GM Materials

SUMMARY

INFORMATION

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License

CREDITS

Jerusalem map

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http://commons.wikimedia.org/wiki/File:Reconstruction_of_Ancient_Jerusalem.jpg

INSTRUCTIONS

Print this material for the GM running the game.

Use the City Front as an inspiration to create threats, plots, intrigue and adventures material within the City of Judas.

Fill the Characters Front during the characters creation process: do not postpone it. Fill it with the important information about the characters, and keep it up to dated during the game. When you bring an element into play, mark a circle next to it, even if the player misses the chance you offered.
When you plan to give attention to something, underline it; when a Condition is active, underline it.
List most recent Moves or the less used ones, to give it attention.
You don't need to keep balance, but it will serve as a reference. Every now and then, take a clean Characters' Front and have a fresh start.

Use the GM Guide as a reference: you have a complete list of your Iron Rules, Iron Principles and Iron Moves, with a reference to the exact page in the manual.
Also, the GM Guide contains some important reminders, a list of useful NPCs names, the Taint Evocations reference and notes about Conditions.

The Front Materials (1) and (2) contain a complete reference of instincts, sample moves, keywords and countdowns to create new Fronts.
To track your Fronts, use the provided Fronts Sheet.

Finally, you have the Character Creation Guide with all the necessary information to support your Players while making new characters. You can also refer to the manual at page 152 and following.

City Front

Locations

Fill the blanks during the game. Place them on the map.

› Great Temple
[majestic, fortified, place of power?   ]
› David's Palace
[fortified, military, garrison,   ]
› The Five Towers
[mystery, some fortified,   ]
› The Church Of Sepulcher
[cult, sacred, contented, place of power?   ]
› Damascus Gate
[north,   ]
› Golden Gate
[east,   ]
› Zion Gate
[south,   ]
› Jaffa Gate
[west,   ]
› Church Of The Christ
[Christian, religious, power-center,   ]
› Nest Of Judas
[Judaists, religious, power-center,   ]
› Iron Fist Headquarter
[fortified, military, garrison,   ]

Important NPCs

Fill the blanks during the game. Place them on the map.

› Head of the Church Of The Christ:
[religious, connected, noble,   ]
› Head of the Cult Of Judas:
[religious, ambitious,   ]
› Head of the Guild of the Merchants:
[rich, ships, caravans, trade, opium   ]
› Roman descendants' noble family:
[rich, noble, pagan?,   ]
› Recently arrived from Anglia:
[rich, noble?, military?, religious?   ]
› Mysterious sorcerer:
[spells and rituals, obscure?, religious?   ]
› One of the Caesars of the Iron Fist:
[military, noble?, religious?,   ]
› A Magister of the Iron Fist:
[military, gives missions,   ]
›   :
[   ]
›   :
[   ]
›   :
[   ]

City Fronts

Use these as inspirations; fill the appropriate Front sheet.

› Official Church of Christ [stability, nobility, coin]
› Cult of Judas [peasants, rebellion, opium usage]
› Merchants [trade east, trade west, opium routes]
› Locals [not aligned yet]
› Roman descendants [Christians, Judaists, nobles]
› North Europeans [recent, Christians, Judaists]

Borders Fronts

Use these as inspirations; fill the appropriate Front sheet.

› Pirates [west, sea, raiders]
› Barbarians [north]
› Warband [brigands, mercenaries, coin]
› Obscure cult [stealth, infiltrate, corrupt]
› Book of Q [south, negotiable?]
› Unknown threat [east, monsters?]

Characters' Front

Fill the important information about the characters, at the start and during the game. When you bring an element into play, mark a circle, even if the player misses the chance you offered. You don't need to keep balance, but it will serve as a reference.

When you plan to give attention to something, underline it; when a Condition is active, underline it. List most recent Moves or the less used ones, to give it attention. Every now and then, take a clean Characters' Front and have a fresh start.

