

Leader: Cato



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

Iron Will: As an Action roll an immediate Recovery Check.

Scatter gun: Once per turn shift your Shoot dice down to gain a +2d bonus. Target must be at Short Range.

Inspiring: Once per turn, one Colleague within 12" of you gains +1d bonus for one Challenge.

Health: d10 d8 d6 Down Out

CC #01

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Sidekick: Cassius



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

Brash: You are not limited to Rushing the closest Enemy.

Shrewd: Your Dodge and Cunning dice-type are not lowered due to injuries.

Health: d8 d6 Down Out

CC #16

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Ally: Cornelius

Cornelius



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

Daredevil: Once per turn you receive a +1d bonus when rolling for a Peril.

Health: d6 Down Out

CC #31

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Ally: Claudius

Claudius



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

Agile: Included above.

Health: d6 Down Out

CC #31

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Ally: Ramjeet Singh



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

Brute: Once per turn you may re-roll one Brawl or Might roll.

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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