

# BRUTAL

Big Bad Ball Busting Bloody Battles

## SAMPLE CHARACTERS RELEASE 2.0

BRUTAL is a Hack-and-Slash  
Fantasy Horror Game  
Created and freely distributed by  
**DAVID J. STANLEY**

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## ILLUSTRATORS

Originally this game had little to no images. However, thanks to the many suggestions and to the amazing talent of numerous artists, this second release looks much, much better.

David Wong, "Primary Illustrator" ..... Original character races, and many of the initial monsters  
Zac Henderson ..... Additional drawings of the newly created character races  
James Bolinger ..... Lot's and lot's of Catlings  
Andy Hopp ..... Many more, amazing monsters to fill our pages  
Larry Elmore ..... The creator and owner of the Zeetvah character race  
Eric Barnett ..... Awesome clipart and horrific images of a fearful sort

## EDITORS

Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit [www.BrutalRPG.com](http://www.BrutalRPG.com) and submit feedback to David J. Stanley.

Kristina Stanley ..... Daughter of David, and best damn proof-reader in the world  
Catherine Stanley" ..... Wife of David, beautiful lady, very supportive

## BRUTAL

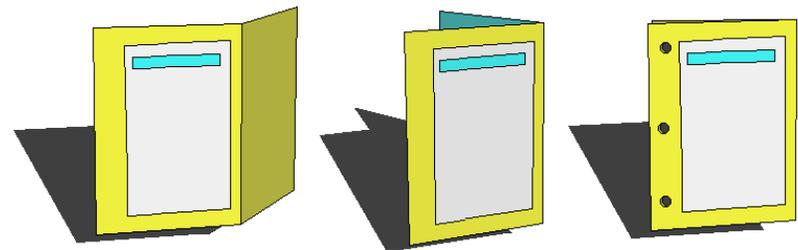
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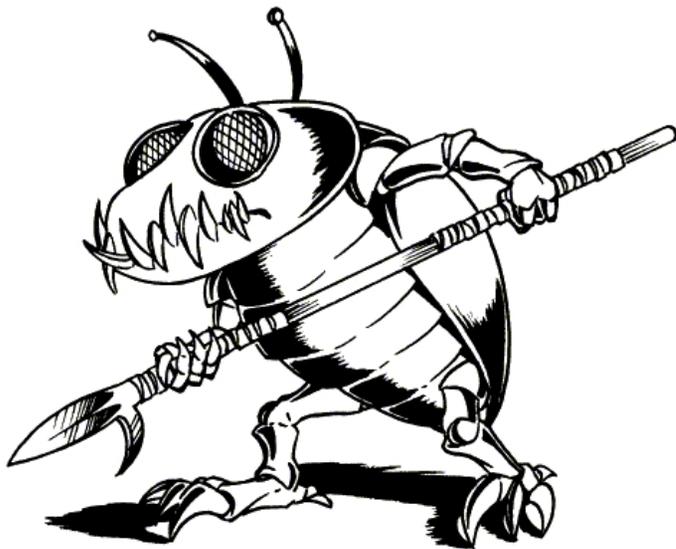
## ZEETVAH

ZEETVAH is a trademark of Larry Elmore. A special thanks goes out to Larry Elmore for allowing me (David J. Stanley) to include them in this game. Larry Elmore still owns exclusive © copyright to the Zeetvah race, All Rights Reserved. To learn more about Zeetvahs, visit the adventures of "Snarf Quest" on-line at <http://www.larryelmore.com/zGallery/AGSnarf/AGSnarf.html>

## FOLDING INSTRUCTIONS

This is a FREE PRESS document, and you are responsible for any and all printing, folding, and binding of this document that you choose to implement. It is expected that you will fold each page as shown below and punch holes to add to your binder (half-sized 5.5 x 8.5). Another alternative is to fold each page as shown below and have a printer shop such as Kinko's® or OfficeMax® bind it using either comb binding or spiral binding. If you opt for the comb or spiral binding, it is highly recommended that you have them add a clear cover to the front, and a solid black cover to the back.





## Zee-Kee

Say (ZEE-kee)

He loves to adventure and dreams of being a hero.

### In A Fight

He is a good fighter, but prefers to stay on the ground for now, until he gets better at turning while flying and landing safely.

He uses flying to run away if needed.

## BRUTAL CHARACTER SHEET

| DESCRIPTION   |                       | FIXED ATTRIBUTES |                        |
|---|-----------------------|------------------|------------------------|
| Name  | Zee-Kee               | Life Force       | 4d                     |
| Race Info   | Male Adventure Beetle | Size             | 2d                     |
| Notes   | Runs away a lot.      | Speed            | 3", 9"                 |
|   |                       | Dark Vision      | 0"                     |
| ABILITIES   |                       | HIT POINTS       |                        |
| Willpower   | 1d                    | Strength         | 4d                     |
| Intellect   | 2d                    | Movement         | 3d                     |
| Nature  | 1d                    | Coordination     | 2d                     |
| Corruption  | 1d                    | Combat           | 8d                     |
| Magic   | 1d                    | Spell Casting    | 0d                     |
| Maximum =   |                       | 22               |                        |
|   |                       |                  |                        |
| Weapon #1   | Staff (2d)            | Armor #1         | Shell (1d), Staff (2d) |
|   | 2d                    |                  | 3d                     |
| Attack  | +5= 7d                | All Out          | +5+1= 8d               |
| Defend  | +3= 6d                | At Risk          | +0= 3d                 |
| Counter   | +3= 5d                | Counter          | +3= 5d                 |
| No Attack   | Feint: +1             | All Out          | +4+1= 8d               |
| Counter   | +3= 5d                | Counter          | +3= 5d                 |
| Weapon #2   | Sling (1d)            | Armor #2         | Shell (1d)             |
|   | 1d                    |                  | 1d                     |
| Attack  | +5= 6d                | All Out          | +5+1= 7d               |
| Defend  | +3= 4d                | At Risk          | +0= 1d                 |
| Counter   | +3= 4d                | Counter          | +3= 4d                 |
| No Attack   | Feint: +1             | All Out          | +4+1= 6d               |
| Counter   | +3= 4d                | Counter          | +3= 4d                 |
| Other Items Carried: 1 week rations, Staff, 45-Pack, Sling, |                       |                  |                        |
| 20 Silver Bullets, 60 Stones                                |                       |                  |                        |
|   |                       |                  |                        |
| Special Abilities: Adventure Beetles must fly               |                       | Saved E.P.       |                        |
| in a straight line, and land on their backs                 |                       | Gold Coins 10    |                        |
| for this and all of the next round as well.                 |                       | Gold Bits 20     |                        |



