

## ★ Doe (Novice)

A bit skittish and hesitant, but loyal as they come, Doe has a knack for following the tracks of other creatures, especially when they lead to treasures. Doe loves to learn new things and always enjoys hearing and telling stories about the mysteries of the host's abode and other Dustbunny lore.

**AGILITY**  
D6

**SMARTS**  
D8

**SPIRIT**  
D4

**STRENGTH**  
D6

**VIGOR**  
D6

**PACE 8 (d8)**

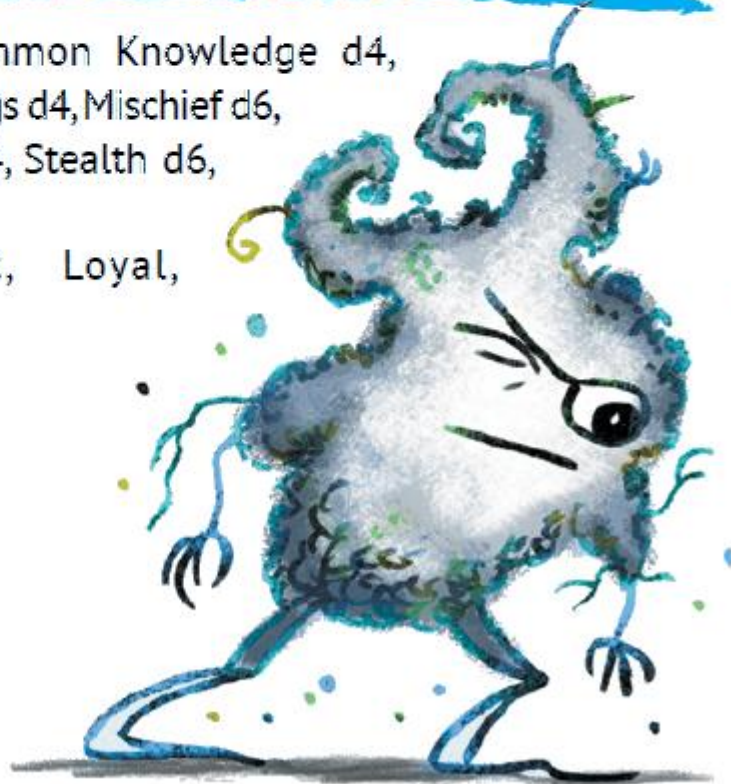
**PARRY 4**

**TOUGHNESS 3**

**Skills:** Athletics d6, Common Knowledge d4, Defense d4, Fables d8, Hugs d4, Mischief d6, Notice d6, Persuasion d4, Stealth d6, Survival d8

**Hindrances:** Hesitant, Loyal, Shy (Major)

**Edges:** Fast Roller, Luck



## **DOE**

### **HESITANT**

**DRAW TWO ACTION CARDS IN COMBAT AND ACT ON THE LOWEST. IF YOU DRAW A JOKER, USE IT NORMALLY AND IGNORE THIS HINDRANCE FOR THE ROUND.**

### **LOYAL**

**YOU ARE A STALWART DEFENDER WHO RISKS YOUR LIFE FOR YOUR FRIENDS WITHOUT HESITATION. YOU ARE THE FIRST TO COME TO FRIENDS' RESCUE WHEN THEY'RE THREATENED.**

### **SHY**

**YOU ARE A BIT BASHFUL WHEN IT COMES TO HIJINKS. YOU MAKE MISCHIEF ROLLS AT -2.**

### **FAST ROLLER**

**YOUR PACE IS INCREASED BY +2, AND YOUR ROLLING DIE INCREASES ONE DIE TYPE (FROM D6 TO D8, FOR EXAMPLE). LET'S ROLL!**

### **LUCK**

**YOU SEEM TO BE BLESSED BY FATE, KARMA, THE GODS, OR WHATEVER EXTERNAL FORCES YOU BELIEVE IN. DRAW ONE EXTRA BENNY AT THE BEGINNING OF EACH GAME SESSION, ALLOWING YOU TO SUCCEED AT IMPORTANT TASKS MORE OFTEN THAN MOST, AND SURVIVE INCREDIBLE DANGERS.**

## ★ Ray (Novice)

Ray's soul shines brightly. Every day, Ray lifts the spirits of the other members of the band—with humor, empathy, and good-natured high jinks. In times of trouble, other Dustbunnies know they can look to Ray for leadership. More than anything else, Ray loves to provide Support to friends—and finds clever ways to do it.