Character Name and Playbook

Background(1)   o o o

Background(2)   o o o

List of best, recent, important moves

~   o o o

~   o o o

~   o o o

Spirit -1 when:

Conditions
                    Tainted   o o o
Unprepared   o o o Infamous   o o o
Debt   o o o Unstable   o o o

Character Name and Playbook

Background(1)   o o o

Background(2)   o o o

List of best, recent, important moves

~   o o o

~   o o o

~   o o o

Spirit -1 when:

Conditions
                    Tainted   o o o
Unprepared   o o o Infamous   o o o
Debt   o o o Unstable   o o o

Character Name and Playbook

Background(1)   o o o

Background(2)   o o o

List of best, recent, important moves

~   o o o

~   o o o

~   o o o

Spirit -1 when:

Conditions
                    Tainted   o o o
Unprepared   o o o Infamous   o o o
Debt   o o o Unstable   o o o

Character Name and Playbook

Background(1)   o o o

Background(2)   o o o

List of best, recent, important moves

~   o o o

~   o o o

~   o o o

Spirit -1 when:

Conditions
                    Tainted   o o o
Unprepared   o o o Infamous   o o o
Debt   o o o Unstable   o o o

Taint Tracker

Mark one section every time a character takes -1 to Spirit. Clear sections only when you perform an evocation.
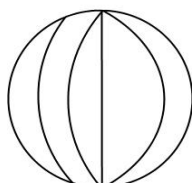
Mission Commander:

GM Guide

GM Iron Rules
from page 67
Make the world cold and sharp
Make the characters important
Follow the story, don't drive it
Stick to your principles,
remember what to say:
what the Iron Principles demand
what the rules demand
what the fiction demands
what honesty demands
Stop, catch your breath

Iron Principles
from page 68
Forge The Iron World Real
Speak The Characters Names
Mask Your Moves
An Unforgiving World
Make Locations And NPCs Real
Ask Questions, Build On Answers
Play For The Characters
Sometimes Spoil Their Plans
Think "In The Meanwhile..."
Let The Story Decide

GM Iron Moves
from page 76
Announce Immediate Peril
Show Remote Dangers
Separate Or Capture Them
Put Someone In A Spot
Offer Opportunities With A Cost
Show Their Weaknesses
Turn Their Moves Against Them
Into The City Of Judas
Into Civilization
Into The Wilderness
Make A Threat From A Front
Gain Tactical Positioning
Exploit Conditions
Inflict Harm Or Disadvantage,
reduce the Advantage Die

Moves
Face Danger (page 31)
Help Someone (page 32)
Conflict (page 32)
Perception (page 33)
Manipulate (page 34)
Lie And Deceive (page 35)
Gear And Ammo (page 40)
Test Your Spirit (page 41)
Milestone (page 42)
End Of A Mission (page 42)
Engage In Battle (page 49)
Take Your Shot (page 49)
Defend And Hold (page 50)
Face Death (page 50)
Inflict Harm (page 54)
Suffer Harm (page 56)
Gang Suffer Harm (page 125)

Some Suggestions
from page 72
Describe at the start
Follow the player's pace
Get to the point
If you separate them, becareful
with idle time
Bind characters together
Use their feedback
Here and now
If You Stall, look at Fronts, impulses,
urgencies, escalation, look at the
characters' Moves and Conditions

Remember
› There are five Stats: Edge, Steel, Charm,
Shadow, Brains. If you do not have a
dedicated move for something, use
Face Danger with the appropriate
Stat
› You can call for a Face Danger roll, if
the character is trying to do
something difficult
› Remember that major monsters or ugly
fights require Face Death, rather than
Face Danger
› If the Player asks a lot of questions, is he
perhaps doing a Perception move, for
a Situation or a Person?
› They need Gear And Ammo holds for
special gear or ammunitions in battle

› Remember that you can decrease the
Advantage Die of a Player a symbol of
a specific disadvantage
› Keep an eye on the characters'
Conditions: Unstable, Debt, Tainted,
Prestige, Equipment: exploit them
with your Moves
› Usually, moves require an action by the
character, but you as GM can
sometimes call for Test Your Spirit

