll 2d6	keep highest
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Wastburg



Name: Lowen

Grade: Guard

Traits:

- Tattoo artist for the convicts
- Traffic reselling seized good
- No deal is made without me having my part
- Run between the raindrops
- Art of disguise

Contacts:

- Gang of street kids (Blandins)
- Jeweler not asking questions

Possessions:

- Guard light leather armor, helmet, lance
- Lottery wheel street barrack
- Box of costumes
- 200 Gelders in a stash

States:

Health:
Mental:
Social:

Reputation:

(-) under probation

Difficulties

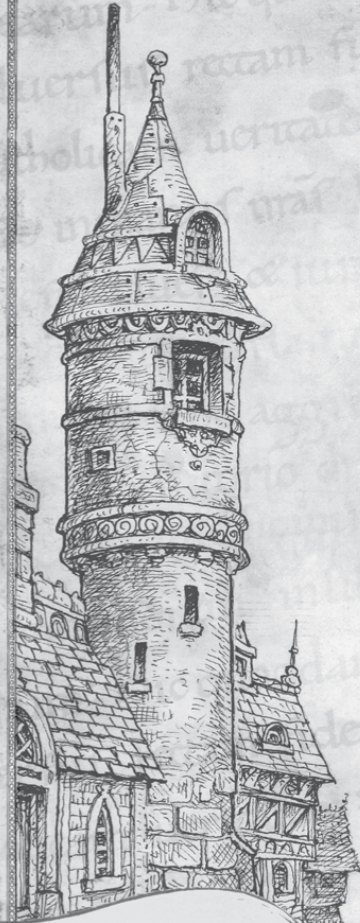
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Wastburg