AGILITY  
D6

SMARTS  
D6

SPIRIT  
D8

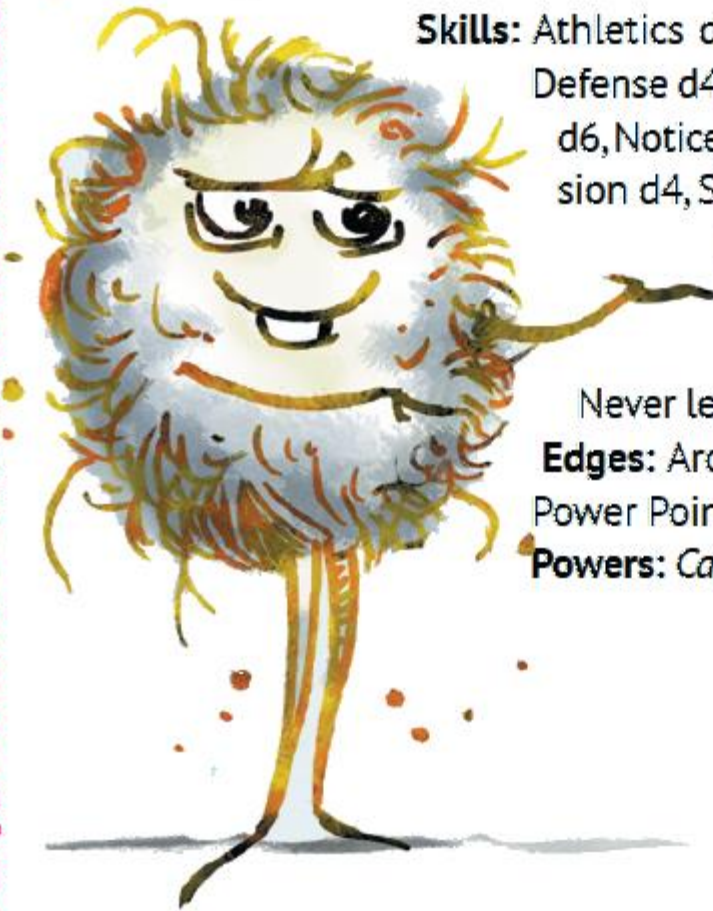
STRENGTH  
D4

VIGOR  
D6

PACE 6

PARRY 4

TOUGHNESS 3



**Skills:** Athletics d6, Common Knowledge d6, Defense d4, Focus d8, Hugs d4, Mischief d6, Notice d6, Performance d6, Persuasion d4, Stealth d6

**Hindrances:** Driven (Minor – The band has a destiny), Heroic, Vow (Minor – Never leave a band member behind)

**Edges:** Arcane Background (Gifted, 15 Power Points), Common Bond

**Powers:** *Caring thoughts*

# RAY

## DRIVEN

YOU WANT SOMETHING FOR YOURSELF. IT MAY BE TO PROTECT THE REALM, BECOME A DECORATED OFFICER, PROVE YOU'RE THE BEST GLADIATOR IN ROME, OR THE BEST PILOT IN THE GALACTIC FLEET. THIS SHAPES YOU AND PUSHES YOUR DECISIONS, BUT HAPPENS RARELY OR IS FAIRLY HARMLESS.

## VOW

YOU HAVE SWORN AN OATH TO SOMEONE OR SOMETHING YOU BELIEVE IN. YOUR VOW MIGHT BE TO SERVE AN ORDER WITH A BROAD MANDATE THAT RARELY CONFLICTS WITH THE PARTY'S GOALS.

## GIFTED

YOU HAVE SUCH GREAT STRENGTH OF SPIRIT THAT YOU CAN FOCUS YOUR OWN ENERGIES — AND THE ENERGIES THAT SURROUND YOU — TO ACTIVATE AMAZING POWERS. AS AN ACTION, YOU CAN ALSO USE FOCUS TO SUPPORT FRIENDS OR TEST FOES.

## COMMON BOND

YOUR GREATEST STRENGTH OFTEN COMES FROM YOUR COMPANIONS, AND YOU ARE WILLING TO GIVE SOME OF YOUR OWN FORTUNE, FATE, OR LUCK TO SUPPORT THEM. YOU MAY FREELY GIVE YOUR BENNIES TO ANY OTHER CHARACTER YOU CAN COMMUNICATE WITH. EXPLAIN WHAT FORM THIS TAKES, FROM A QUICK SHOUT OF ENCOURAGEMENT TO A WELCOME PAT ON THE BACK.