› Calculate the Established Harm as
weapon harm minus armor
› Remember that heavy armor has
consequences in fiction, and in terms
of numerical penalties
› If the characters inflict harm, and calls
for the move, roll or bring the result
over to the Inflict Harm move
› If the characters suffer harm, roll or
bring the result over to the Suffer
Harm move
› You need the harm moves to end a fight,
one way or the other
› When time passes, remember to heal the
characters for the appropriate value

› Keep your Characters' Front updated:
track moves, background, conditions;
use it to inspire you

NPCs Names
Male: Michael, Herod, Paeon, Simon, Nava,
Samer, Acacius, Hadrian, Saul, Geoffrey,
Semuel, Abelardus, Rafael, Maurice,
Acteon, Gaius, Timeus, Tacitus, Gilbert,
Essua, Albanus, Fulvius, Romanus, Ralf,
Leon, Yakov, Gladwin, Osbert, Chelbo,
Gale, Sechok, Milon, Elazar, Uri, Nasam,
Sulam, Alair, Sean, Thomas, Calix, Aiken,
Ernestus, Fabius, Zeno, Leofwin, Plato,
Roger, Richard, Isaac, Uriel, Wimarc,
Basilius, Nicon, Silvester, Hugh, Achim,
Tobias, Ranulf, Dorus, Ennius, Paulus,
Aymer, Pontus, Eban, Efrain, Simeon,
Ailwin, Alexis, Henry, Juda, Yousef

Female: Eden, Eustella, Flora, Lucia, Edith,
Agnes, Abigail, Rachel, Hilda, Daria,
Undine, Sarah, Liecia, Claudia, Itala, Iola,
Pax, Richenda, Jivete, Amaris, Anika, Shari,
Roesia, Calista, Jocasta, Silva, Rohese,
Aldith, Beila, Yeintil, Elise, Saris, Nance,
Miriam, Xuna, Chana, Claricia, Isebella,
Tasia, Talia, Anabel, Agatha, Athalia,
Bethel, Juturnia, Gilah, Orpah, Clarice,
Decima, Laelia, Pax, Vita, Avice, Emmot,
Jael, Reba, Clotild, Adelphia, Laetitia,
Xanthe, Nediva, Gisela, Electra, Junia,
Urania, Joan, Herleve, Lilith, Yaffa

Taint Evocations
› One: one or more hell-hounds or other
hunting demon(s), or one or more
minor cultists
› Two: one or more hell-knights or other
fighting demon(s), or one or more
relevant opponents
› Three: one or more soul-sucking demons
or some major demon, with advanced
fighting or corruption
› Four: a weak manifestation of a Prince of
Hell, enough to create a dedicated
Front to gather and rule dark forces
› Five: a strong manifestation of a Prince
of Hell, that would put things in
motion up to the point of threatening
the City of Judas itself

Conditions
When a Condition is active:
› Make a hard move without the need to
setup or give a chance to avoid it,
just to react to it
› But remember to make it consequential
from a fictional point of view

FRONT MATERIALS (1)

Monsters and Demons

Dragons or Huge Monsters - a list of instincts:
- To raid and attack
- To amass treasures
- To destroy
- To seek revenge

Example GM Moves:
- Attack suddenly
- Accept ransom or tribute
- Come from inland or sometimes from the sea
- Be huge and unique
- Pick a special victim
- Have an inhuman appetite for gold and violence

Demons or Angels or Minor Deities - a list of instincts:
- To obtain power
- To demand worshipping
- To manifest
- To influence human politics

Example GM Moves:
- Follow inhuman logic
- Attack with supernatural powers
- To issue orders, to judge
- Pick a special victim or someone to trust
- Be unique and scary
- Accept tribute and worshipping
- Prophesize
- To bless, curse, infest a body, an artifact or a place

Guardian Spirits - a list of instincts:
- To protect and curse
- To awaken and fight

Example GM Moves:
- Defend at all costs
- Use supernatural powers
- To command minions
- Be bound to a location
- To persecute thieves
- Curse an artifact

Cults

The Church of Christ - a list of instincts:
- To preserve stability
- To maintain power
- To gain gold and influence
- To increase their power

