

Leader: Khalia the Valiant



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

Inspiring: Once per turn one colleague within 12" of you gains a +1d for one Challenge.
Quick-Witted: Once per turn, shift Might, Cunning, or Finesse dice-type down for a +2d bonus.
Untouchable: You always count as being in Cover.

Health: d10 d8 d6 Down Out

CC #01

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Sidekick: Mustafa the Wise



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

Deductive: As an Action you may draw one Fortune Card.
Moxie: You ignore the Multiple Combats penalty when rolling Brawl dice.

Health: d8 d6 Down Out

CC #16

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Ally: Ali the Bold



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

Speedy: You may Run 16" instead of 12". Any move over 6" counts as Running.

Health: d6 Down Out

CC #31

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Ally: Assad the Destroyer



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

Fierce: Included above.

Health: d6 Down Out

CC #31

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Ally: Sparrow Hawk

Brawl	1 d	6
Shoot	1 d	6
Dodge	2 d	6
Might	1 d	6
Finesse	2 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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Follower:

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

Health: d6 Out

CC #36

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