

Rank:	Leader		Class:	Warrior			
				After	After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits	4 Hits
Head	1	Wits	5, 6	6	-	Disabled	
Torso	2-4	Might	3, 4, 5, 6	4, 5, 6	5, 6	6	Disabled
Arms	5-7	Combat	3, 4, 5, 6	4, 5, 6	5, 6	-	
Legs	8-10	Speed	6	4	2	1	
Items: Special Melee Weapon							
Notes:							

Rank:	Mercenary		Class:	Rogue			
				After	After	After	
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits	
Head	1	Wits	4, 5, 6	6	Disabled		
Torso	2-4	Might	6	6	-	Disabled	
Arms	5-7	Combat	5, 6	6	-	- No Carry	
Legs	8-10	Speed	8	6	3	1	
Items: Lockpicks, Healing Salve, Ranged Weapon, Melee Weapon							
Notes: Can disarm Traps with successful Wits check.							

Rank:	Apprentice		Class:	Mage			
				After	After	After	
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits	
Head	1	Wits	5, 6	Disabled			
Torso	2-4	Might	-	-	Disabled		
Arms	5-7	Combat	6	-	- No Carry		
Legs	8-10	Speed	6	4	2	1	
Items: Melee Weapon							
Notes: Spells							

Rank:	Leader		Class:	Warrior			
				After	After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits	4 Hits
Head	1	Wits	5, 6	6	-	Disabled	
Torso	2-4	Might	3, 4, 5, 6	4, 5, 6	5, 6	6	Disabled
Arms	5-7	Combat	3, 4, 5, 6	4, 5, 6	5, 6	-	
Legs	8-10	Speed	6	4	2	1	
Items: Special Melee Weapon							
Notes:							

Rank:	Mercenary		Class:	Mage			
				After	After	After	
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits	
Head	1	Wits	4, 5, 6	5, 6	Disabled		
Torso	2-4	Might	6	-	-	Disabled	
Arms	5-7	Combat	6	-	-	- No Carry	
Legs	8-10	Speed	6	4	2	1	
Items: Melee Weapon							
Notes: Spells							

Rank:	Apprentice		Class:	Rogue			
				After	After	After	
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits	
Head	1	Wits	5, 6	Disabled			
Torso	2-4	Might	6	-	Disabled		
Arms	5-7	Combat	6	-	- No Carry		
Legs	8-10	Speed	8	6	3	1	
Items: Lockpicks, Healing Salve, Ranged Weapon, Melee Weapon							
Notes: Can disarm Traps with successful Wits check.							

Rank:	Leader		Class:	Rogue		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	3, 4, 5, 6	5, 6	Disabled	
Torso	2-4	Might	5, 6	6	6	Disabled
Arms	5-7	Combat	4, 5, 6	5, 6	6	-
Legs	8-10	Speed	8	6	3	1
Items: Bag of Holding, Lockpicks, Healing Salve, Ranged Weapon, Melee Weapon						
Notes: Can disarm Traps with successful Wits check.						

Rank:	Mercenary		Class:	Warrior		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	6	-	Disabled	
Torso	2-4	Might	4, 5, 6	5, 6	6	Disabled
Arms	5-7	Combat	4, 5, 6	5, 6	6	-
Legs	8-10	Speed	6	4	2	1
Items: Melee Weapon						
Notes:						

Rank:	Apprentice		Class:	Mage		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	5, 6	Disabled		
Torso	2-4	Might	-	-	Disabled	
Arms	5-7	Combat	6	-	- No Carry	
Legs	8-10	Speed	6	4	2	1
Items: Melee Weapon						
Notes: Spells						

Rank:	Leader		Class:	Rogue		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	3, 4, 5, 6	5, 6	Disabled	
Torso	2-4	Might	5, 6	6	6	Disabled
Arms	5-7	Combat	4, 5, 6	5, 6	6	-
Legs	8-10	Speed	8	6	3	1
Items: Bag of Holding, Lockpicks, Healing Salve, Ranged Weapon, Melee Weapon						
Notes: Can disarm Traps with successful Wits check.						

Rank:	Mercenary		Class:	Mage		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	4, 5, 6	5, 6	Disabled	
Torso	2-4	Might	6	-	-	Disabled
Arms	5-7	Combat	6	-	-	- No Carry
Legs	8-10	Speed	6	4	2	1
Items: Melee Weapon						
Notes: Spells						

Rank:	Apprentice		Class:	Warrior		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	6	Disabled		
Torso	2-4	Might	5, 6	6	-	Disabled
Arms	5-7	Combat	5, 6	6	-	
Legs	8-10	Speed	6	4	2	1
Items: Melee Weapon						
Notes:						

Rank:	Leader		Class:	Mage		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	3, 4, 5, 6	4, 5, 6	Disabled	
Torso	2-4	Might	6	6	-	Disabled
Arms	5-7	Combat	5, 6	6	-	-
Legs	8-10	Speed	6	4	2	1
Items: Crystal Ball, Melee Weapon						
Notes: Spells						

Rank:	Mercenary		Class:	Warrior		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	6	-	Disabled	
Torso	2-4	Might	4, 5, 6	5, 6	6	Disabled
Arms	5-7	Combat	4, 5, 6	5, 6	6	-
Legs	8-10	Speed	6	4	2	1
Items: Melee Weapon						
Notes:						

Rank:	Apprentice		Class:	Rogue		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	5, 6	Disabled		
Torso	2-4	Might	6	-	Disabled	
Arms	5-7	Combat	6	-	- No Carry	
Legs	8-10	Speed	8	6	3	1
Items: Lockpicks, Healing Salve, Ranged Weapon, Melee Weapon						
Notes: Can disarm Traps with successful Wits check.						

Rank:	Leader		Class:	Mage		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	3, 4, 5, 6	4, 5, 6	Disabled	
Torso	2-4	Might	6	6	-	Disabled
Arms	5-7	Combat	5, 6	6	-	-
Legs	8-10	Speed	6	4	2	1
Items: Crystal Ball, Melee Weapon						
Notes: Spells						

Rank:	Mercenary		Class:	Rogue		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	4, 5, 6	6	Disabled	
Torso	2-4	Might	6	6	-	Disabled
Arms	5-7	Combat	5, 6	6	-	- No Carry
Legs	8-10	Speed	8	6	3	1
Items: Lockpicks, Healing Salve, Ranged Weapon, Melee Weapon						
Notes: Can disarm Traps with successful Wits check.						

Rank:	Apprentice		Class:	Warrior		
				After	After	After
Location	Hit Area	Attribute	Initial	1 Hit	2 Hits	3 Hits
Head	1	Wits	6	Disabled		
Torso	2-4	Might	5, 6	6	-	Disabled
Arms	5-7	Combat	5, 6	6	-	
Legs	8-10	Speed	6	4	2	1
Items: Melee Weapon						
Notes:						