Example GM moves:
- Show corruption
- Show power
- Invoke support of powerful friends
- Show faith sometimes
- Maintain order
- Demand something or someone
- Use intermediaries
- Use threats and pressure
- Act with force when necessary
- Offer rewards
- Corrupt if necessary
- Obtain control of a location and its population

The Cult of Judas - a list of instincts:
- To instigate rebellion
- To consume opium
- To overthrow powers
- To fight Christians

Example GM Moves:
- Condemn corruption
- Antagonize power
- Act with faith
- Subvert order
- Support the poor
- Act directly
- Attack only when necessary
- Invoke support of the crowd
- Challenge or insult
- Release someone or something
- Reject bribery
- Obtain support of the local population

Other Obscure Cults - a list of instincts:
- To infiltrate
- To corrupt
- To evoke demons
- To destroy

Example GM Moves:
- Remain hidden
- Corrupt those with power
- Desire for power
- Desire for destruction
- Move cautiously
- Gain unexpected allies
- Offer sacrifices (animals, goods, even humans)
- Advance a dark agenda
- Attack suddenly
- Offer dark powers
- Reject bribery
- Subvert order
- Obtain more connections
- Instill fear in the local population

The Book of Q - a list of instincts:
- To invade
- To threaten
- To compete for supremacy
- To convert the conquered

Example GM Moves:
- Move cautiously
- Show friendliness
- Gain power
- Gain stability
- Negotiate trade routes
- Hold hostages in good conditions
- Threaten before attacking
- Attack in forces
- Offer money or goods
- Invoke restitution of a favor
- Convert people and places
- Seize control of a location and maintain it

Various Powers

Military powers - a list of instincts:
- To control
- To fortify
- To attack and expand
- To abuse force

Example GM moves:
- Show discipline
- Show force
- Show mercy sometimes
- Maintain order
- Make a direct attack
- Act with force without regret
- Enforce military law
- Demand something or someone
- Threaten and follow through
- Offer rewards or demand payment or bribery
- Obey orders from higher ranks or nobles
- Obtain control of a location and its population

Nobility and Royals - a list of instincts:
- To preserve stability
- To maintain power
- To gain gold and influence
- To increase their power

Example GM moves:
- Show corruption
- Learn secrets and plot
- Invoke support of powerful friends
- Listen to reason sometimes
- Maintain order
- Demand something or someone
- Corrupt and bribe
- Use intermediaries
- Use threats and pressure
- Act with force but almost never in person
- Offer rewards, negotiate
- Obtain control of a location and its population

Merchants, Traders and Guilds - a list of instincts:
- To trade and travel
- To bring goods and news
- To expand their market
- To protect or favor their side

Example GM moves:
- Show pragmatism
- Show the power of gold
- Invoke support of powerful protectors, blackmail
- Gain stability
- Negotiate trade routes
- Plot to improve their gain and their markets
- Use commerce and goods to control nobles or militaries
- Use intermediaries
- Use rewards and bribery
- Rarely act with force, but favor patience, negotiations
- Use guards and corruption
- Keep secrets, spy someone
- Buy the favor of a location and its population
- Sail, travel to Europe, bring and ship opium

Sorcerers - a list of instincts:
- To preserve power
- To obtain influence
- To gain knowledge
- To discover a secret

Example GM moves:
- Show power and wonders
- Show corruption and taint
- Invoke support of powerful ally or another sorcerer
- Listen to reason sometimes
- Act to pursue knowledge or greater power
- Ignore military and political powers
- Use intermediaries
- Use sorcery and demons
- Act with force without hesitation when necessary
- Invoke restitution of a favor
- Use corruption, rewards, but also magical control
- Obtain control of a remote location

Front Materials (2)

Other Groups

Pirates or Slavers – a list of instincts:
* To raid and attack at sea
* To enslave and ransom

Example GM Moves:
* Attack suddenly
* Gain money or goods
* Come from the sea or rarely from inland
* Hold hostages in poor conditions
* Attack in forces
* Choose their victims wisely
* Respond only to gold or brute force
* Seize control of a remote location and make camp

Barbarians or Invaders – a list of instincts:
* To attack and raid
* To obtain land and settle