**Black Scratch**  
Say (BLAK-scratch)

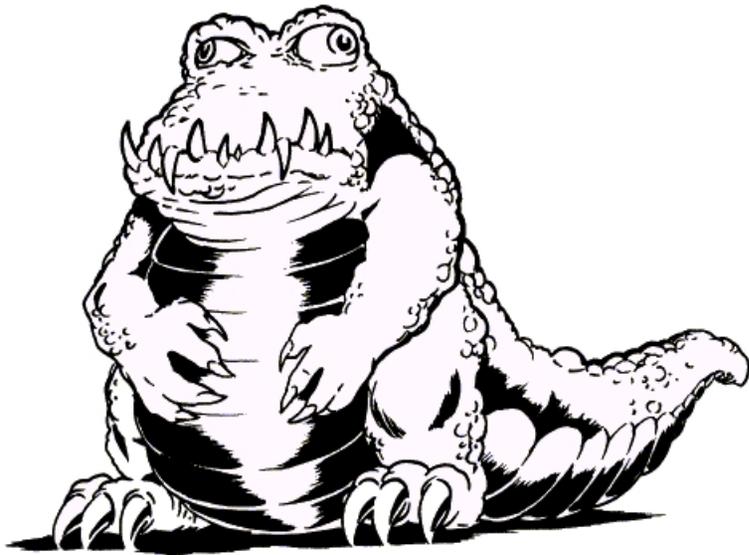
He's very curious, purrs a lot, and plays with his tail when he's nervous.

### In A Fight

He growls and acts very tough, but all he really does is leap around and "keep moving" to draw the enemy fire, while using an "all-out-defense".

## BRUTAL CHARACTER SHEET

| DESCRIPTION                               |                               |               |                 | FIXED ATTRIBUTES     |     |
|---|-------------------------------|---------------|-----------------|----------------------|-----|
| Name                                      | Black Scratch                 |               |                 | Life Force           | 4d  |
| Race Info                                 | Male Catling                  |               |                 | Size                 | 2d  |
| Notes                                     | Very Curious, and Purrs a lot |               |                 | Speed                | 6"  |
|   |                               |               |                 | Dark Vision          | 15" |
| ABILITIES                                 |                               |               |                 |                      |     |
| Willpower                                 | 1d                            | Strength      | 1d              |                      |     |
| Intellect                                 | 1d                            | Movement      | 5d              |                      |     |
| Nature                                    | 1d                            | Coordination  | 5d              |                      |     |
| Corruption                                | 1d                            | Combat        | 6d              |                      |     |
| Magic                                     | 1d                            | Spell Casting | 0d              |                      |     |
| HIT POINTS                                |                               |               |                 |                      |     |
| Maximum =                                 |                               |               |                 | 13                   |     |
|   |                               |               |                 |                      |     |
| Weapon #1                                 |                               |               |                 |                      |     |
| Weapon #1                                 | Small Sword (2d)              | Armor #1      | Half-Chain (2d) | (1st Hand Sword: +1) |     |
|   | 2d                            |               | 3d              |                      |     |
| Attack                                    | +3=5d                         | All Out       | +5+1=8d         | No Attack            |     |
| Defend                                    | +3=6d                         | At Risk       | +0=3d           | All Out +3+1=7d      |     |
| Counter                                   | +3=5d                         | Counter       | +3=5d           | Counter +3=5d        |     |
| Weapon #2                                 |                               |               |                 |                      |     |
| Weapon #2                                 | Thrown Dagger (1d)            | Armor #2      | Half-Chain (2d) |                      |     |
|   | 1d                            |               | 2d              |                      |     |
|   | (Only has one dagger)         |               |                 |                      |     |
|   | (As an All Out Attack)        |               |                 |                      |     |
| Attack                                    | +3=4d                         | All Out       | +5+1=7d         | No Attack            |     |
| Defend                                    | +3=5d                         | At Risk       | +0=2d           | All Out +3+1=6d      |     |
| Counter                                   | +3=4d                         | Counter       | +3=4d           | Counter +3=4d        |     |
| Other Items Carried:                      |                               |               |                 |                      |     |
| 1 week's rations, Half-Chain, Small Sword |                               |               |                 |                      |     |
| Dagger                                    |                               |               |                 |                      |     |
| Special Abilities:                        |                               |               |                 |                      |     |
| Catlings are well adapted                 |                               |               |                 |                      |     |
| for speed and stealth with a +2 modifier  |                               |               |                 |                      |     |
| to Sprint Leap Land and Sneak.            |                               |               |                 |                      |     |
| Saved E.P.                                |                               |               |                 |                      |     |
| Gold Coins                                |                               |               |                 | 9                    |     |
| Gold Bits                                 |                               |               |                 | 20                   |     |



## Bark Tooth

Say (BARK-tooth)

He love jokes and riddles, and finds great humor in acting disgusting and insulting others.

### In A Fight

During a fight, he tends to use an all-out-defensive charge as he pushes his way behind the enemy to attack the leaders hiding in the back.