## CARING THOUGHTS

POWER POINTS: 2

RANGE: SPIRIT

DURATION: INSTANT

TRAPPINGS: WAVES OF WARM FEELINGS, POSITIVE THOUGHTS, SMILES

YOU CAN HELP YOUR ALLIES DO AMAZING THINGS. A SUCCESS GIVES ONE REROLL TOKEN TO AN ALLY, WHICH THEY CAN SPEND ON A SINGLE FAILED TRAIT ROLL DURING THE CURRENT ENCOUNTER. A RAISE ALSO GIVES THE RECIPIENT +2 TO THE REROLL.

## ★ Mee (Novice)

Although the most selfish of the band, Mee has several redeeming qualities and is well-loved by the other Dustbunnies—well, most of the time. Mee has a way of annoying friends and enemies alike with practical jokes, a trait that can turn good or bad at any given moment. One thing is for sure: Mee loves baubles and will always participate in an adventure to find a new treasure.

**AGILITY**  
D6

**SMARTS**  
D6

**SPIRIT**  
D6

**STRENGTH**  
D6

**VIGOR**  
D6

**PACE** 6

**PARRY** 5

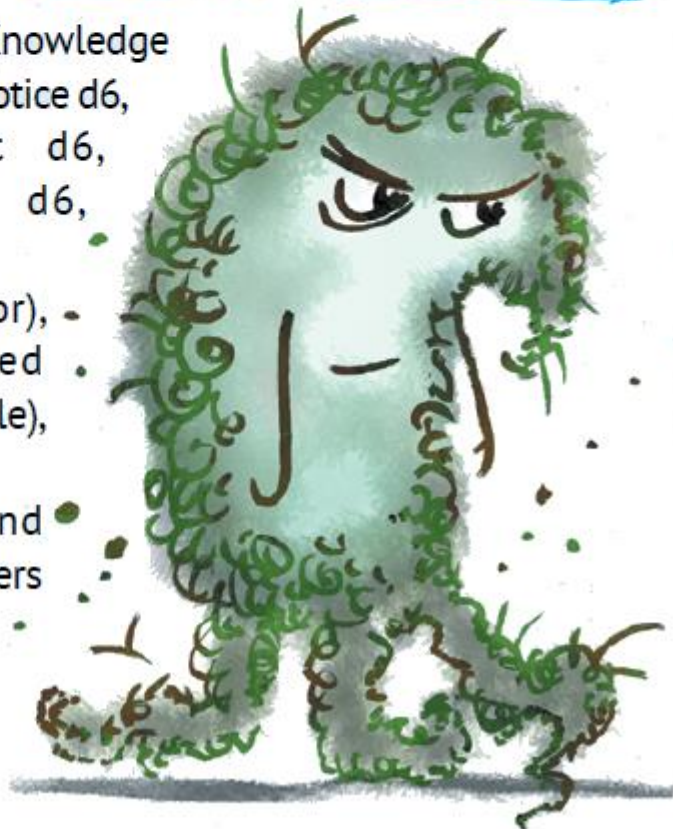
**TOUGHNESS** 3

**Skills:** Athletics d4, Common Knowledge d6, Defense d6, Mischief d6, Notice d6, Persuasion d4, Roob-It d6, Stealth d6, Survival d6, Taunt d6

**Hindrances:** Jealous (Minor), Practical Joker, Shamed (Minor – Didn't share a bauble), Stubborn

**Edges:** Arcane Background (Roob, 5 Baubles), New Powers

**Powers:** *Safety, what?*



# **MEE**

## **JEALOUS**

**INSECURITY LEADS TO ENVY OF OTHERS' ACCOMPLISHMENTS OR BEING OVERLY POSSESSIVE OF WHAT YOU FEELS BELONGS TO YOU. YOU OFTEN COMPLAIN, POUT, COVET OTHERS' POSSESSIONS OR ACCOLADES, CLAIM CREDIT FOR ANOTHER'S WORK, DISOBEY COMMANDS, OR GENERALLY CAUSE PROBLEMS. YOUR JEALOUSY IS FOCUSED ON ONE PARTICULAR SUBJECT (SUCH AS YOUR "UNRIVALED" SKILL AS A PILOT OR A ROMANTIC INTEREST).**