Example GM Moves:
* Attack suddenly
* Loot and enslave
* Come from inland, with or without warning
* Hold hostages in poor conditions
* Attack in forces
* Move with families
* Respond only to gold or brute force
* Seize control of a rich location and settle

Small Governments or Warbands – a list of instincts:
* To attack and raid
* To seek power and gold

Example GM Moves:
* Attack suddenly
* Gain money or power
* Come from inland or from remote cities
* Hire mercenaries or be hired as mercenaries
* Attack in small forces
* Attack the weakest
* Respond positively to bribery or negotiations
* Improve their control on the local population

Locations

Marine locations, such as ports, ships, bridges, lakes, islands, rivers:
* To facilitate trade
* To facilitate traveling
* To concentrate refugees
* To feed or starve

Example GM Moves:
* Show trades, commerce, interests
* To demand tribute
* To change
* To separate and divide
* To be guarded or to be conquered
* To open or close the way
* To resist
* To block, to divert

Wild locations, such as mountains, hills forests, deserts:
* To block
* To divide
* To protect
* To surprise

Example GM Moves:
* Show difficult routes
* Demand a guide
* To be conquered or to be guarded
* Host a monster
* To resist invasion
* To demand sacrifice
* To block or to separate travelers
* Protect a secret

Human locations, such as roads, villages, castles:
* To connect
* To travel
* To protect
* To group

Example GM Moves:
* Show multiple paths
* Demand a tribute
* Show intrigue and plots
* Offer markets
* Show protection
* Show guards and leaders
* Offer shelter
* Offer troubles

Events

Siege - keywords to the left, and example countdown on the right:
* Isolation
* Battles, spies
* Disorder
* Street fights
* Escape, surrender
* Besieged
* Raids
* Hunger and thirst
* Revolt
* End of the siege

Pestilence - keywords to the left, and example countdown on the right:
* Weakness
* Disease
* Military law
* Disorder and revolt
* Plague and death
* First victims
* Contagion
* Quarantine
* Quarantine breach
* Outbreak

Prophecy - keywords to the left, and example countdown on the right:
* Ignorance
* Cults, closed circles
* Military reaction
* Overthrowing
* Sorcery
* First words
* Unintelligible prophecy
* Dark signs
* Interpretation of prophecy
* Ruin and disaster

Travel - keywords to the left, and example countdown on the right:
* Guide
* Betrayal
* Secret
* Revolt
* Return
* Lack of preparation
* Brigands or pirates
* Discovery
* Hunger and thirst
* Lost road

Minor Human Threats

A list of minor **human** threats and basic instincts:
Priests [lead, preach, preserve, betray]
Monks [preach, hide, revolt, study, discover]
Soldiers [march, fight, defend, attack, ambush]
Guards [protect, guard, betray, harass]
Captains [lead, negotiate, order, betray]
Minor merchants [trade, negotiate, corrupt, travel]
Traders [invest, lend, borrow, corrupt, influence]
Apprentices [learn, trade, study, discover, protect]
Victims [request help, suffer, revolt, rebel]
Sailors [travel, discover, trade, revolt]
Warriors [fight, defend, attack, revolt]
Lovers [hide, protect, spy, betray, offer, demand]
Spies [hide, betray, spy, steal, subtract]
Thieves [hide, sneak, steal, bribe]
Brigands [ambush, assault, steal, negotiate]
Peasants [request help, produce, offer, demand]

Fronts Sheet

Major Front Threat	Major Front Threat

Dark Plan, Agenda
(with a countdown)

Dark Plan, Agenda
(with a countdown)
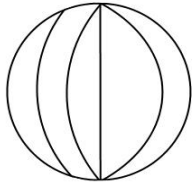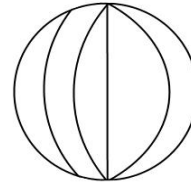
Stakes, Questions

Stakes, Questions

Minor threats

Minor threats

NPCs and Monsters

Name/Type:

Instinct:

H.S.: o o o o o	Harm:	Inflict Harm
o o o o o	Armor:	1D6 / 2 D6

Name/Type:

Instinct:

H.S.: o o o o o	Harm:	Inflict Harm
o o o o o	Armor:	1D6 / 2 D6

Name/Type:

Instinct:

H.S.: o o o o o	Harm:	Inflict Harm
o o o o o	Armor:	1D6 / 2 D6

NPCs and Monsters

Name/Type:

Instinct:

H.S.: o o o o o	Harm:	Inflict Harm
o o o o o	Armor:	1D6 / 2 D6

Name/Type:

Instinct:

H.S.: o o o o o	Harm:	Inflict Harm
o o o o o	Armor:	1D6 / 2 D6

Name/Type:

Instinct:

H.S.: o o o o o	Harm:	Inflict Harm
o o o o o	Armor:	1D6 / 2 D6

Characters Creation Guide

Checklist

If you need to consult the complete rules for the Characters Creation, refer to page 152 and following, of the manual.

For the characters creation, follow the checklist:
* **Name and Looks**: select from the example lists
* **Stats** scores: assign the values
* **Counters**: leave Health and XP blank (Health blank is the same as Health +4), no debilities, set the Spirit to +1
* **Moves**: each character has already one move selected with Ø. Select another two, except for the Sorcerer who has already two selected, plus the basic list of spells
* **Gear**: every character has some default equipment plus an additional two items from a dedicated list
* **Spirit**: besides setting score to +1, make sure that your and the Players know what will trigger a -1 to Spirit
* **Background**: define two according to the guidelines, either using the examples provided, or making up your own

Names

The names list includes male (M) and female (F) examples:
* **Barber** (M): Abelardus, Herod, Paeon, Simon, Michael, Nava, Samer / (F): Eustella, Flora, Lucia, Agnes, Abigail, Rachel, Hilda
* **Horseman** (M): Acacius, Hadrian, Saul, Geoffrey, Semuel, Rafael, Maurice / (F): Daria, Iola, Undine, Jivete, Amaris, Sarah, Liecia
* **Hunter** (M): Acteon, Gaius, Timeus, Gilbert, Essua, Saul, Gladwin / (F): Claudia, Itala, Pax, Richenda, Anika, Shari, Roesia
* **Priest** (M): Chelbo, Gale, Sechok, Milon, Elazar, Uri, Nasam, Sulam / (F): Beila, Yeintil, Elise, Saris, Nance, Chana
* **Leader** (M): Albanus, Fulvius, Romanus, Ralf, Leon, Yakov, Osbert / (F): Calista, Jocasta, Silva, Rohese, Miriam, Xuna, Aldith
* **Raider** (M): Alair, Fabius, Zeno, Richard, Isaac, Sean, Thomas / (F): Claricia, Isebella, Tasia, Athalia, Bethel, Talia, Anabel
* **Scout** (M): Calix, Ernestus, Plato, Roger, Aiken, Uriel, Wimarc / (F): Agatha, Juturnia, Vita, Avice, Gilah, Orpah, Clarice
* **Sellsword** (M): Basilius, Nicon, Silvester, Hugh, Achim, Tobias, Ranulf / (F): Decima, Laelia, Pax, Emmot, Jael, Reba, Clotild
* **Veteran** (M): Alexis, Tacitus, Pontus, Henry, Juda, Yousef, Leofwin / (F): Electra, Junia, Urania, Herleve, Lilith, Yaffa, Edith
* **Sorcerer** (M): Dorus, Ennius, Paulus, Aymer, Eban, Efrain, Simeon, Ailwin / (F): Adelphia, Laetitia, Xanthe, Joan, Eden, Nediva, Gisela

Gear

By default, all characters receive the following:
* Equipment score +1
* Two weapons: each character chooses between small, large, or ranged ones
* Armor worth 1 armor (light armor or shield), or 1 point of protection to cumulate with other protection points

In addition, every character can pick two from the gear list available to his specific playbook (they cannot pick the same option twice).