## BRUTAL CHARACTER SHEET

| DESCRIPTION  |  |               |          | FIXED ATTRIBUTES |                            |  |  |
|--|--|---------------|----------|------------------|----------------------------|--|--|
| Name   | Bark Tooth                                 |               |          | Life Force       | 4d                         |  |  |
| Race Info  | Male Cesspooler                            |               |          | Size             | 4d                         |  |  |
| Notes  | Loves to be disgusting.                    |               |          | Speed            | 3"                         |  |  |
|  |  |               |          | Dark Vision      | 0"                         |  |  |
| ABILITIES  |  |               |          | HIT POINTS       |                            |  |  |
| Willpower  | 3d   | Strength      | 5d       | Maximum =        | 16                         |  |  |
| Intellect  | 2d   | Movement      | 3d       |                  |                            |  |  |
| Nature   | 1d   | Coordination  | 2d       |                  |                            |  |  |
| Corruption   | 1d   | Combat        | 8d       |                  |                            |  |  |
| Magic  | 1d   | Spell Casting | 0d       |                  |                            |  |  |
| Weapon #1  |  |               |          | Armor #1         |                            |  |  |
|  | Bite (2d)                                  |               |          |                  | Half-Chain (2d)            |  |  |
|  | 2d   |               |          |                  | 2 wooden shields (1d) each |  |  |
| Attack   | +5= 7d                                     | All Out       | +4+1= 7d | No Attack        | Feint: +1                  |  |  |
| Defend   | +3= 7d                                     | At Risk       | +0= 4d   | All Out          | +4+1= 9d                   |  |  |
| Counter  | +3= 5d                                     | Counter       | +3= 5d   | Counter          | +3= 5d                     |  |  |
| Weapon #2  |  |               |          | Armor #2         |                            |  |  |
|  | Thrown Dagger (1d)<br>(Only has 2 daggers) |               |          |                  | Half-Chain (2d)            |  |  |
|  | 0d<br>(As an All Out Attack)               |               |          |                  | Wooden Shield (1d)         |  |  |
|  | 3d   |               |          |                  |                            |  |  |
| Attack   | +5= 5d                                     | All Out       | +5+1= 6d | No Attack        | Feint: +1                  |  |  |
| Defend   | +3= 6d                                     | At Risk       | +0= 3d   | All Out          | +4+1= 8d                   |  |  |
| Counter  | +3= 3d                                     | Counter       | +3= 3d   | Counter          | +3= 3d                     |  |  |
| Other Items Carried:   |  |               |          |                  |                            |  |  |
| 1 week rations, Half-Chain, Wooden Shield, Wooden Shield, Dagger, Dagger |  |               |          |                  |                            |  |  |
| Special Abilities:   |  |               |          | Saved E.P.       |                            |  |  |
| Cesspoolers not trapped by normal nets. Bite                             |  |               |          |                  | Gold Coins                 |  |  |
|  |  |               |          |                  | 4                          |  |  |
|  |  |               |          |                  | Gold Bits                  |  |  |
|  |  |               |          |                  | 20                         |  |  |



**Bird Beak**  
Say (BIRD-beek)

He is a sucker for human food, hot spices and alcohol. He has left his family and is now being hunted by a pack of other Cyclops Turtles.

**In A Fight**

He prefers to backup and throw daggers if possible. Otherwise he uses the staff to push and poke, while protecting himself using an all out defense, and biting those (counter attack) those who try to attack him.

**BRUTAL CHARACTER SHEET**

|   |                           |                         |            |
|---|---------------------------|-------------------------|------------|
| <b>DESCRIPTION</b>                                  |                           | <b>FIXED ATTRIBUTES</b> |            |
| Name  | Bird Beak                 | Life Force              | 5d         |
| Race Info   | Male Cyclops Turtles      | Size                    | 2d         |
| Notes   | Fearful of other turtles. | Speed                   | 3"         |
|   |                           | Dark Vision             | 6"         |
| <b>ABILITIES</b>                                    |                           | <b>HIT POINTS</b>       |            |
| Willpower   | 2d                        | Strength                | 3d         |
| Intellect   | 3d                        | Movement                | 3d         |
| Nature  | 2d                        | Coordination            | 3d         |
| Corruption  | 1d                        | Combat                  | 8d         |
| Magic   | 2d                        | Spell Casting           | 0d         |
| Maximum =   |                           | 23                      |            |
| <b>Weapon #1</b>                                    |                           |                         |            |
| Claws and Bite (1d)                                 | Armor #1                  | Shell (2d)              | Staff (2d) |
| 1d  | 4d                        |                         |            |
| Attack  | +5= 6d                    | All Out                 | +5+1= 7d   |
| Defend  | +3= 7d                    | At Risk                 | +0= 4d     |
| Counter   | +3= 4d                    | Counter                 | +3= 4d     |
| No Attack   | Feint: +1                 | All Out                 | +4+1= 9d   |
|   |                           | Counter                 | +3= 4d     |
| <b>Weapon #2</b>                                    |                           |                         |            |
| Thrown Dagger (1d)                                  | Armor #2                  | Shell (2d)              |            |
| (Only has 3 daggers)                                | 2d                        |                         |            |
| (As an All Out Attack)                              |                           |                         |            |
| Attack  | +5= 6d                    | All Out                 | +5+1= 7d   |
| Defend  | +3= 5d                    | At Risk                 | +0= 2d     |
| Counter   | +3= 4d                    | Counter                 | +3= 4d     |
| No Attack   | Feint: +1                 | All Out                 | +4+1= 7d   |
|   |                           | Counter                 | +3= 4d     |
| Other Items Carried: Staff, Dagger, Dagger, Dagger, |                           |                         |            |
| 1 week rations, 45-Pack                             |                           |                         |            |
| Special Abilities: Cyclops Turtles can breathe      |                           | Saved E.P.              |            |
| under water, and do not suffer the 1/3              |                           | Gold Coins              |            |
| movement penalty while swimming.                    |                           | 4                       |            |
|   |                           | Gold Bits               |            |
|   |                           | 20                      |            |



**Bashnow**  
Say (BASH-now)

He simply loves to bash down doors with his massive war hammer which acts as a siege weapon.

**In A Fight**

He attacks the smaller creatures first, and uses a downward blow to squash them into the ground using Impact and Crushing Blow rules.

