Banya Gatopardi

str 2 / end 4 / agi 0 / cha 2 / aur 1 / tho 0

the driver

Outcity servant resident of Mountainard stock employed by Aunt Vira to drive her autogolem and watch Elmeno/a. Served in the freedom-bringer army as a cook and tax collector. Dishonourably discharged.

Motivation • Stay alive. Keep the lovely autogolem safe. Keep Elmeno/a alive. Make a mint.
Action 1 • Dirty fighter. Goes first in a conflict and gains a bonus. Uses: [][][]
Action 2 • Untouched. Banya shrugs off all damage they took the previous round. Uses: []

Yasha Okovi

str 0 / end 1 / agi 4 / cha 0 / aur 1 / tho 2

the guide

Outcity Mountainard of old lands-knight stock stretching to the First Bunker Times. Fought the freedom-bringers in the '33–37 Upper Moon Police Action / 2nd Moonlands Popular Liberation Struggle. Hired by Elmeno/a as a local expert.

Motivation • Kidnap or threaten Elmeno/a's aunt for a ransom. Reclaim their Underpalace from Second City colonial squatters.
Action 1 • Local expert. Knows where to find something useful nearby. Uses: []][][]
Action 2 • Hidden pistol. Surprise! Yasha's opponent is shot dead. Uses: []

Elmeno/a Zyatibor

str 1 / end 1 / agi 1 / cha 3 / aur 1 / tho 1

the relative / 2nd branch

Wellborn Second City poet / socialite / model / entrepreneur / athlete / student with a trust fund. Raised by the aunt while parents worked the Wellborn City-servant circuit.

Motivation • Check on Aunt Vira. Ensure their inheritance is safe.
Action 1 • Biometric access.
A locked thing opens. Uses: []
Action 2 • Ruthless. Elmeno/a succeeds flawlessly at a task. Someone else suffers the consequences.
Uses: []

Amato/a Lashtrada

str 0 / end 1 / agi 0 / cha 0 / aur 2 / tho 3

the friend / IV Tier

Scholarborn Second City scholarship student. Elmeno/a's factotum / drinking buddy / friend for hire. Paid a stipend by Elmeno/a's parents to keep the wealthy scion safe.

Motivation • Keep Elmeno/a safe. Graduate. Get a job, a spouse, a two-up-two-down.

Action 1 • Quiet competence. A marginal success has no negative consequences. Uses: [][][]

Action 2 • Scream of the butterfly. Everyone around Amato/a is shocked and stops what they are doing. Amato/a gets a free unopposed action. Uses: []

Marl Belegard

str 2 / end 2 / agi 2 / cha 0 / aur 3 / tho 1

the assistant

Descendant of settled Steppelanders, Marl inherited a middling estate and became a devoted big game hunter. Later, after an ecological turn, they associated with the scientist Aranca as a specimen collector and research assistant.

Motivation • Escape po-hus. Prove Aunt Vira committed suicide. Get scientist's notes to the 2nd City.
Action 1 • Elementary. Plant proof of suicide or madness. Uses: [][][]
Action 2 • Chainsaw Massacre. Use a chainsaw or similar weapon to mow down a wave of po-hus. Or people. Uses: []

Ganaccio/a Tamali

str 0 / end 1 / agi 0 / cha 0 / aur 1 / tho 5

the smart one

Placed first in the 2ⁿᵈ City talent hunt and joined the Citizen's U two years early. Some might say they lack streetsmarts. They would point out the spelling mistake: it's street smarts, with a space.

Motivation • Prove they're more than just a brain. Have an adventure like their beloved hero, Doctor Detective Hemlock.

Action 1 • Catchphrase! Discovers a clue or answer that fits their theory. Uses: [][][]

Action 2 • Just integrate the overdriver and bypass the hyulator! A thing now works. Or works better. Or does something it wasn't designed for. Uses: []

Vila/o Sin Mesa

str 1 / end 0 / agi 1 / cha 5 / aur 0 / tho 1

the pretty one

They've coasted by on their good looks, decent connections, and acceptable academic performance. A shame, because if they applied themselves, they could really do better.

Motivation • Find a purpose, meaning, or motivation.
Action 1 • Why, thank you. Someone does what the pretty one wants—without being asked. Uses: []][]
Action 2 • Revelation. By the skin of their teeth, they succeed where they really should have failed. In the process, Vila/o discovers what they really want out of life and gains a stat point permanently. Uses: []

Loba/o Tomiyeva

str 3 / end 3 / agi 3 / cha 1 / aur 0 / tho 0

the athletic one

Half Mountainard, half Citizen, all-round sportster. Probably got into college on some kind of shady sports arrangement. Or maybe it's their uncle, the one with the racquet business.

Motivation • Prove they're more than just a pretty face. Also, win. Winning is, after all, everything.

Action 1 • Win. They win an athletic contest. They are simply that good. Uses: []][][]

Action 2 • Hidden depths. Solves a complex logical or technical puzzle, proving they weren't slacking off all the time. Gains 1 tho permanently. Uses: []

Ruvi/e Pelosso

str 0 / end 0 / agi 1 / cha 2 / aur 4 / tho 1

the enlightened one

A First City native studying in the 2nd City for some reason. They claim to be a golem-philosophical computation student but seem to spend most of their time "expanding their mind" in their dorm.

Motivation • Like, dude, life's a flower.

Action 1 • Pass without trace. Somehow, nobody notices them. May even be retroactive; after they have spoken or done something. Uses: [][][]

Action 2 • Gaze into the red flower. They spend some time centring their lemmas and refresh all their internal resources. Uses: []

Iyya Cane

str 2 / end 2 / agi 1 / cha 1 / aur 1 / tho 1

the dog

Tough, loyal, driven, hungry, big, strong, kind, big-hearted. Also, a complete coward. Possibly an actual dog.

Motivation • Food. Shelter. Belonging. Companions.
Action 1 • Run away. Runs away successfully. Uses: ▯▯▯
Action 2 • Selfless sacrifice. Takes the hit for a companion. The companion succeeds exceptionally well at whatever they were attempting. Uses: ▯