

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 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

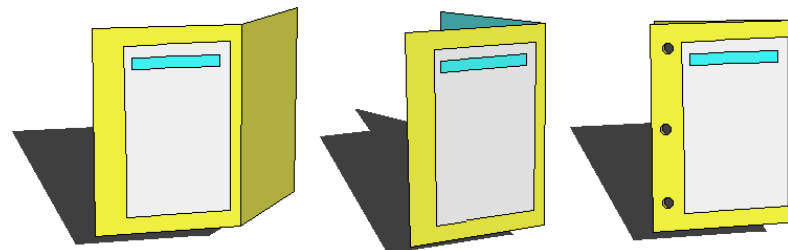
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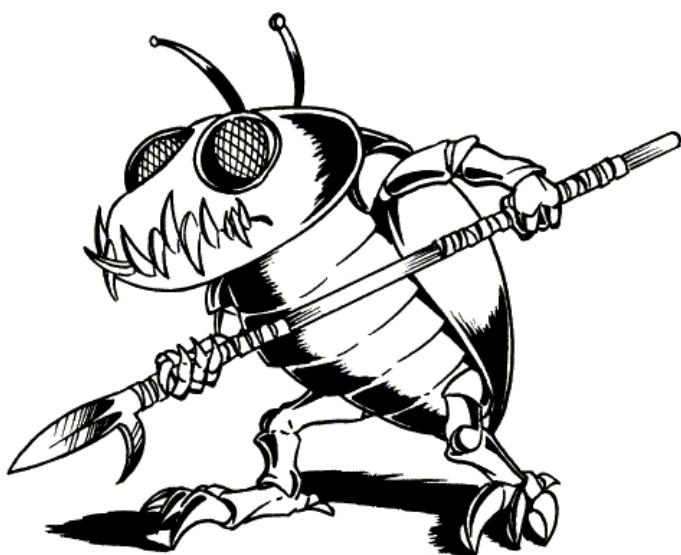
ZEETVAH

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 Zeetvachs, 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	Maximum =	22		
Intellect	2d	Movement	3d				
Nature	1d	Coordination	2d				
Corruption	1d	Combat	8d				
Magic	1d	Spell Casting	0d				
Weapon #1	Staff (2d)		Armor #1	Shell (1d), Staff (2d)			
	2d			3d			
Attack	+5= 7d	All Out	+5+1= 8d	No Attack	Feint: +1		
Defend	+3= 6d	At Risk	+0= 3d	All Out	+4+1= 8d		
Counter	+3= 5d	Counter	+3= 5d	Counter	+3= 5d		
Weapon #2	Sling (1d)		Armor #2	Shell (1d)			
	1d			1d			
Attack	+5= 6d	All Out	+5+1= 7d	No Attack	Feint: +1		
Defend	+3= 4d	At Risk	+0= 1d	All Out	+4+1= 6d		
Counter	+3= 4d	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			
				in a straight line, and land on their backs			
				for this and all of the next round as well.			
				Saved E.P.			
				Gold Coins 10			
				Gold Bits 20			



Black Scratch

Say (BLAK-scratch)

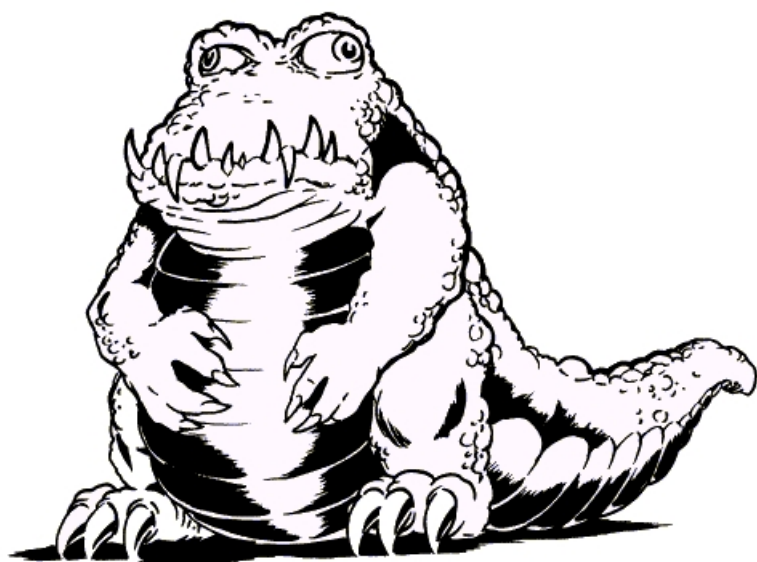
He's very curious, purrs a lot, and plays with his tail when he's nervous.