**BRUTAL CHARACTER SHEET**

|  |   |                         |                        |
|--|---|-------------------------|------------------------|
| <b>DESCRIPTION</b>   |   | <b>FIXED ATTRIBUTES</b> |                        |
| Name   | <b>Bashnow</b>  | Life Force              | <b>7d</b>              |
| Race Info  | <b>Male Cyclopsling</b>   | Size                    | <b>5d</b>              |
| Notes  | <b>Loves to bash down doors.</b>  | Speed                   | <b>3"</b>              |
|  |   | Dark Vision             | <b>0"</b>              |
| <b>ABILITIES</b>   |   |                         |                        |
| Willpower  | <b>2d</b>   | Strength                | <b>3d</b>              |
| Intellect  | <b>2d</b>   | Movement                | <b>2d</b>              |
| Nature   | <b>1d</b>   | Coordination            | <b>2d</b>              |
| Corruption   | <b>1d</b>   | Combat                  | <b>8d</b>              |
| Magic  | <b>1d</b>   | Spell Casting           | <b>0d</b>              |
| <b>HIT POINTS</b>  |   |                         |                        |
| Maximum =  |   | <b>24</b>               |                        |
|  |   |                         |                        |
| Weapon #1  | <b>Massive War Hammer<br/>Siege Weapong, Size 7<br/>With 2 hands (3d)</b> | Armor #1                | <b>Half-Chain (2d)</b> |
|  | <b>3d</b>   |                         | <b>2d</b>              |
| Attack   | <b>+5= 8d</b>   | All Out                 | <b>+5+1= 9d</b>        |
| Defend   | <b>+3= 5d</b>   | At Risk                 | <b>+0= 2d</b>          |
| Counter  | <b>+3= 6d</b>   | Counter                 | <b>+3= 6d</b>          |
| No Attack  | <b>Feint: +1</b>  |                         |                        |
| All Out  | <b>+4+1= 7d</b>   |                         |                        |
| Counter  | <b>+3= 6d</b>   |                         |                        |
| Weapon #2  |   | Armor #2                |                        |
| Attack   |   | All Out                 |                        |
| Defend   |   | At Risk                 |                        |
| Counter  |   | Counter                 |                        |
| No Attack  |   |                         |                        |
| All Out  |   |                         |                        |
| Counter  |   |                         |                        |
| Other Items Carried: <b>1 week rations, Massive War Hammer, Half-Chain</b> |   |                         |                        |
|  |   |                         |                        |
|  |   |                         |                        |
| Special Abilities: <b>Cyclopslings not trapped by normal nets.</b>         |   | Saved E.P.              |                        |
|  |   | Gold Coirs <b>4</b>     |                        |
|  |   | Gold Bits <b>20</b>     |                        |





**Decep'Nar**  
Say (dee-SEP-nar)

He is a dark and quiet individual, yet very pleasant and confident when spoken with.

**In A Fight**

He is very good with the bow and prefers to stay back out of trouble and attack with his bow using an all-out attack. At times, he uses his "Shadowy Darkness" spell to help hide in hopes of getting a chance to attack again when the enemy has moved far enough away again.

**BRUTAL CHARACTER SHEET**

|   |  |                         |                        |
|---|--|-------------------------|------------------------|
| <b>DESCRIPTION</b>  |  | <b>FIXED ATTRIBUTES</b> |                        |
| Name  | <b>Decep'Nar</b>   | Life Force              | <b>5d</b>              |
| Race Info   | <b>Male Elf (Dark)</b>   | Size                    | <b>3d</b>              |
| Notes   | <b>Does not trust anyone at first</b>                                      | Speed                   | <b>3"</b>              |
|   |  | Dark Vision             | <b>15"</b>             |
| <b>ABILITIES</b>  |  |                         |                        |
| Willpower   | <b>2d</b>  | Strength                | <b>2d</b>              |
| Intellect   | <b>2d</b>  | Movement                | <b>4d</b>              |
| Nature  | <b>3d</b>  | Coordination            | <b>2d</b>              |
| Corruption  | <b>1d</b>  | Combat                  | <b>8d</b>              |
| Magic   | <b>1d</b>  | Spell Casting           | <b>0d</b>              |
| <b>HIT POINTS</b>   |  |                         |                        |
| Maximum =   |  | <b>17</b>               |                        |
|   |  |                         |                        |
| Weapon #1   | <b>Bow (2d)</b><br><b>120 standard arrows</b><br><b>(Elf with bow: +1)</b> | Armor #1                | <b>Half-Chain (2d)</b> |
|   | <b>3d</b>  |                         | <b>2d</b>              |
| Attack  | <b>+5= 8d</b>  | All Out                 | <b>+5+1= 9d</b>        |
| Defend  | <b>+3= 5d</b>  | At Risk                 | <b>+0= 2d</b>          |
| Counter   | <b>+3= 4d</b>  | Counter                 | <b>+3= 4d</b>          |
| No Attack   |  | Feint                   | <b>+1</b>              |
| All Out   |  | All Out                 | <b>+4+1= 7d</b>        |
| Counter   |  | Counter                 | <b>+3= 4d</b>          |
| Weapon #2   |  | Armor #2                |                        |
| Attack  |  | All Out                 |                        |
| Defend  |  | At Risk                 |                        |
| Counter   |  | Counter                 |                        |
| No Attack   |  | All Out                 |                        |
| All Out   |  | Counter                 |                        |
| Counter   |  |                         |                        |
| Other Items Carried: <b>1 week rations, Bow, Half-Chain, 120 Arrows</b>   |  |                         |                        |
|   |  |                         |                        |
|   |  |                         |                        |
| Special Abilities: <b>Dark Elves gain +1 with the Bow, and cast Shadowy Darkness 3 / day gaining +2 to Hide/Sneak for 1-6 rounds.</b> |  | Saved E.P.              |                        |
|   |  | Gold Coins <b>7</b>     |                        |
|   |  | Gold Bits <b>20</b>     |                        |



## Vicky Valerez-Naay

Say (VIK-ee-vahl-AIR-ez-NAY)

She is a very beautiful Elf female but prefers the company of individuals who are not interested in her beauty. However she is totally attracted to Zetvah characters.

### In A Fight

She avoids close combat at all costs, and runs away often, but is deadly with the bow from a safe distance using her all-out-attack.