## **SHAMED**

**SOMETHING HAUNTS YOU. MAYBE YOU MADE A VOW YOU DIDN'T KEEP. MAYBE YOU WERE DEFEATED IN AN HONORABLE FIGHT AND ORDERED THE DEATH OF YOUR FOE ANYWAY FOR SOME GREATER PRINCIPLE. MAYBE YOU AREN'T ACTUALLY COWARDLY BUT ONCE RAN FROM A BATTLE AND LEFT OTHERS TO DIE. THE SHAMEFUL CIRCUMSTANCES AREN'T GENERALLY KNOWN — IT JUST HAUNTS YOU. YOU MIGHT GO OUT OF YOUR WAY, AGAINST ALL REASON, NOT TO REPEAT THE MISTAKE. OR YOU MIGHT GIVE IN TO THE SAME SET OF CIRCUMSTANCES AND HATE YOUR FOR IT.**

## **STUBBORN**

**YOU ALWAYS WANT YOUR WAY AND NEVER ADMIT YOU'RE WRONG. EVEN WHEN IT'S PAINFULLY OBVIOUS YOU'VE MADE A MISTAKE YOU TRY TO JUSTIFY IT WITH HALF-TRUTHS AND RATIONALIZATIONS.**

## **PRACTICAL JOKER**

**YOU LOVE TO PLAY PRANKS AND JOKES ON FRIENDS AND FOES, EVEN ON MEMBERS OF THE BAND. AS A RESULT, IT'S HARD FOR OTHERS TO TAKE YOU SERIOUSLY. BESIDES THE FUN ROLE-PLAYING OPPORTUNITIES, YOU ALSO SUBTRACT -1 FROM PERSUASION ROLLS.**

# MEE

## ROOBER

**SKILL: ROOB-IT (SMARTS)**

**STARTING BAUBLES: 5**

**USING BAUBLES, ROOBERS CREATE A MAGICAL CHAIN REACTION TO ACHIEVE A STATED EFFECT. DESCRIBE THE BAUBLES USED, HOW THEY INTERACT, AND WHAT THE CHAIN REACTION WILL DO. YOU CAN USE BAUBLES HELD BY THEIR ALLIES, WITH THEIR PERMISSION.**

**EASY PEASY: A SIMPLE EFFECT USING 2 BAUBLES — HAPPENS END OF THIS TURN. *FOR EXAMPLE, A SIMPLE CHAIN REACTION CAN TEST AN OPPONENT WITH +1 TO THE ROOBER'S OPPOSED ROLL, CREATE A SUDDEN SOUND LIKE A BRIEF WHISTLE, OR PERFORM A MINOR FEAT LIKE PUSHING A BAUBLE OFF A SHELF.***

**ORDINARY: A USEFUL EFFECT, COSTING 4 BAUBLES—HAPPENS END OF NEXT TURN. *AWARD A BENNY TO A FRIEND, CONJURE A SUDDEN GUST OF WIND TO SCATTER ITEMS ON A TABLE, OR PERFORM A FEAT LIKE SHATTERING A SMALL OBJECT.***

**LET'S ROLL!: A POTENT EFFECT, USING 8 BAUBLES—HAPPENS AFTER TWO TURNS. *AWARD A CONVICTION TOKEN TO A BAND MEMBER, MAKE AN OPPONENT LOSE THEIR NEXT TURN, OR PERFORM SOME AMAZING FEAT LIKE CUTTING OR YANKING THE POWER CORD OF A HOST'S DEVICE.***

**WITH A SUCCESS, THE EFFECT WORKS IN THE NORMAL AMOUNT OF TIME. WITH A RAISE, IT WORKS ONE TURN SOONER — OR IMMEDIATELY IF IT'S EASY PEASY. THE BAUBLES ARE CONSUMED OR SCATTERED AFTER A SUCCESSFUL ROOB-IT ROLL. IF THE ROLL FAILS, ONE BAUBLE IS CONSUMED.**

**ROOBERS CAN ACTIVATE POWERS — USING BAUBLES INSTEAD OF POWER POINTS. ROOBERS CAN ALSO SPEND A BENNY TO GET 5 RANDOM BAUBLES.**

## SAFETY

**POWER POINTS: 2**

**RANGE: SMARTS**

**DURATION: 5**

**TRAPPINGS: SAFE THOUGHTS, WARM AURA, SENSE OF SERENITY**

**SAFETY GIVES +2 POINTS OF ARMOR TO THE RECIPIENT WHEN YOU SUCCEED ON THE ARCANE SKILL ROLL. A RAISE ALSO GIVES A FREE REROLL ON ANY ATTEMPT TO RECOVER FROM SHAKEN STATUS OR SOAK A WOUND DURING THE POWER'S DURATION.**

