

The Coyote

When the walls went up, money was to be made smuggling people past them. It's an expensive black market used by peasants and nobles alike. You're good at talking to people, greasing the right wheels, and finding spots where the walls are vulnerable.

Name _____

Appearance & Background _____

Abilities

Basic Attack – You spend one hour and destroy one square of the wall. *(Note: This ability doesn't have a progress track and never changes.)*

Level	Silver Tongue	Level	Scout
1	<i>First Round's on Me</i> – You destroy one square of a human-type defense (randomly chosen). No effect if there are no remaining human defenses.	1	You learn the number of defensive squares in a 3x3 grid (your choice).
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2		2	
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3	<i>Slip a Mickey</i> – You destroy one human-type defense without having to locate it (randomly chosen).	3	You learn the number of defensive squares in a 5x5 grid (your choice).
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5	<i>Drinks for Everyone</i> – You destroy all the human type defenses immediately.	5	You learn the number of defensive squares in a 5x5 grid (your choice) and one square is revealed (if any).
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7	<i>Brothers! To Arms</i> – All human type-defenses are destroyed. Damage one square (your choice) for each defense destroyed.	7	You reveal the defensive squares in a 5x5 grid (your choice).

The Snakehead

When the walls went up, money was to be made smuggling goods past them. The easiest way is through the rivers and ports of the east so you've definitely got your sea legs under you.

Name _____

Appearance & Background _____

Abilities

Basic Attack – You spend one hour and destroy one square of the wall. *(Note: This ability doesn't have a progress track and never changes.)*

Level	Lantern Toss	Level	Ferry
1	Destroy one square. If this attack damages a human or wooden defense, it also damages one additional square in that defense (randomly chosen).	1	You identify all squares covered by a moat.
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3	Destroy one square. If this attack damages a human or wooden defense, it destroys the defense.	3	You identify all squares covered by a moat and determine if any of them are a weak spot.
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5	Destroy one square. If this attack damages a human or wooden defense, it destroys the defense and damages the closest human or wooden defense (randomly chosen).	5	You identify all squares covered by a moat or drawbridge and determine if any of them are a weak spot.
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7	Destroy one square. If this attack damages a human or wooden defense, it destroys the defense and destroy the closest human or wooden defense (randomly chosen).	7	All moats are destroyed and you identify all squares covered by a drawbridge and determine if any of them are a weak spot.

The Infected

Whatever your past, it didn't prepare you for this.

Name _____

Appearance & Background _____

Abilities

Note: Unlike the other characters, the infected does not have the option of using lower level effects. They must always use the effect from their current level. Additionally, each infected PC must use an ability atleast once per each wall.

Level	Symptoms
1	<i>Giddiness</i> (0 Hours) – The next ability used by a member of your party is free.
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2	<i>Cold Shivers</i> (0 Hours) – The Lantern Toss and Silver Tongue abilities cost one extra hour. Tick one progress box each time that extra cost is paid by a member of your party.
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3	<i>Extreme Exhaustion</i> (1 Hour) – This ability is triggered automatically each time your party spends a cumulative eight hours. You may also trigger it on purpose. It has no effect.
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4	<i>Intense Thirst</i> (Varies) -- If the wall has undamaged moat squares, this ability is free and damages one moat square. Otherwise, this ability costs one hour and has no effect.
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5	<i>Delirium</i> (Varies) – Roll a six-sided die. Consult the following: <ol style="list-style-type: none"> 1. You see angelic or other holy images. Add one hour to the pool. 2. You have waking nightmares. Remove one hour from the pool. 3. You have visions of the famed doctor. Add three hours to the pool. 4. You wander too close to a wall and take an arrow to the knee. Remove 3 hours. 5. Your ranting scares a human-type defense; it is destroyed (chosen randomly). 6. If the current wall has a fatal flaw, you reveal it. (0 hours)
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6	<i>Heart Palpitations</i> (Varies) – Flip a coin. On heads, you damage one randomly selected wall square at no cost. On tails, you black out and spend one hour.
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7	<i>Final Hours</i> (Varies) – Roll a six-sided die. The effect from the corresponding level is triggered. For <i>Cold Shivers</i> and <i>Extreme Exhaustion</i> , the effect stays in play until the next time you use this ability.

The Marksmen

You're an excellent shot and that comes in handy when every minute counts. The infected don't have time to wait for bumbling fools with swords to chip away at the walls. You'll take care of the guards with one shot and be on with it.

Name _____

Appearance & Background _____

Abilities

Basic Attack – You spend one hour and destroy one square of the wall. *(Note: This ability doesn't have a progress track and never changes.)*

Level	Rapid Fire	Level	Spotting
1	Destroy two wall squares.	1	If the next attack by another member of your party misses a defense by one square, it hits that defense instead.
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3	Destroy three wall squares.	3	If the next attack by another member of your party misses a defense by two squares or less, it hits that defense instead.
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5	Destroy four wall squares.	5	If the next attack by another member of your party misses a defense by three squares or less, it hits that defense instead.
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7	Destroy five wall squares.	7	If the next attack by another member of your party misses a defense, it hits a the closest defense instead.