## BRUTAL CHARACTER SHEET

| DESCRIPTION  |                           |                    |          | FIXED ATTRIBUTES     |           |
|--|---------------------------|--------------------|----------|----------------------|-----------|
| Name   | Vicky Valerez-Naay        |                    |          | Life Force           | 5d        |
| Race Info  | Female Elf (Light)        |                    |          | Size                 | 3d        |
| Notes  | Confident - Thrill Seeker |                    |          | Speed                | 3"        |
|  |                           |                    |          | Dark Vision          | 15"       |
| ABILITIES  |                           |                    |          |                      |           |
| Willpower  | 2d                        | Strength           | 2d       |                      |           |
| Intellect  | 2d                        | Movement           | 4d       |                      |           |
| Nature   | 3d                        | Coordination       | 2d       |                      |           |
| Corruption   | 1d                        | Combat             | 8d       |                      |           |
| Magic  | 1d                        | Spell Casting      | 0d       |                      |           |
| HIT POINTS   |                           |                    |          |                      |           |
| Maximum =  |                           |                    |          | 18                   |           |
|  |                           |                    |          |                      |           |
| Weapon #1  |                           |                    |          |                      |           |
|  | Bow (2d)                  |                    | Armor #1 | Half-Chain (2d)      |           |
|  | 120 standard arrows       |                    |          | when All-Out-Defense |           |
|  | 3d                        | (Elf with bow: +1) | 2d       |                      |           |
| Attack   | +5=8d                     | All Out            | +5+1=9d  | No Attack            | Feint: +1 |
| Defend   | +3=5d                     | At Risk            | +0=2d    | All Out              | +4+1=7d   |
| Counter  | +3=4d                     | Counter            | +3=4d    | Counter              | +3=4d     |
| Weapon #2  |                           |                    |          |                      |           |
|  |                           |                    | Armor #2 |                      |           |
| Attack   |                           | All Out            |          | No Attack            |           |
| Defend   |                           | At Risk            |          | All Out              |           |
| Counter  |                           | Counter            |          | Counter              |           |
| Other Items Carried:   |                           |                    |          |                      |           |
| 1 weeks rations, Half-Chain, 120 Arrows  |                           |                    |          |                      |           |
|  |                           |                    |          |                      |           |
|  |                           |                    |          |                      |           |
| Special Abilities:   |                           |                    |          |                      |           |
| Light Elves gain +1 with the Bow, and cast Blinding Light vs. Willpower 3/day to blind a 6" radius for 1-6 rounds. |                           |                    |          |                      |           |
| Saved E.P.   |                           |                    |          |                      |           |
| Gold Coins   |                           |                    |          | 7                    |           |
| Gold Bits  |                           |                    |          | 20                   |           |



## Barbedid Wire

Say (BAR-ba-did-WHY-er)

She is smarter than she looks. She loves music and has great respect for her father who passed away a few years ago. She misses him a lot and sometimes spends quiet moments alone thinking about him.

### In A Fight

She tends to use her all-out-defense to protect others, especially archers and spell casters.

## BRUTAL CHARACTER SHEET

| DESCRIPTION   |                               | FIXED ATTRIBUTES |  |
|---|-------------------------------|------------------|--|
| Name  | <b>Barbedid Wire</b>          | Life Force       | <b>5d</b>  |
| Race Info   | <b>Female Half-Elf</b>        | Size             | <b>3d</b>  |
| Notes   | <b>Smarter than she looks</b> | Speed            | <b>3"</b>  |
|   |                               | Dark Vision      | <b>6"</b>  |
| ABILITIES   |                               | HIT POINTS       |  |
| Willpower   | <b>2d</b>                     | Strength         | <b>2d</b>  |
| Intellect   | <b>4d</b>                     | Movement         | <b>4d</b>  |
| Nature  | <b>2d</b>                     | Coordination     | <b>2d</b>  |
| Corruption  | <b>2d</b>                     | Combat           | <b>7d</b>  |
| Magic   | <b>1d</b>                     | Spell Casting    | <b>0d</b>  |
| Maximum =   |                               | <b>19</b>        |  |
| Equipment   |                               |                  |  |
| Weapon #1   | <b>Small Sword (2d)</b>       | Armor #1         | <b>Half-Chain (2d)<br/>Wooden Shield (1d)<br/>(1st Hand Sword: +1)</b> |
|   | <b>2d</b>                     |                  | <b>4d</b>  |
| Attack  | <b>+4= 6d</b>                 | All Out          | <b>+5+1= 8d</b>  |
| Defend  | <b>+3= 7d</b>                 | At Risk          | <b>+0= 4d</b>  |
| Counter   | <b>+3= 5d</b>                 | Counter          | <b>+3= 5d</b>  |
| No Attack   |                               | All Out          | <b>+3+1= 8d</b>  |
|   |                               | Counter          | <b>+3= 5d</b>  |
| Equipment #2  |                               |                  |  |
| Weapon #2   |                               | Armor #2         |  |
| Attack  |                               | All Out          |  |
| Defend  |                               | At Risk          |  |
| Counter   |                               | Counter          |  |
| No Attack   |                               | All Out          |  |
|   |                               | Counter          |  |
| Other Items Carried:  |                               |                  |  |
| <b>1 week rations, Half-Chain, Wooden Shield, Small Sword</b>                                   |                               |                  |  |
| Special Abilities:  |                               | Saved E.P.       |  |
| <b>Half Elves gain +1 to all Movement rolls, and treat all terrain with 3d or higher as 2d.</b> |                               | Gold Coins       | <b>9</b>   |
|   |                               | Gold Bits        | <b>20</b>  |



## Drip Nose

Say (DRIP-nos)

He is doesn't talk a lot, is ugly, smelly, and he picks at his skin a lot. He also drools at the sight of all bones, which he desperately wants to chew on.

### In A Fight

He prefers to be up front and bash smaller creatures into the ground with his massive club, using the Impact and Crushing Blow rules.

