

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)

Notes:

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

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

Svathix (he/him)

Notes:

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.

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

Dedazeh Nyu Tuhch Madzi (he/him)

Notes:

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

Can help with: Fighting, Tuje culture and recent history, leadership and authority

Weakness: Heroism, desire to fix everything personally.

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

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

Gasu-nyeji (they/them)

Notes:

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

Can help with: General scholarship, including of the natural world and of the healing arts.

Weakness: Overconfidence, can't bear to see knowledge lost.

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

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