

# Pregenerated Characters

The characters presented here are the original cast as presented in the 1990 novelisation that first introduced the Dusk Watch and their misadventures in Heq Moreveg. They offer a quick option to delve straight into Orcs & Oubliettes, but you are of course free to create your own. Maybe you'd like a child prince who wields a sword drawn from a stone or a halfling who stumbled across a mysterious magical ring instead. Don't let us stop you, go right ahead!

Each character here is already provided with a trait and Role. Just like designing new characters, however, feel free to swap these out if you'd like to tweak them a little.

## Captain Phanta

**Intense Captain of the Dusk Watch**

A magical construct with a heart, Captain Phanta was purchased by the Dusk Watch from Al & Dean's Artefact Shop to take over the job of cleaning out the abluitions of the various Watch Stations. This silver-plated mechanoid rose above the detritus of her intended fate and passed her entrance exams to join the Dusk Watch as an officer. It was only after she began rattling the cages of the various thieves' guilds and *actually* arresting people that the Dusk Watch began to realise the size of the problem they had created for themselves.



Name	Captain Phanta	
Trait/Role	intense Captain	
Health	3	Defence 7
Stat	Dice	
Smarts	4	(Engineering)
Moves	2	(Shooting)
Style	3	(Persuasion)
Brawn	3	(Carrying)
Gear:	Sword (3 dice, 3 damage), truncheon (3 dice, 1 damage), Captain's badge, whistle, waterproof poncho, leather armour (+1 Defence)	
Your badge gets you entrance into everywhere but the thieves' guilds: those are by appointment only plus you can spend a Karma point once per scene to ask the Director for an important clue. Just the one mind. And if there aren't any clues, you don't spend the Karma point.		

## Grom Silverwing

### Larcenous Sprite

A light-fingered faerie with hands that are often too small for the items that find their way into them, Grom has been an invaluable companion to Phanta ever since she tried to steal one of her shin guards. With one ear always tuned to the pulse of the street and one hand in the Dusk Watch's coffers, there isn't much in the way of information that Grom can't find out given a little time. Although she's sworn to Phanta that her pickpocketing days are behind her, what the Captain can't see hasn't really happened, right?



Name **Grom Silverwing**

Trait/Role **Larcenous Sprite**

Health **3**      Defence **16**

Stat              Dice

Smarts            3      (Perception)

Moves            5      (Thievery)

Style              3      (Bluffing)

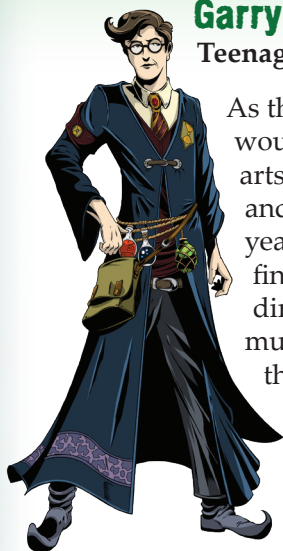
Brawn             1      (Tough)

**Gear:** Small dagger (1 dice, 1 damage), truncheon (1 dice, 1 damage), whistle, waterproof poncho, leather armour (+1 Defence)

You can fly for a number of rounds equal to three times your Brawn. After that, you need to rest for the same number of rounds that you spent flying before being able to fly again. Or you can spend 1 Karma to refresh your flying to zero rounds. You start the game with 2 extra Karma.

## Garry Swotter

### Teenage Wizard



As the seventh son of a seventh son, it was hoped that Garry would be somewhat of a prodigy when it came to the magical arts. Flying through his studies at the Watchful Order of Witches and Warloques, Garry hit a bit of a brick wall during his third year when he was seconded to the Dusk Watch as part of his final assessment to enter his fourth. Patrolling the streets, dirtying the hem of his robe, and investigating the odd grisly murder just isn't for him. Up till now he hasn't been able to pass the assessment, so he's stuck at the Watch until someone takes pity on him or he pulls his stockings up and gets on with the job. As sulky as he is about the whole affair, it's looking more and more likely that the former will happen first.

Name **GARRY SWOTTER**  
Trait/Role **TEENAGE WIZARD**  
Health 2      Defence 6

Stat	Dice	
Smarts	4	(Occultism)
Moves	2	(Shooting)
Style	2	(Gambling)
Brawn	2	(Sports)
POWER	3	(Fire)

Gear: Dagger (2 dice, 2 damage), truncheon (2 dice, 1 damage), whistle, waterproof poncho, wand (+1 Power)

YOU. HAVE. THE. POWER!

## Soggoth

### Inattentive Troll

Although the Dusk Watch are largely derided and ignored, they do sometimes need to make sure that the law is enforced or peace is maintained. Which is how certain characters like Soggoth make their way into the ranks. Sometimes the Watch need to at least pretend to investigate, other times they need to bring along the muscle and make sure folks are listening. For his part, Soggoth generally enjoys looming over people and offering his toothy grin. It seems to make his friends on the watch happy and means he ends up with a larger portion at mealtime. Speaking of food, is that the smell of roast hog coming from just over there...



Name **SOGGOTH**

Trait/Role **INATTENTIVE TROLL**

Health 7      Defence 10

Stat              Dice

Smarts            2      (Nature)

Moves             3      (Running)

Style               2      (Persuasion)

Brawn              5      (Brawling, Tough)

**Gear:** Club (7 dice, 2 damage), truncheon (7 dice, 1 damage), whistle, waterproof poncho, leather armour (+1 Defence), sack of leftover food

You gain the Tough Focus for free, in addition to whatever other Focus you choose for your Brawn Stat, and you deal 1 extra damage with your fists or weapons in melee. You also eat a lot and you're not too fussy about flavour.