

# THE UNTRODDEN WAYS

## PRE-MADE CHARACTERS

### ABOUT LILLY LARSON

Lilly Larson is an agent for the John Culling Society, a non-governmental organization charged with patrolling and controlling the Forest Folk population in the United States of America. Although she is dedicated to their purpose, Lilly often finds herself at odds with the John Culling Society's methods.

# LILLIAN "LILLY" LARSON

### COMPANION

#### SPEAKING DONKEY



Name: \_\_\_\_\_

*As Forest Folk, Speaking Donkeys have a natural affinity to magic. They worship Mother Whistler. Some are magic users and shape-changers.*

- **Strong and Stubborn:** They might be resistant to **Undertake a Journey**, but once started add +1 to any journey with a donkey to help carry the load.
- **Loyal:** When you **Face Danger** with a donkey by your side, add +1 heart.
- **Far-seeing:** Speaking Donkeys can divine secrets from the clouds. Add +1 wits when you **Gather Information** with cloudmancy.



0	+1	+2	+3	
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### PATH

#### TRUE BELIEVER



Name: \_\_\_\_\_

*You have absolute, unshakable faith and belief in something greater than yourself.*

- When you **Swear a Vow** to that involves your belief, decrease the difficulty of the campaign -1. When you **Fulfill Your Vow** and mark experience, take +1 experience.
- When you **Sojourn** in the company of other true believers, return all of your stats to their maximum.
- Add +2 heart or +1 shadow any time you **Compel, Test Your Bond, or Secure an Advantage** on a topic that involves the subject of your belief. Your passion for the topic is infectious.



### WEAPON

#### ENCHANTED SHIELD UMBRELLA



*Enchanted umbrellas are magically empowered shields. The magic activates when you open the umbrella.*

- **Matching Roll Strong Hit:** The umbrella blocks 100% of the attack, and the extra energy discharge disarms your enemy. You take the **Initiative**.
- **Strong Hit:** The umbrella blocks 100% of any type of attack leaving you unharmed.
- **Weak Hit:** The shield umbrella blocks 50% of any type of attack.
- **Miss:** the umbrella won't open, and its enchantment doesn't work. You get soaked.



MOMENTUM

+10

+9

+8

+7

+6

+5

+4

+3

+2

+1

0

-1

-2

-3

-4

-5

-6

# LILLIAN "LILLY" LARSON

## DESCRIPTION KEYWORDS

TALL AND ATHLETIC

DECORATED JOHN CULLING SOCIETY AGENT

BROWN HAIR AND EYES

GREEN AGENT COAT

## EQUIPMENT

FARMSTEAD IN NORTHERN UNITED STATES

HANDGUNS

HUNTING RIFLES

## BONDS

WHEN YOU SUCCESSFULLY FORGE A BOND, YOU MARK PROGRESS (ONE TICK). START WITH 3.

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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RECORD NAMES OF NPCs AND LOCATIONS

JOHN CULLING SOCIETY

JOHN CULLING SOCIETY'S WIZARD

AGENT ADVA, CURRENTLY TRAPPED AS A ROOSTER

CONNECTIONS TO THE WITCHY COMMUNITY

## MOMENTUM

START MAX AT +10 | RESET AT +2

MAX +10 RESET +2

## ASSETS: PATH

START WITH THREE ASSETS

TRUE BELIEVER

## ASSETS: COMPANIONS

MAGIC USING, SPEAKING DONKEY

## ASSETS: COMBAT TALENTS

## ASSETS: MAGIC RITUALS

ENCHANTED SHIELD UMBRELLA

## VOWS

FREE AGENT ADVA FROM CHICKEN CURSE

☒ TROUBLESOME ○ DANGEROUS ○ FORMIDABLE  
○ EXTREME ○ EPIC

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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FIND MISSING FOREST FOLK FAMILY

○ TROUBLESOME ☒ DANGEROUS ○ FORMIDABLE  
○ EXTREME ○ EPIC

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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DISCOVER DARK SECRET AT CORE OF JOHN CULLING SOCIETY

○ TROUBLESOME ☒ DANGEROUS ○ FORMIDABLE  
○ EXTREME ○ EPIC

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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○ TROUBLESOME ○ DANGEROUS ○ FORMIDABLE  
○ EXTREME ○ EPIC

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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## STATUS

START ALL AT +5

HEALTH	SPIRIT	SUPPLY
+5	+5	+5
+4	+4	+4
+3	+3	+3
+2	+2	+2
+1	+1	+1
0	0	0
HEALTH	SPIRIT	SUPPLY

## CORE STATS

SET WITH 3, 2, 2, 1, 1

EDGE	HEART	IRON	SHADOW	WITS
2	3	1	1	2

Edge: Quickness, agility, and prowess in ranged combat.

Heart: Courage, willpower, empathy, sociability, and loyalty.

Iron: Physical strength, endurance, aggressiveness, and prowess in close combat.

Shadow: Sneakiness, deceptiveness, and cunning.

Wits: Expertise, knowledge, and observation.

## EXPERIENCE

FILL IN A COMPLETE CIRCLE FOR EACH POINT

☒	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

## DEBILITIES

### CONDITIONS

○ WOUNDED	○ UNPREPARED	○ _____
○ SHAKEN	○ ENCUMBERED	○ _____

### BANES

○ MAIMED	○ CORRUPTED	○ _____
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### BURDENS

○ CURSED	○ TORMENTED	○ _____
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Rank: Formidable

3

# JOHN CULLING SOCIETY



## HARM

Progress	1	2	3	4	5	Harm	1	2	3	4	5
Per Harm	X	○	○	○	○		○	○	X	○	○

## FEATURES: PHYSICAL

AGENTS CAN BE RECOGNIZED BY THEIR GREEN COATS AND BLACK BAGS.