# MEE

## CREATIVE TRICKSES TABLE

2D6 ROLL EFFECT

- 2 *IT'S ALL ABOUT YOU:* YOUR TRICK HELPS YOU INSTEAD OF FURTHER AFFECTING YOUR FOE. YOU CAN CHOOSE TO REMOVE A LEVEL OF FATIGUE, REMOVE ONE WOUND, OR TAKE ONE TOKEN OF CONVICTION.
- 3-4 *BENNY BONUS:* THE TRICK MESSED WITH YOUR OPPONENT'S MIND. THEY'RE SHAKEN. EVEN BETTER, YOU GET A BENNY!
- 5-6 *WOOT! WOOT!:* YOUR OPPONENT IS DISTRACTED, VULNERABLE, AND SHAKEN!
- 7 *SHAKEN:* THE FOE IS SHAKEN, IN ADDITION TO THE STATUS YOU CHOSE FOR YOUR SUCCESS. SORRY, NOTHING ELSE SPECIAL. MAYBE NEXT TIME.
- 8-9 *TOTALLY TRICKSY:* THIS TRICK TOTALLY FOOLED YOUR FOE. THEY LOSE THEIR NEXT TURN BECAUSE THEY'RE STILL DAZED BY YOUR AMAZING TRICKSES. THE STATUS YOU CHOSE FOR THE SUCCESS STILL ENDS IMMEDIATELY AFTER THE FOE'S NEXT TURN IS SKIPPED.
- 10-11 *MIND MISCHIEF:* YOU GAIN CONFIDENCE IN YOUR TRICKSES. YOUR FOE IS SHAKEN, AND YOU ALSO GET A FREE REROLL ON YOUR NEXT TRICKSES ROLL AGAINST ANY OPPONENT DURING THIS ENCOUNTER.
- 12 *LET'S ROLL:* YOU'RE ON A ROLL! AFTER YOUR TURN ENDS, YOU GET ANOTHER FULL TURN OF ACTIONS AND MOVEMENT. YOU CAN GO ON HOLD IF YOU WISH, BUT YOU MUST USE YOUR EXTRA TURN IN THIS ROUND.

## WHAT?

POWER POINTS: 2

RANGE: SMARTS

DURATION: SPECIAL

TRAPPINGS: MUMBLING, ROLLING IN CIRCLES, POINTING AT NOTHING

USUALLY, DUSTBUNNIES NEED ONLY A FEW MOMENTS TO ROLL AWAY FROM TROUBLE OR COMPLETE SOME WAGGERY. WITH THIS POWER, YOU CAN MAKE FOES STOP AND SAY "WHAT?" IT'S A FUN THING FOR BAND MEMBERS TO WATCH, WHEN IT WORKS, AS THIS MAGIC MISCHIEF HAS UNPREDICTABLE RESULTS — ALWAYS A PLUS FOR DUSTBUNNIES.

THIS IS AN OPPOSED ROLL BETWEEN YOUR ARCANE SKILL AND THE TARGET(S) SMARTS. IF YOU WIN, ROLL ON THE CREATIVE TRICKSES TABLE AND APPLY THE RESULTS IMMEDIATELY. IF THE FOE WINS, THE CASTER LOSES 1 POWER POINT, AS USUAL.



## ★ Fah (Novice)

Larger than most Dustbunnies, Fah never shows fear when it comes to protecting the lair and the members of the band. Fah embraces danger as if it were necessary to life itself. Fah always rushes in to help others or face enemies without a thought for personal safety—even if mice are involved.

AGILITY  
D6

SMARTS  
D4

SPIRIT  
D6

STRENGTH  
D8

VIGOR  
D6

PACE 6

PARRY 5

TOUGHNESS 4



**Skills:** Athletics d6, Common Knowledge d4, Defense d6, Fables d4, Hugs d4, Intimidation d6, Mischief d4, Notice d4, Performance d6, Persuasion d6, Stealth d6, Survival d4

**Hindrances:** Daredevil, Enemy (Major – Jeri the Mouse), Quirk (Rolls with Wheels)

**Edges:** Brawny, Brave

# **FAH**

## **DAREDEVIL**

YOU ARE WILLING TO RISK ALMOST ANYTHING TO HELP THE BAND ACHIEVE A GOAL. WHETHER IT'S TRICKING A SCARY ADVERSARY SO OTHERS CAN ROLL AWAY SAFELY OR ROLLING INTO A BODY OF WATER IN ORDER TO ACQUIRE A NEW BAUBLE, YOU TAKE BIG RISKS WHEN THINGS MATTER.

