

# NPC Worksheet

Every time you meet the condition next to the four boxes, check a box. When confronting the jyraxa the party may spend one to repeat a failed roll.

They may be experts in their field, but they are not adventurers; let the players take the lead.

## Yidi-Myana (she/her)

*Young, cautious, down-to-earth, practical.*

*Plain undyed clothing, a mix of leather and cloth, and a long knife.*

Can help with:

mechanical devices, animals, survival in the wilderness

Special ability:

negate supernatural influence if she flees immediately.

Weakness:

Fear of magic

Four checkboxes:

Convince her you're trustworthy and competent, and she can handle adventuring

## Dedazeh Nyu Tuheh Madzi (he/him)

*Bold, ambitious, honourable. All-metal armor and sword a rarity in the area.*

*Is Gasu's cousin and familial loyalty demands that he not leave them behind.*

Can help with:

Fighting, Tuje culture and recent history, leadership and authority

Weakness:

Heroism, desire to fix everything personally.

Four checkboxes:

Cast doubts on his rosy-eyed view of the Tuje Empire

## Svathix (he/him)

*Reserved, reclusive. Tattered once-elegant robes, glowing white eyes.*

Can help with:

Tuje history, arcane knowledge, surviving, disreputable techniques.

Weakness:

Defeatist; believes himself doomed to be lead astray by spirits.

Four checkboxes:

Help him move on from the past, or at least focus on what he can do in the present

## Gasu-nyejj (they/them)

*Distinguished, prepared, serious, messy grey hair. Purple dye is rare; indicates seniority.*

*Is Dedazeh's cousin and to familial loyalty demands that they not leave him behind.*

### Can help with:

General scholarship, including of the natural world and of the healing arts.

### Weakness:

Overconfidence, can't bear to see knowledge lost.

### Four checkboxes

:Convince them that this expedition isn't like the others; they're in over their heads