



























QUICK NARRATOR CHARACTER REFERENCE

Scientist/Engineer

Daring 5, Cunning 4, Empathy 5, Might 4 Passion 5, Reason 8. Mad Invention

Young Noble

Daring 5, Cunning 6, Empathy 5, Might 4 Passion 5, Reason 5. Rising Star

RACE ADJUSTMENTS

Earthborn: +3 Might

Green Martian: -I Empathy, +2 Might White Martian: +I Reason, +I Cunning -I Daring

First Born: -1 Empathy, +1 Cunning Okar: +1 Cunning, -1 Passion

Racial talents should also be added to characters:

Green Martian: Four Armed for War **Earthborn:** Leaps and Bounds

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QUICK NARRATOR CHARACTER REFERENCE

Assassin

Daring 6, Cunning 7, Empathy 4, Might 5 Passion 4, Reason 5. Easy Target

Benevolent Leader

Daring 5, Cunning 4, Empathy 6, Might 4 Passion 7, Reason 5. Beloved Ruler

Corrupt Warlord

Daring 7, Cunning 5, Empathy 4, Might 5 Passion 4, Reason 6. Bend to the Lash

Duelist

Daring 6, Cunning 7, Empathy 5, Might 5 Passion 4, Reason 4. Quick Disarm

Gladiator

Daring 5, Cunning 6, Empathy 5, Might 7 Passion 4, Reason 4. Bloody Blows

Green Martian Warrior

Daring 6, Cunning 5, Empathy 4, Might 7, Passion 4, Reason 3. Four Armed for War, Merciless Assault

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QUICK NARRATOR CHARACTER REFERENCE

Guardsman

Daring 5, Cunning 6, Empathy 6, Might 5 Passion 4, Reason 5. I Have Eyes

Holy Thern Priest

Daring 5, Cunning 4, Empathy 6, Might 4 Passion 4, Reason 7. Deceitful Logic

Officer

Daring 5, Cunning 6, Empathy 5, Might 5 Passion 4, Reason 6. Rank and File

Panthan

Daring 5, Cunning 6, Empathy 5, Might 4 Passion 5, Reason 5. With Blade or Bullet

Pirate/Raide

Daring 5, Cunning 5, Empathy 5, Might 4 Passion 5, Reason 6. Boarding Action

Royal Advisor

Daring 4, Cunning 4, Empathy 6, Might 4 Passion 6, Reason 7. Ear of the Jeddak

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