## **ENEMY**

SOMEONE OUT THERE HATES YOU AND WANTS YOU RUINED, LOCKED AWAY, OR DEAD. A MAJOR ENEMY MIGHT REPRESENT POWERFUL AUTHORITIES, A BAND OF OUTLAWS, OR A SINGLE VERY POWERFUL AND RELENTLESS RIVAL.

## **QUIRK**

YOU HAVE SOME MINOR FOIBLE THAT IS USUALLY HUMOROUS BUT CAN OCCASIONALLY CAUSE REAL TROUBLE. A SWASHBUCKLER MAY ALWAYS TRY TO SLASH HIS INITIALS ON HIS FOES, A DWARF MAY BRAG CONSTANTLY ABOUT HIS CULTURE, OR A SNOBBY DEBUTANTE MIGHT NOT EAT, DRINK, OR SOCIALIZE WITH THE LOWER CLASS, FOR EXAMPLE.

## **BRAVE**

YOU HAVE LEARNED TO MASTER YOUR FEAR, OR HAVE DEALT WITH SO MANY HORRORS YOU'VE BECOME JADED. YOU ADD +2 TO FEAR CHECKS AND SUBTRACT 2 FROM FEAR TABLE RESULTS.

## **BRAWNY**

YOU ARE VERY LARGE OR VERY FIT. YOUR SIZE INCREASES BY +1 (AND THEREFORE TOUGHNESS BY 1) AND YOU TREATS YOUR STRENGTH AS ONE DIE TYPE HIGHER WHEN DETERMINING ENCUMBRANCE AND MINIMUM STRENGTH TO USE ARMOR, WEAPONS, AND EQUIPMENT WITHOUT A PENALTY.

## ★ Soh (Novice)

Soh is the most pensive of the Dustbunny band. While others tend to act and react in the moment, without much thought for what might happen next, this Dustbunny likes to weigh the options. Sometimes, this means Soh misses out on some fun mischief. Other times, it means Soh thinks up a unique and fun tactic.

AGILITY

D4

SMARTS

D8

SPIRIT

D6

STRENGTH

D6

VIGOR

D6

PACE 6

PARRY 4

TOUGHNESS 3

**Skills:** Athletics d4, Common Knowledge d6, Defense d4, Fables d6, Mind Over Matter d8, Mischief d4, Notice d8, Persuasion d6, Stealth d4, Survival d6

**Hindrances:** Cautious, Curious, Quirk (Likes to say “wait a tick”)

**Edges:** Arcane Background (Mind Over Matter, 10 Power Points), Clever

**Powers:** *Bewilder, big hugs, make believe*



# SOH

## CAUTIOUS

YOU PERSONIFY RESTRAINT AND CAREFULNESS. YOU NEVER MAKE RASH DECISIONS AND LIKE TO PLOT THINGS OUT IN DETAIL LONG BEFORE ANY ACTION IS TAKEN.

## CURIOUS

IT KILLED THE CAT, AND IT MIGHT KILL YOU AS WELL. YOU HAVE TO CHECK OUT EVERYTHING AND ALWAYS WANT TO KNOW WHAT'S BEHIND A POTENTIAL MYSTERY OR SECRET.

## QUIRK

YOU HAVE SOME MINOR FOIBLE THAT IS USUALLY HUMOROUS BUT CAN OCCASIONALLY CAUSE REAL TROUBLE. A SWASHBUCKLER MAY ALWAYS TRY TO SLASH HIS INITIALS ON HIS FOES, A DWARF MAY BRAG CONSTANTLY ABOUT HIS CULTURE, OR A SNOBBY DEBUTANTE MIGHT NOT EAT, DRINK, OR SOCIALIZE WITH THE LOWER CLASS, FOR EXAMPLE.

## CLEVER

GIVEN A SECOND TO THINK, YOU COME UP WITH LOTS OF WAYS TO MAKE MISCHIEF. WHEN YOUR ACTION CARD IS FIVE OR LESS, IGNORE UP TO 2 POINTS OF PENALTIES OR GET A FREE REROLL DURING YOUR TURN.

## ARCANE BACKGROUND (MIND OVER MATTER)

ARCANE SKILL: MIND OVER MATTER (SMARTS)

STARTING POWERS: 3

POWER POINTS: 10

SOME BAND MEMBERS CAN MAKE MAGIC HAPPEN WITH THE POWER OF THEIR THOUGHTS. HAPPENS ALL THE TIME UNDER THE COUCH. AS AN ACTION, YOU CAN ALSO USE YOUR ARCANE SKILL TO SUPPORT FRIENDS OR TEST FOES.