## BRUTAL CHARACTER SHEET

| DESCRIPTION  |   | FIXED ATTRIBUTES |                        |
|--|---|------------------|------------------------|
| Name   | <b>Drip Nose</b>                                    | Life Force       | <b>5d</b>              |
| Race Info  | <b>Male Half Troll</b>                              | Size             | <b>4d</b>              |
| Notes  | <b>Never wants to spend any gold.</b>               | Speed            | <b>3"</b>              |
|  |   | Dark Vision      | <b>18"</b>             |
| ABILITIES  |   | HIT POINTS       |                        |
| Willpower  | <b>2d</b>   | Strength         | <b>2d</b>              |
| Intellect  | <b>1d</b>   | Movement         | <b>2d</b>              |
| Nature   | <b>1d</b>   | Coordination     | <b>4d</b>              |
| Corruption   | <b>4d</b>   | Combat           | <b>7d</b>              |
| Magic  | <b>1d</b>   | Spell Casting    | <b>0d</b>              |
| Maximum =  |   | <b>27</b>        |                        |
|  |   |                  |                        |
| Weapon #1  | <b>Massive Club (size 7)<br/>With 2 hands: (3d)</b> | Armor #1         | <b>Thick Skin (2d)</b> |
| <b>3d</b>  |   | <b>2d</b>        |                        |
| Attack   | <b>+4= 7d</b>                                       | All Out          | <b>+5+1= 9d</b>        |
| Defend   | <b>+3= 5d</b>                                       | At Risk          | <b>+0= 2d</b>          |
| Counter  | <b>+3= 6d</b>                                       | Counter          | <b>+3= 6d</b>          |
| No Attack  |   | All Out          | <b>+3+1= 6d</b>        |
|  |   | Counter          | <b>+3= 6d</b>          |
| Weapon #2  |   | Armor #2         |                        |
|  |   |                  |                        |
| Attack   |   | All Out          |                        |
| Defend   |   | At Risk          |                        |
| Counter  |   | Counter          |                        |
| No Attack  |   | All Out          |                        |
|  |   | Counter          |                        |
| Other Items Carried: <b>Massive (SZ:7) Club, 1 week rations, 45-Pack, Block of Cheese, Block of Cheese, Block of Cheese, Block of Cheese</b> |   |                  |                        |
| Special Abilities:   |   | Saved E.P.       |                        |
| <b>Half Trolls may not regain lost HP by resting, magic potions, etc.</b>  |   | Gold Coins       | <b>20</b>              |
| <b>But they do regenerate 1-6 HP per hour.</b>   |   | Gold Bits        | <b>20</b>              |



## Honey Cutter

Say (HUN-ee-KUT-er)

He is a calm natural born leader. He believes in team work and organized strategy. He only attacks those who attack him first and always tries to discuss things rationally first.

### In A Fight

He tries to use his all-out-defense to protect others, especially the weak, and wounded, but sometimes the archers and spell casters as well.

## BRUTAL CHARACTER SHEET

| DESCRIPTION  |                                |               |  | FIXED ATTRIBUTES     |                  |  |  |
|--|--------------------------------|---------------|--|----------------------|------------------|--|--|
| Name   | Honey Cutter                   |               |  | Life Force           | 6d               |  |  |
| Race Info  | Male Human                     |               |  | Size                 | 3d               |  |  |
| Notes  | Prefers "All-Out-Defense"      |               |  | Speed                | 3"               |  |  |
|  |                                |               |  | Dark Vision          | 0"               |  |  |
| ABILITIES  |                                |               |  | HIT POINTS           |                  |  |  |
| Willpower  | 5d                             | Strength      | 2d   | Maximum =            | 23               |  |  |
| Intellect  | 5d                             | Movement      | 2d   |                      |                  |  |  |
| Nature   | 2d                             | Coordination  | 2d   |                      |                  |  |  |
| Corruption   | 3d                             | Combat        | 3d   |                      |                  |  |  |
| Magic  | 2d                             | Spell Casting | 0d   |                      |                  |  |  |
| Weapon #1  | Big Sword<br>With 1 hand (2d)  | Armor #1      | Leather Armor (1d)<br>Wooden Shield (1d)<br>(1st Hand Sword: +1) |                      |                  |  |  |
|  | 2d                             |               | 3d   |                      |                  |  |  |
| Attack   | +1= 3d                         | All Out       | +3+1= 6d   |                      | No Attack        |  |  |
| Defend   | +2= 5d                         | At Risk       | +0= 3d   |                      | All Out +3+1= 7d |  |  |
| Counter  | +3= 5d                         | Counter       | +3= 5d   |                      | Counter +3= 5d   |  |  |
| Weapon #2  | Big Sword<br>With 2 hands (3d) | Armor #2      | Leather Armor (1d)   |                      |                  |  |  |
|  | 3d                             |               | 1d   |                      |                  |  |  |
| Attack   | +1= 4d                         | All Out       | +3+1= 7d   |                      | No Attack        |  |  |
| Defend   | +2= 3d                         | At Risk       | +0= 1d   |                      | All Out +3+1= 5d |  |  |
| Counter  | +3= 6d                         | Counter       | +3= 6d   |                      | Counter +3= 6d   |  |  |
| Other Items Carried: <b>Leather Armor, Wooden Shield, Big Sword,</b> |                                |               |  |                      |                  |  |  |
| <b>Flint &amp; Steel, 1 week rations, 24 Torches</b>                 |                                |               |  |                      |                  |  |  |
| Special Abilities: <b>Humans may select a +1</b>                     |                                |               |  | Saved E.P.           |                  |  |  |
| <b>or -1 modifier to corruption at any time.</b>                     |                                |               |  | Gold Coins <b>20</b> |                  |  |  |
|  |                                |               |  | Gold Bits <b>20</b>  |                  |  |  |



## Sihnistor

Say (SIN-EAST-or)

He never wants to sit still and prefers to keep moving all the time. When standing still he entertains himself by rocking left and right standing on one foot at a time.

### In A Fight

He is very fierce and lets everyone know it. He even gets two attacks plus a counter attack! However if anybody scores one good attack on him it could kill him and he knows the enemy archers will be targeting him, so he likes to Sprint over to them and attack them as quickly as possible.