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	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	Thrown Dagger (1d)	Armor #2	Half-Chain (2d)		
1d	(Only has one dagger) (As an All Out Attack)	2d			
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					
Willpower	3d	Strength	5d		
Intellect	2d	Movement	3d		
Nature	1d	Coordination	2d		
Corruption	1d	Combat	8d		
Magic	1d	Spell Casting	0d		
HIT POINTS					
Maximum =				16	
Weapon #1	Bite (2d)	Armor #1	Half-Chain (2d)		
2d		4d	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	Thrown Dagger (1d) (Only has 2 daggers) (As an All Out Attack)	Armor #2	Half-Chain (2d) Wooden Shield (1d)		
0d		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: Cesspoolers not trapped by normal nets. Bite					
				Saved E.P.	
				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

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



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.

DESCRIPTION			FIXED ATTRIBUTES		
Name		Bashnow		Life Force 7d	
Race Info		Male Cyclopsling		Size 5d	
Notes		Loves to bash down doors.		Speed 3"	
				Dark Vision 0"	
ABILITIES					
Willpower		2d		Strength 3d	
Intellect		2d		Movement 2d	
Nature		1d		Coordination 2d	
Corruption		1d		Combat 8d	
Magic		1d		Spell Casting 0d	
HIT POINTS					
Maximum =				24	
Weapon #1					
3d		Massive War Hammer		2d	
		Siege Weapon, Size 7			
		With 2 hands (3d)			
Attack		+5= 8d		All Out +5+1= 9d	
Defend		+3= 5d		At Risk +0= 2d	
Counter		+3= 6d		Counter +3= 6d	
Weapon #2					
Attack				All Out	
Defend				At Risk	
Counter				Counter	
Armor #1					
Half-Chain (2d)					
Armor #2					
Other Items Carried:					
1 week rations, Massive War Hammer, Half-Chain					
Special Abilities:					
Cyclopslings not trapped by normal nets.					
Saved E.P.					
Gold Coins				4	
Gold Bits				20	



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 Zeetvah 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)	120 standard arrows		Armor #1	Half-Chain (2d)	
3d	(Elf with bow: +1)		2d	when All-Out-Defense	
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					
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 then she looks. She love 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	Barbedid Wire			Life Force	5d
Race Info	Female Half-Elf			Size	3d
Notes	Smarter then she looks			Speed	3"
				Dark Vision	6"
ABILITIES					
Willpower	2d	Strength	2d		
Intellect	4d	Movement	4d		
Nature	2d	Coordination	2d		
Corruption	2d	Combat	7d		
Magic	1d	Spell Casting	0d		
HIT POINTS					
Maximum =				19	
Weapon #1	Small Sword (2d)		Armor #1	Half-Chain (2d) Wooden Shield (1d) (1st Hand Sword: +1)	
	2d			4d	
Attack	+4= 6d		All Out	+5+1= 8d	
Defend	+3= 7d		At Risk	+0= 4d	
Counter	+3= 5d		Counter	+3= 5d	
			No Attack		
			All Out	+3+1= 8d	
			Counter	+3= 5d	
Weapon #2			Armor #2		
Attack			All Out		
Defend			At Risk		
Counter			Counter		
			No Attack		
			All Out		
			Counter		
Other Items Carried: 1 week rations, Half-Chain, Wooden Shield, Small Sword					
Special Abilities: Half Elves gain +1 to all Movement rolls, and treat all terrain with 3d or higher as 2d.					
				Saved E.P.	
				Gold Coins 9	
				Gold Bits 20	



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



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					
Willpower	5d	Strength	2d		
Intellect	5d	Movement	2d		
Nature	2d	Coordination	2d		
Corruption	3d	Combat	3d		
Magic	2d	Spell Casting	0d		
HIT POINTS					
Maximum =				23	
Weapon #1	Big Sword With 1 hand (2d)	Armor #1	Leather Armor (1d) Wooden Shield (1d) (1st Hand Sword: +1)		
2d		3d			
Attack	+1= 3d	All Out	+3+1= 6d		
Defend	+2= 5d	At Risk	+0= 3d		
Counter	+3= 5d	Counter	+3= 5d		
No Attack					
All Out	+3+1= 7d				
Counter	+3= 5d				
Weapon #2	Big Sword With 2 hands (3d)	Armor #2	Leather Armor (1d)		
3d		1d			
Attack	+1= 4d	All Out	+3+1= 7d		
Defend	+2= 3d	At Risk	+0= 1d		
Counter	+3= 6d	Counter	+3= 6d		
No Attack					
All Out	+3+1= 5d				
Counter	+3= 6d				
Other Items Carried: Leather Armor, Wooden Shield, Big Sword,					
Flint & Steel, 1 week rations, 24 Torches					
Special Abilities: Humans may select a +1				Saved E.P.	
or -1 modifier to corruption at any time.				Gold Coins 20	
				Gold Bits 20	



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.