# SOH

## **BEWILDER**

**POWER POINTS: 2**

**RANGE: SMARTS**

**DURATION: INSTANT**

**TRAPPINGS: NONSENSE WORDS, STRANGE BODY LANGUAGE, ERRATIC ROLLING**

**YOU KNOW HOW TO MAKE A FOE FORGET ABOUT WHATEVER THEY WERE GOING TO DO, TEMPORARILY. MAKE AN OPPOSED ROLL WITH ARCANES SKILL AGAINST THE TARGET'S SMARTS. WITH A SUCCESS, THE TARGET IS SHAKEN AND DISTRACTED. WITH A RAISE, THE TARGET IS STUNNED.**

## **BIG HUGS**

**POWER POINTS: 3**

**RANGE: TOUCH**

**DURATION: INSTANT**

**TRAPPINGS: HAPPY THOUGHTS, WARM FEELINGS, FRIENDLY PATS**

**HEAL ONE WOUND WITH A SUCCESS, OR TWO WOUNDS WITH A RAISE.**

## **MAKE BELIEVE**

**RANK: NOVICE**

**POWER POINTS: 3**

**RANGE: SPIRIT**

**DURATION: 5**

**TRAPPINGS: IMAGINATION, SHAPES FROM DUST AND SCRAPS**

**USE YOUR POWER OF IMAGINATION TO MAKE THEIR FOES BELIEVE MADE-UP THINGS ARE REAL. THESE MADE-UP THINGS CAN'T HURT A FOE, BUT THEY CAN OCCUPY ONE'S ATTENTION. THE THINGS MUST FIT INTO A SMALL BLAST TEMPLATE AREA WITHIN YOUR RANGE.**

**DESCRIBE THE MADE-UP THING AND MAKE AN ARCANES SKILL ROLL. A SUCCESS FOR MAKES A FOE BELIEVE THE THING FOR THE DURATION OF THE POWER — OR UNTIL THE FOE MAKES A SPIRIT ROLL TO DISBELIEVE, WHICH HAPPENS WHENEVER THE HOST THINKS THERE'S A REASON FOR THE FOE TO GET THE ROLL.**

**THE HOST ALSO DECIDES WHAT THE EFFECT IS ON THE TARGET EACH ROUND. THIS CAN BE ANY STATUS (DISTRACTED, VULNERABLE, ENTANGLED, SHAKEN, ETC.) BASED ON THE CASTER'S DESCRIPTION — AND IT CAN CHANGE FROM ROUND TO ROUND. A RAISE MAKES TWO STATUSES APPLY.**

***FOR EXAMPLE, A DUSTBUNNY ENCOUNTERS SOME MICE WHILE ON A MISSION OF MISCHIEF. THE CASTER SUCCEEDS, DESCRIBING THE SUDDEN APPEARANCE OF A MAKE BELIEVE CAT, HOPING TO KEEP THE MICE OCCUPIED LONG ENOUGH TO COMPLETE THE MISCHIEF. THE HOST DECIDES THE MICE ARE DISTRACTED IN THE FIRST ROUND, BUT GIVES THEM A SPIRIT ROLL IN THE SECOND ROUND BECAUSE THE CAT MAKES NO ATTEMPT TO CATCH THEM.***

## ★ Lah (Novice)

By far the funniest of the Dustbunnies, Lah excels at making friends laugh. Because they love Lah's goofy portrayal of the hosts, some of the band like to shape parts of their bodies into host-like limbs. With a knack for persuading others (friends and foes alike), this character relies on wit and wiles to aid the band.

AGILITY  
D6

SMARTS  
D6

SPIRIT  
D8

STRENGTH  
D4

VIGOR  
D6

PACE 6

PARRY 4

TOUGHNESS 3



**Skills:** Athletics d4, Common Knowledge d6, Defense d4, Mischief d6, Notice d6, Performance d8, Persuasion d8, Stealth d6, Survival d4, Taunt d6

**Hindrances:** Overconfident, Quirk (Imitates hosts)

**Edges:** Work the Room

# LAH

## QUIRK

YOU HAVE SOME MINOR FOIBLE THAT IS USUALLY HUMOROUS BUT CAN OCCASIONALLY CAUSE HIM REAL TROUBLE. A SWASHBUCKLER MAY ALWAYS TRY TO SLASH HIS INITIALS ON HIS FOES, A DWARF MAY BRAG CONSTANTLY ABOUT HIS CULTURE, OR A SNOBBY DEBUTANTE MIGHT NOT EAT, DRINK, OR SOCIALIZE WITH THE LOWER CLASS, FOR EXAMPLE.