## BRUTAL CHARACTER SHEET

| DESCRIPTION   |                               |               |          | FIXED ATTRIBUTES |           |            |  |
|---|-------------------------------|---------------|----------|------------------|-----------|------------|--|
| Name  | Sihnistor                     |               |          | Life Force       | 2d        |            |  |
| Race Info   | Male Nightstalker             |               |          | Size             | 1d        |            |  |
| Notes   | Very cautious. Plays it safe. |               |          | Speed            | 6"        |            |  |
|   |                               |               |          | Dark Vision      | 18"       |            |  |
| ABILITIES   |                               |               |          | HIT POINTS       |           |            |  |
| Willpower   | 1d                            | Strength      | 1d       | Maximum =        | 7         |            |  |
| Intellect   | 1d                            | Movement      | 6d       |                  |           |            |  |
| Nature  | 2d                            | Coordination  | 3d       |                  |           |            |  |
| Corruption  | 1d                            | Combat        | 12d      |                  |           |            |  |
| Magic   | 1d                            | Spell Casting | 0d       |                  |           |            |  |
| Weapon #1   |                               | Armor #1      |          | Shell (2d)       |           | Staff (2d) |  |
| Claws and Bite (3d)   |                               | 3d            |          | 4d               |           |            |  |
| Uses staff to look for traps, not for attacks.                      |                               |               |          |                  |           |            |  |
| Attack  | +5, 4= 8, 7d                  | All Out       | +5+1= 9d | No Attack        | Feint: +1 |            |  |
| Defend  | +3= 7d                        | At Risk       | +0= 4d   | All Out          | +4+1= 9d  |            |  |
| Counter   | +3= 6d                        | Counter       | +3= 6d   | Counter          | +3= 6d    |            |  |
| Weapon #2   |                               | Armor #2      |          | Shell (2d)       |           |            |  |
| Bow (2d)  |                               | 2d            |          |                  |           |            |  |
| (All Out Attack)  |                               |               |          |                  |           |            |  |
| (From Safe Distance)  |                               |               |          |                  |           |            |  |
| Attack  | +5= 7d                        | All Out       | +5+1= 8d | No Attack        | Feint: +1 |            |  |
| Defend  | +3= 5d                        | At Risk       | +0= 2d   | All Out          | +4+1= 7d  |            |  |
| Counter   | +3= 4d                        | Counter       | +3= 4d   | Counter          | +3= 4d    |            |  |
| Other Items Carried: Staff, Bow, 120 Arrows, 60 Silver Arrows       |                               |               |          |                  |           |            |  |
| 1 week rations  |                               |               |          |                  |           |            |  |
| Special Abilities: Nightstalkers are immune to all fear and horror. |                               |               |          |                  |           |            |  |
| Saved E.P.  |                               |               |          |                  |           |            |  |
| Gold Coins  |                               |               |          | 6                |           |            |  |
| Gold Bits   |                               |               |          | 20               |           |            |  |



**Zackherria**  
Say (ZAK-er-EYE-a)

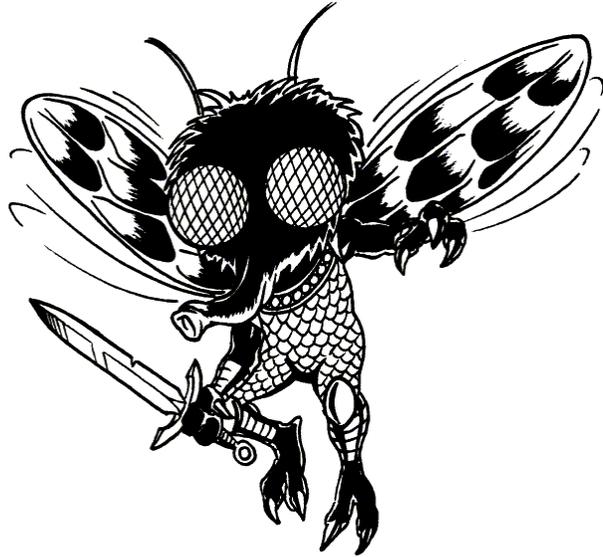
He is a well-balanced, hardy adventurer. He likes to go on long journeys and explore strange new things.

### In A Fight

He is excellent with the sword and when attacking with two swords he gets two attacks plus a counter attack.

## BRUTAL CHARACTER SHEET

| DESCRIPTION  |                            |               |          | FIXED ATTRIBUTES     |    |
|--|----------------------------|---------------|----------|----------------------|----|
| Name   | Zackherria                 |               |          | Life Force           | 5d |
| Race Info  | Male Tundra                |               |          | Size                 | 3d |
| Notes  | Very angry and aggressive. |               |          | Speed                | 3" |
|  |                            |               |          | Dark Vision          | 0" |
| ABILITIES  |                            |               |          |                      |    |
| Willpower  | 2d                         | Strength      | 2d       |                      |    |
| Intellect  | 2d                         | Movement      | 4d       |                      |    |
| Nature   | 1d                         | Coordination  | 6d       |                      |    |
| Corruption   | 1d                         | Combat        | 6d       |                      |    |
| Magic  | 1d                         | Spell Casting | 0d       |                      |    |
| HIT POINTS   |                            |               |          |                      |    |
| Maximum =  |                            |               |          | 19                   |    |
|  |                            |               |          |                      |    |
| Weapon #1  |                            |               |          |                      |    |
|  | 2 Small Swords (2d) each   |               | Armor #1 | Leather Armor (1d)   |    |
|  | (Tundra 2 weapons: +1)     |               | 2d       | (1st Hand Sword: +1) |    |
| Attack   | +4, 4= 6, 6d               | All Out       | +5+1= 8d | No Attack            |    |
| Defend   | +2= 4d                     | At Risk       | +0= 2d   | All Out +3+1= 6d     |    |
| Counter  | +3= 5d                     | Counter       | +3= 5d   | Counter +3= 5d       |    |
| Weapon #2  |                            |               |          |                      |    |
|  | Sling (1d)                 |               | Armor #2 | Leather Armor (1d)   |    |
|  | 1d                         |               | 1d       |                      |    |
| Attack   | +3= 4d                     | All Out       | +5+1= 7d | No Attack            |    |
| Defend   | +3= 4d                     | At Risk       | +0= 1d   | All Out +3+1= 5d     |    |
| Counter  | +3= 4d                     | Counter       | +3= 4d   | Counter +3= 4d       |    |
| Other Items Carried:                               |                            |               |          |                      |    |
| Small Sword, Small Sword, 1 week rations,          |                            |               |          |                      |    |
| Leather Armor, Sling, 60 Stones, 60 Silver Bullets |                            |               |          |                      |    |
| Special Abilities:                                 |                            |               |          |                      |    |
| Tundras gain a +1 to all                           |                            |               |          |                      |    |
| attack rolls when using multiple attacks           |                            |               |          |                      |    |
| with two weapons, ...one in each hand.             |                            |               |          |                      |    |
| Saved E.P.   |                            |               |          |                      |    |
| Gold Coins   |                            |               |          | 8                    |    |
| Gold Bits  |                            |               |          | 20                   |    |



**Bizzbee**  
Say (BIZZ-bee)

Because she flies so fast, she is often asked to scout ahead when exploring. Secretly this annoys her, but this is better than being thought of as a coward.

**In A Fight**

She naturally flies around staying as far away from the battle as possible while swooping in to shoot her sling from a safe distance then buzzing away again.