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																																			
Willpower	1d	Strength	1d																																
Intellect	1d	Movement	6d																																
Nature	2d	Coordination	3d																																
Corruption	1d	Combat	12d																																
Magic	1d	Spell Casting	0d																																
HIT POINTS																																			
Maximum =		7																																	
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%; padding: 5px;">Weapon #1</th> <th style="width: 45%; padding: 5px;">Claws and Bite (3d) Uses staff to look for traps, not for attacks.</th> <th style="width: 15%; padding: 5px;">Armor #1</th> <th style="width: 15%; padding: 5px;">Shell (2d) Staff (2d)</th> </tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 5px;">3d</td> <td></td> <td style="text-align: center; padding: 5px;">4d</td> <td></td> </tr> <tr> <td style="padding: 5px;">Attack</td> <td style="padding: 5px;">+5, 4= 8, 7d</td> <td style="padding: 5px;">All Out</td> <td style="padding: 5px;">+5+1= 9d</td> </tr> <tr> <td style="padding: 5px;">Defend</td> <td style="padding: 5px;">+3= 7d</td> <td style="padding: 5px;">At Risk</td> <td style="padding: 5px;">+0= 4d</td> </tr> <tr> <td style="padding: 5px;">Counter</td> <td style="padding: 5px;">+3= 6d</td> <td style="padding: 5px;">Counter</td> <td style="padding: 5px;">+3= 6d</td> </tr> <tr> <td style="padding: 5px;">No Attack</td> <td></td> <td style="padding: 5px;">Feint:</td> <td style="padding: 5px;">+1</td> </tr> <tr> <td style="padding: 5px;">All Out</td> <td></td> <td style="padding: 5px;">All Out</td> <td style="padding: 5px;">+4+1= 9d</td> </tr> <tr> <td style="padding: 5px;">Counter</td> <td></td> <td style="padding: 5px;">Counter</td> <td style="padding: 5px;">+3= 6d</td> </tr> </tbody> </table>				Weapon #1	Claws and Bite (3d) Uses staff to look for traps, not for attacks.	Armor #1	Shell (2d) Staff (2d)	3d		4d		Attack	+5, 4= 8, 7d	All Out	+5+1= 9d	Defend	+3= 7d	At Risk	+0= 4d	Counter	+3= 6d	Counter	+3= 6d	No Attack		Feint:	+1	All Out		All Out	+4+1= 9d	Counter		Counter	+3= 6d
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All Out		All Out	+4+1= 7d																																
Counter		Counter	+3= 4d																																
Other Items Carried: Staff, Bow, 120 Arrows, 60 Silver Arrows																																			
1 week rations																																			
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 60%; padding: 5px;">Special Abilities:</th> <th style="width: 40%; padding: 5px;">Saved E.P.</th> </tr> </thead> <tbody> <tr> <td style="padding: 5px;">Nightstalkers are immune to all fear and horror.</td> <td></td> </tr> <tr> <td></td> <td style="padding: 5px;">Gold Coins</td> </tr> <tr> <td></td> <td style="padding: 5px;">6</td> </tr> <tr> <td></td> <td style="padding: 5px;">Gold Bits</td> </tr> <tr> <td></td> <td style="padding: 5px;">20</td> </tr> </tbody> </table>				Special Abilities:	Saved E.P.	Nightstalkers are immune to all fear and horror.			Gold Coins		6		Gold Bits		20																				
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Zackherria

Say (ZAK-er-EYE-a)

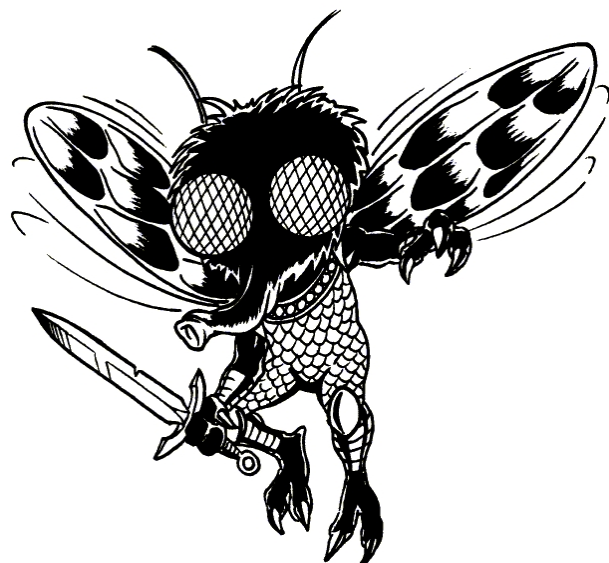
He is a well-balanced, hardy adventurer. He likes to go on long journeys and explore strange new things.

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				HIT POINTS	
Willpower	2d	Strength	2d	Maximum =	19
Intellect	2d	Movement	4d		
Nature	1d	Coordination	6d		
Corruption	1d	Combat	6d		
Magic	1d	Spell Casting	0d		
Weapon #1	2 Small Swords (2d) each (Tundra 2 weapons: +1)	Armor #1	Leather Armor (1d) (1st Hand Sword: +1)		
	2d		2d		
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

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



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 Zeeviah			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	Staff (2d)	Armor #1	Half-Chain (2d)		
2d		4d	Staff (2d)		
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	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: Zeevahs are very greedy.				Saved E.P.	
They are immune to all mushroom effects.				Gold Coins 10	
They get a +3 to Hide, but -2 to Sneak.				Gold Bits 20	