JOHN CULLING SOCIETY OFFICIAL BADGE.

## FEATURES: PERSONALITY

PARANOID, XENOPHOBIC.

MILITARISTIC.

IN-THE-KNOW BUT ANTI-MAGIC.

## DRIVES

FEARFUL OF ALL THINGS MAGICAL.

NEED TO DESTROY THE UNTRODDEN WAYS

HATE FOREST FOLK.

## TACTICS

SHOOT FIRST.

MILITARY STYLE OPERATIONS.

POLICE STYLE OPERATIONS.

HUGE BUDGET FOR WEAPONS.

## PACK

Pack Rank	1	2	3	4	5
	○	○	○	X	○

AGENTS FREQUENTLY OPERATE IN SMALL GROUPS THAT EASILY MERGE TO BECOME BATTALIONS AND ARMIES

## QUEST STARTER

1. SOMETHING IS POISONING A LOCAL TOWN. YOU HAVE BEEN CHARGED WITH DETERMINING THE CAUSE AND STOPPING IT.
2. ONE OF THE JOHN CULLING SOCIETY AGENTS HAS STOLEN A POWERFUL MAGICAL ARTIFACT. YOUR GROUP HAS BEEN CHARGED WITH CAPTURING AND RETURNING THE ARTIFACT TO A DETENTION FACILITY AND APPREHENDING THAT AGENT.

## YOUR TRUTH

AGENTS IN THE JOHN CULLING SOCIETY ARE ZEALOTS WHO BELIEVE THAT CREATURES ON THE UNTRODDEN WAYS ARE UNNATURAL AND SHOULD BE DESTROYED. AS A LARGE ORGANIZATION, THERE ARE MANY PERSONALITY TYPES AND MOTIVATIONS TO BE FOUND AMONG THE AGENTS AND SCIENTISTS.

ALTHOUGH FEARFUL OF MAGIC, THERE ARE AGENTS THAT USE ENCHANTED ITEMS.

# 1

# SPEAKING DONKEYS



## LOCKLIN 'LOKI' MULUS

Locklin 'Loki' Mulus is a sorcerer among his tribe of Forest Folk. Adept at many magics, Loki primarily uses shape-changing as his go-to attack. He has a winged, horned battle mode. When pressed, he transforms into a fire-breathing dragon.

### HARM

Progress Per Harm	1	2	3	4	5	Harm	1	2	3	4	5
	X	○	○	○	○		X	○	○	○	○

### FEATURES: PHYSICAL

BROWN FUR WITH WHITE OR TAN MARKS

60 INCHES AT THE SHOULDERS

HOOVES.

### FEATURES: PERSONALITY

PLAYFUL AND INTELLIGENT.

STUBBORN AND LOYAL.

HARD WORKERS

### DRIVES

SPEAKING DONKEYS ARE GENERALLY

SOLITARY AND AVOID HUMANS.

STRONG SELF-PRESERVATION INSTINCT.

### TACTICS

PHYSICAL FIGHTS BY KICKING AND BITING.

MAGICAL SPELLS OF ALL TYPES.

SOME SHAPE-CHANGERS.

### PACK

Pack Rank	1	2	3	4	5
	○	○	○	○	○

NA

### QUEST STARTER

1. CHILDREN OF A WORLD WAR I SOLDIER WHO WAS PARTNERED WITH A SPEAKING DONKEY SELL ITS DESCENDANTS TO A CRUEL MASTER. YOU VOW TO SAVE THEM.
2. A SPEAKING DONKEY HAS BEEN WHISPERING PROGNOSTICATIONS FROM THE SHADOWS OF A CAVE IN THE DESERT FOR YEARS. CROWDS ALWAYS SEEK ITS GUIDANCE.

### YOUR TRUTH

- IT IS RARE TO FIND A SPEAKING DONKEY ON THE UNTRODDEN WAYS.
- SPEAKING DONKEYS SOMETIMES HIDE AS PACK ANIMALS.
- SPEAKING DONKEYS AVOID AUSTRALIA WHERE THEY ARE SHOT ON SIGHT.
- THERE ARE STORIES OF SPEAKING DONKEYS IN THE WORLD WARS.



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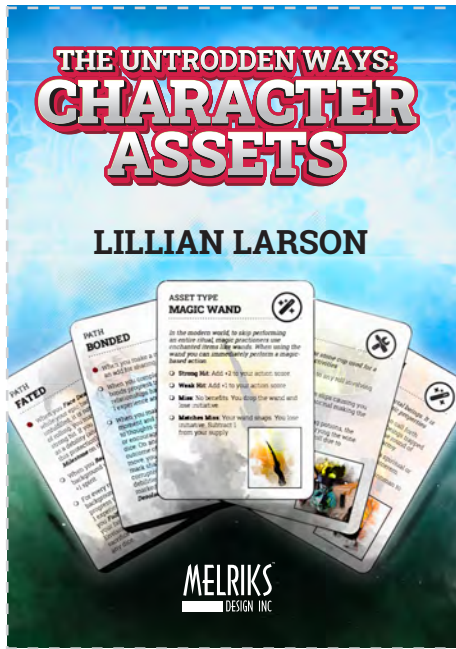
LILLIAN "LILLY" LARSON

LOCKLIN "LOKI" MULUS

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# THE UNTRODDEN WAYS: CHARACTER ASSETS



LILLIAN LARSON



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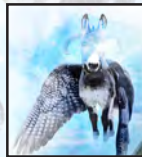
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