**BRUTAL CHARACTER SHEET**

|   |                                       |                         |   |
|---|---------------------------------------|-------------------------|---|
| <b>DESCRIPTION</b>  |                                       | <b>FIXED ATTRIBUTES</b> |   |
| Name  | <b>Bizzbee</b>                        | Life Force              | <b>5d</b>                                 |
| Race Info   | <b>Female Warrior Fly</b>             | Size                    | <b>1d</b>                                 |
| Notes   | <b>She hates being used to scout.</b> | Speed                   | <b>3", 6"</b>                             |
|   |                                       | Dark Vision             | <b>0"</b>                                 |
| <b>ABILITIES</b>  |                                       |                         |   |
| Willpower   | <b>2d</b>                             | Strength                | <b>2d</b>                                 |
| Intellect   | <b>2d</b>                             | Movement                | <b>2d</b>                                 |
| Nature  | <b>1d</b>                             | Coordination            | <b>2d</b>                                 |
| Corruption  | <b>1d</b>                             | Combat                  | <b>8d</b>                                 |
| Magic   | <b>1d</b>                             | Spell Casting           | <b>0d</b>                                 |
| <b>HIT POINTS</b>   |                                       |                         |   |
| Maximum =   |                                       | <b>18</b>               |   |
|   |                                       |                         |   |
| Weapon #1   | <b>Sling (1d)<br/>20 small stones</b> | Armor #1                | <b>Leather Armor (1d)<br/>Flying (2d)</b> |
| <b>1d</b>   |                                       | <b>3d</b>               |   |
| Attack  | <b>+5= 6d</b>                         | All Out                 | <b>+5+1= 7d</b>                           |
| Defend  | <b>+3= 6d</b>                         | At Risk                 | <b>+0= 3d</b>                             |
| Counter   | <b>+3= 4d</b>                         | Counter                 | <b>+3= 4d</b>                             |
| No Attack   |                                       | Feint:                  | <b>+1</b>                                 |
| All Out   |                                       | All Out                 | <b>+4+1= 8d</b>                           |
| Counter   |                                       | Counter                 | <b>+3= 4d</b>                             |
| Weapon #2   |                                       | Armor #2                |   |
| Attack  |                                       | All Out                 |   |
| Defend  |                                       | At Risk                 |   |
| Counter   |                                       | Counter                 |   |
| No Attack   |                                       | All Out                 |   |
| All Out   |                                       | Counter                 |   |
| Counter   |                                       |                         |   |
| Other Items Carried: <b>1 week rations, Leather Armor, 45-Pack,</b>                               |                                       |                         |   |
| <b>Sling, 20 Silver Bullets, 20 Small Stones</b>  |                                       |                         |   |
|   |                                       |                         |   |
| Special Abilities: <b>Warrior Flies fly at 6" and gain a +2 to all defense rolls when flying.</b> |                                       | Saved E.P.              |   |
|   |                                       | Gold Coins <b>22</b>    |   |
|   |                                       | Gold Bits <b>20</b>     |   |



**Doopley**  
Say (DUPE-ly)

He is the comic relief character who loves to hide but sucks when trying to sneak from one hiding place to another. He dreams of magic swords and big bags of gold. He has a rich fantasy life and is often seen pretending to slay a dragon, stake a vampire or some other heroic deed. He is totally unaware that the most beautiful females (human, half-elf and elf) characters often fall madly in love with him.

### In A Fight

He acts tough before and after a fight, but mostly hides during a battle.

## BRUTAL CHARACTER SHEET

| DESCRIPTION                              |                          |               |          | FIXED ATTRIBUTES |    |
|--|--------------------------|---------------|----------|------------------|----|
| Name                                     | Doopley                  |               |          | Life Force       | 4d |
| Race Info                                | Male Zeetvah             |               |          | Size             | 2d |
| Notes                                    | Very Greedy for big gems |               |          | Speed            | 3" |
|  |                          |               |          | Dark Vision      | 0" |
| ABILITIES                                |                          |               |          |                  |    |
| Willpower                                | 2d                       | Strength      | 1d       |                  |    |
| Intellect                                | 2d                       | Movement      | 6d       |                  |    |
| Nature                                   | 1d                       | Coordination  | 5d       |                  |    |
| Corruption                               | 1d                       | Combat        | 4d       |                  |    |
| Magic                                    | 2d                       | Spell Casting | 0d       |                  |    |
| HIT POINTS                               |                          |               |          |                  |    |
| Maximum =                                |                          |               |          | 15               |    |
|  |                          |               |          |                  |    |
| Weapon #1                                |                          |               |          |                  |    |
| Weapon #1                                | Staff (2d)               |               | Armor #1 | Half-Chain (2d)  |    |
|  | 2d                       |               |          | 4d               |    |
| Attack                                   | +1=3d                    | All Out       | +4+1=7d  | No Attack        |    |
| Defend                                   | +3=7d                    | At Risk       | +0=4d    | All Out +3+1=8d  |    |
| Counter                                  | +3=5d                    | Counter       | +3=5d    | Counter +3=5d    |    |
| Weapon #2                                |                          |               |          |                  |    |
| Weapon #2                                | Sling (1d)               |               | Armor #2 | Half-Chain (2d)  |    |
|  | 1d                       |               |          | 2d               |    |
| Attack                                   | +1=2d                    | All Out       | +4+1=6d  | No Attack        |    |
| Defend                                   | +3=5d                    | At Risk       | +0=2d    | All Out +3+1=6d  |    |
| Counter                                  | +3=4d                    | Counter       | +3=4d    | Counter +3=4d    |    |
| Other Items Carried:                     |                          |               |          |                  |    |
| 1 week rations, Half-Chain, Staff,       |                          |               |          |                  |    |
| Sling, 20 Silver Bullets, 60 Stones      |                          |               |          |                  |    |
| Special Abilities:                       |                          |               |          |                  |    |
| Zeetvahs are very greedy.                |                          |               |          |                  |    |
| They are immune to all mushroom effects. |                          |               |          |                  |    |
| They get a +3 to Hide, but -2 to Sneak.  |                          |               |          |                  |    |
| Saved E.P.                               |                          |               |          |                  |    |
| Gold Coins                               |                          |               |          | 10               |    |
| Gold Bits                                |                          |               |          | 20               |    |