## OVERCONFIDENT

THERE'S NOTHING OUT THERE YOU CAN'T DEFEAT. AT LEAST THAT'S WHAT YOU THINKS. YOU BELIEVE YOU CAN DO MOST ANYTHING AND NEVER WANT TO RETREAT FROM A CHALLENGE. YOU'RE NOT SUICIDAL, BUT YOU CERTAINLY TAKE ON MORE THAN COMMON SENSE DICTATES.

## WORK THE ROOM

YOUR WORDS DON'T JUST INSPIRE THOSE THEY'RE DIRECTED AT — THEY OFTEN INSPIRE OTHERS AS WELL. ONCE PER TURN, YOU CAN ROLL AN ADDITIONAL SKILL DIE WHEN SUPPORTING WITH PERSUASION OR PERFORMANCE. THE ADDITIONAL DIE SUPPORTS ANY OTHER ALLY WHO CAN SEE OR HEAR YOUR HERO, AND APPLIES TO THEIR NEXT ACTION, WHATEVER IT MAY BE.

## ★ Tee (Novice)

The most accomplished mischief-maker among the band, Tee wants to be known as the best-ever prankster and collector of treasures. This Dustbunny often reminds other band members “the bold get the baubles.” Tee also insists that raisins must be avoided, as nothing good can come from something so squishy and wrinkly.

AGILITY  
D10

SMARTS  
D6

SPIRIT  
D6

STRENGTH  
D6

VIGOR  
D4

PACE 6

PARRY 5

TOUGHNESS 2

**Skills:** Athletics d8, Common Knowledge d6, Defense d6, Mischief d10, Notice d6, Persuasion d4, Stealth d6, Taunt d6

**Hindrances:** Driven (Major), Habit (Minor – Catchphrase), Phobia (Minor – Raisins)

**Edges:** Free Roller





## **TEE**

### **DRIVEN**

YOU WANT SOMETHING FOR YOURSELF. IT MAY BE TO PROTECT THE REALM, BECOME A DECORATED OFFICER, PROVE YOU'RE THE BEST GLADIATOR IN ROME, OR THE BEST PILOT IN THE GALACTIC FLEET. DRIVEN SHAPES YOU AND PUSHES YOUR DECISIONS, BUT EITHER HAPPENS RARELY OR IS FAIRLY HARMLESS.

### **HABIT**

YOU HAVE AN ANNOYING OR DANGEROUS COMPULSION. IT IRRITATES THOSE AROUND YOU BUT ISN'T DANGEROUS. MAYBE YOU PICK HER NOSE, CAN'T STOP FIDDLING WITH YOUR PHONE, SAY "Y'KNOW" IN THE MIDDLE OF EVERY SENTENCE, OR CHEW AND SMACK GUM LOUDLY AND OFTEN. ALLIES AVOID YOU IF POSSIBLE.

### **PHOBIA**

PHOBIAS ARE OVERWHELMING AND IRRATIONAL FEARS THAT PLAGUE YOUR PSYCHE. WHENEVER YOU ARE IN THE PRESENCE OF YOUR PHOBIA (GM'S CALL, BUT GENERALLY SIGHT), SUBTRACTS -1 FROM ALL YOUR TRAIT ROLLS. PHOBIAS SHOULDN'T BE TOO OBVIOUS; EVERYONE SHOULD BE AFRAID OF VAMPIRES, FOR EXAMPLE, SO IT'S NOT A PHOBIA, IT'S COMMON SENSE. INSTEAD, THE PHOBIA USUALLY CENTERS ON SOME RANDOM ELEMENT THE MIND ASSOCIATES WITH THE EVENT. REMEMBER, PHOBIAS ARE IRRATIONAL FEARS.

### **FREE ROLLER**

YOU EXCEL AT ROLLING AROUND A HOST'S HOME, WHERE OBSTACLES ARE EVERYWHERE. YOU CAN MOVE AT FULL PACE ON DIFFICULT GROUND, SUCH AS SHAG CARPET OR SLIPPERY FLOOR TILES. YOU ALSO GAIN A FREE REROLL FOR ATHLETICS WHEN CLIMBING OR OTHERWISE NAVIGATING OBSTACLES SUCH AS FURNITURE, THE HOST'S SOCKS OR SHOES, OR ABANDONED TOYS. LET'S ROLL!