

Leader: Brother Abraham



Brawl	3 d	10
Shoot	3 d	10
Dodge	2 d	8
Might	2 d	8
Finesse	3 d	10
Cunning	3 d	10

Scoundrel: Once per turn, when knocking an Enemy Down or Out in a Brawl, you take control of one Plot Point carried by that Enemy.

Volley Gun: Once per turn if after Shooting the Enemy did not go down you may immediately fight the same Enemy again, as normal.

Moxie: You ignore Multiple Combat penalties when Brawling.

Health: d10 d8 d6 Down Out

CC #01

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Sidekick: Brother Elijah



Brawl	3 d	8
Shoot	3 d	8
Dodge	2 d	6
Might	3 d	8
Finesse	2 d	6
Cunning	2 d	6

Veteran: You ignore the Multiple Combats penalty when shooting.

Muscles of Steel: Your Brawl and Might dice-type are not lowered due to injury.

Health: d8 d6 Down Out

CC #16

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Ally: Brother Enoch



Brawl	1 d	6
Shoot	2 d	6
Dodge	1 d	6
Might	3 d	6
Finesse	1 d	6
Cunning	1 d	6

Mighty: Included above.

Health: d6 Down Out

CC #31

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Ally: Brother Malachi



Brawl	1 d	6
Shoot	2 d	6
Dodge	3 d	6
Might	1 d	6
Finesse	1 d	6
Cunning	1 d	6

Agile: Included above.

Health: d6 Down Out

CC #31

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Ally:

Brawl	1 d	6
Shoot	1 d	6
Dodge	2 d	6
Might	1 d	6
Finesse	2 d	6
Cunning	1 d	6

Health: d6 Down Out

CC #31

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Follower:

Brawl	d
Shoot	d
Dodge	d
Might	d
Finesse	d
Cunning	d

Health: d6 Out

CC #36

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