

✦ TOWN: Snöfloden



NAME: _____
 ACUITY: 2T6 BODY: 3T6 HEART: 4T6 WILL: 4T6

{ -TRAITS- 2T4 2T8 2T8 2T10 }	{ -RELATIONSHIPS- Släktingar 1T6 2T6 1T4 }
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NAME: _____
 ACUITY: 4T6 BODY: 4T6 HEART: 4T6 WILL: 3T6

{ -TRAITS- 1T4 2T6 1T10 1T10 }	{ -RELATIONSHIPS- Släktingar 1T6 1T6 1T8 }
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NAME: _____
 ACUITY: 5T6 BODY: 2T6 HEART: 3T6 WILL: 5T6

{ -TRAITS- 2T6 2T8 2T4 2T4 }	{ -RELATIONSHIPS- Släktingar 1T6 1T8 1T10 }
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NAME: _____
 ACUITY: 5T6 BODY: 5T6 HEART: 4T6 WILL: 3T6

{ -TRAITS- 2T8 2T8 1T10 2T8 }	{ -RELATIONSHIPS- Släktingar 1T6 1T4 2T6 }
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NAME: _____
 ACUITY: 5T6 BODY: 3T6 HEART: 4T6 WILL: 2T6

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-FREE DICE-

{	2d8, 1d8, 2d8	}
ROLL: 1 - 2d4 2 - 2d6 3 - 4d6 4 - 1d8 5 - 2d8 6 - 1d10		

-TYPES OF NPCs-

GROUPS: Each member gives the group NPC +2d6 to Stats, and is a Trait.

POSSESSED PEOPLE: Choose Manifestations (changes in body, hands, facial features, hair, nails, teeth, eyes) and Powers (Cunning, Ferocity, Preservation, Viciousness) equal to the dice in the person's Relationship with the demon.

CUNNING: apply the Relationship to every social conflict.

FEROCITY: apply the Relationship to every physical conflict.

PRESERVATION: when Taking the Blow, take one fewer Fallout die.

VICIOUSNESS: when inflicting Fallout, inflict dice one d-size higher.

SORCERERS: Give the NPC a Relationship with a demon at four dice. Sorcerers can: call on demons (roll the current Demonic Influence into any side of a conflict); become possessed at will; invite demons to possess their followers.

-ROLLING NPCs-

FOR EACH NPC: 1d10 for Stats; 4d8 for Traits; 2d10 for Relationships; PLUS: 3d6 for Free Dice for the whole batch.	<table border="0" style="width: 100%; text-align: center;"> <tr> <th>ROLL</th> <th>STATS</th> <th>TRAITS</th> <th>RELATIONSHIPS</th> </tr> <tr> <td>1</td> <td>4 3 2 2</td> <td>2d4</td> <td>2d4</td> </tr> <tr> <td>2</td> <td>4 3 3 2</td> <td>1d4</td> <td>1d4</td> </tr> <tr> <td>3</td> <td>4 4 3 2</td> <td>1d6</td> <td>1d6</td> </tr> <tr> <td>4</td> <td>5 4 3 2</td> <td>1d8</td> <td>1d8</td> </tr> <tr> <td>5</td> <td>5 5 3 2</td> <td>1d10</td> <td>1d10</td> </tr> <tr> <td>6</td> <td>4 4 4 3</td> <td>2d6</td> <td>2d6</td> </tr> <tr> <td>7</td> <td>5 4 4 3</td> <td>2d8</td> <td>2d8</td> </tr> <tr> <td>8</td> <td>5 5 4 3</td> <td>2d10</td> <td>2d10</td> </tr> <tr> <td>9</td> <td>6 5 4 3</td> <td>--</td> <td>3d6</td> </tr> <tr> <td>10</td> <td>6 5 5 4</td> <td>--</td> <td>3d8</td> </tr> </table>	ROLL	STATS	TRAITS	RELATIONSHIPS	1	4 3 2 2	2d4	2d4	2	4 3 3 2	1d4	1d4	3	4 4 3 2	1d6	1d6	4	5 4 3 2	1d8	1d8	5	5 5 3 2	1d10	1d10	6	4 4 4 3	2d6	2d6	7	5 4 4 3	2d8	2d8	8	5 5 4 3	2d10	2d10	9	6 5 4 3	--	3d6	10	6 5 5 4	--	3d8
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