Barber, Hunter, Priest, Scout and Sorcerer:
* +1 Equipment
* +1 Equipment again
* 1 additional weapon
* 1 additional protection point

Horseman, Leader, Raider, Sellsword and Veteran:
* +1 Equipment
* 1 additional weapon
* 1 additional protection point
* 1 protection point again

Stats

Barber
* Edge +1; Steel -1; Charm 0; Shadow +1; Brains +2
* Edge +1; Steel 0; Charm +1; Shadow -1; Brains +2
* Edge +2; Steel -1; Charm 0; Shadow +1; Brains +1
* Edge +2; Steel 0; Charm +1; Shadow -1; Brains +1

Horseman
* Edge +1; Steel +2; Charm -1; Shadow 0; Brains +1
* Edge +1; Steel +2; Charm 0; Shadow +1; Brains -1
* Edge +1; Steel +2; Charm +1; Shadow 0; Brains -1
* Edge 0; Steel +2; Charm +1; Shadow 0; Brains +1

Hunter
* Edge +2; Steel +1; Charm -1; Shadow +1; Brains 0
* Edge +2; Steel +1; Charm 0; Shadow +1; Brains -1
* Edge +2; Steel 0; Charm 0; Shadow -1; Brains +1
* Edge +2; Steel 0; Charm +1; Shadow -1; Brains +1

Priest
* Edge 0; Steel -1; Charm +2; Shadow +1; Brains +1
* Edge -1; Steel 0; Charm +2; Shadow +1; Brains +1
* Edge -1; Steel 0; Charm +1; Shadow +1; Brains +2
* Edge 0; Steel -1; Charm +1; Shadow +2; Brains +1

Leader
* Edge 0; Steel +1; Charm +2; Shadow -1; Brains +1
* Edge +1; Steel -1; Charm +2; Shadow +1; Brains 0
* Edge +1 Steel 0; Charm +1; Shadow -1; Brains +2
* Edge 0; Steel +1; Charm +1; Shadow -1; Brains +2

Raider
* Edge +1; Steel +2; Charm -1; Shadow 0; Brains +1
* Edge +1; Steel +2; Charm -1; Shadow +1; Brains 0
* Edge 0; Steel +2; Charm +1; Shadow -1; Brains +1
* Edge +2; Steel +1; Charm 0; Shadow -1; Brains +1

Scout
* Edge +1; Steel -1; Charm 0; Shadow +2; Brains +1
* Edge +1; Steel -1; Charm +1; Shadow +2; Brains 0
* Edge +2; Steel 0; Charm -1; Shadow +1; Brains +1
* Edge +2; Steel +1; Charm 0; Shadow +1; Brains -1

Sellsword
* Edge +1; Steel +2; Charm -1; Shadow +1; Brains 0
* Edge 0; Steel +2; Charm +1; Shadow -1; Brains +1
* Edge +2; Steel +1; Charm +1; Shadow -1; Brains 0
* Edge +2; Steel +1; Charm -1; Shadow +1; Brains 0

Veteran
* Edge +1; Steel +2; Charm -1; Shadow +1; Brains 0
* Edge +1; Steel +2; Charm 0; Shadow -1; Brains +1
* Edge +1; Steel +2; Charm +1; Shadow -1; Brains 0
* Edge +2; Steel +1; Charm -1; Shadow +1; Brains 0

Sorcerer
* Edge 0; Steel -1; Charm +1; Shadow +1; Brains +2
* Edge +1; Steel 0; Charm +1; Shadow 0; Brains +2
* Edge +1; Steel -1; Charm 0; Shadow +1; Brains +2
* Edge 0; Steel +1; Charm +1; Shadow -1; Brains +2

Looks

Example looks:
* **Sex**: man, woman, ambiguous, other
* **Face**: kind, strong, hard, noble, scarred, pretty, friendly, pale, noble dark, serious, pointed, elegant
* **Hair**: long, short, dark, blonde, gray, white, bold, oiled, untamed beard, savage beard, short beard, long beard
* **Eyes**: serious, kind, caring, clear, cold, dark, savage, shining, scary, piercing, crazy, noble
* **Body**: short, tall, strong, massive, fat, slender, thin, agile, robust, scarred
* **Clothing**: casual, careless, military, comfortable, functional, exotic, expensive, dark, robust, extravagant, tunic, cape, hat