

Character: Cotton Mather

Faction: Witch Hunter

Hit Points: 10

SV: 3 MV: 2

Res: 5 Dip: 2

Weapons: Pistol, Sword

Character: Increase Mather

Faction: Witch Hunter

Hit Points: 10

SV: 3 MV: 1

Res: 4 Dip: 2

Weapons: Pistol, Sword

Character: John Alden

Faction: Witch Hunter

Hit Points: 10

SV: 2 MV: 2

Res: 4 Dip: 2

Weapons: Musket,

Tomahawk

Character: Rev. Burroughs

Faction: Witch

Hit Points: 10

SV: 3 MV: 2

Res: 5 Dip: 2

Weapons: Pistol, Sword

Character: Pukjinskwes

Faction: Witch

Hit Points: 10

SV: 2 MV: 2

Res: 4 Dip: 2

Weapons: Magic Staff, Knife

Character: Skadegamutc

Faction: Witch

Hit Points: 10

SV: 3 MV: 2

Res: 4 Dip: 2

Weapons: Magic Staff, Knife

Character: Benjamin Church

Faction: Witch Hunter

Hit Points: 10

SV: 3 MV: 2

Res: 5 Dip: 2

Weapons: Musket,

Tomahawk

Character: Madockawando

Faction: Wabanaki

Hit Points: 10

SV: 2 MV: 1

Res: 5 Dip: 2

Weapons: Musket,

Tomahawk



Character: Baron De St.

Castine

Faction: French

Hit Points: 10

SV: 3 MV: 2

Res: 5 Dip: 2

Weapons: Musket, Sword

Character:

Faction:

Hit Points:

SV: MV:

Res: Dip:

Weapons:

Character: Militia Sgt

Faction: Witch Hunter

Hit Points: 10

SV: 3 MV: 2

Res: 3 Dip: 2

Weapons: Musket,

Tomahawk

Character: Militia Man

Faction: Witch Hunter

Hit Points: 10

SV: 2 MV: 1

Res: 2 Dip: 2

Weapons: Musket,

Tomahawk

Character: Ranger Sergeant

Faction: Witch Hunter

Hit Points: 10

SV: 2 MV: 2

Res: 5 Dip: 2

Weapons: Musket,

Tomahawk

Character: Ranger

Faction: Witch Hunter

Hit Points: 10

SV: 2 MV: 1

Res: 5 Dip: 2

Weapons: Musket,

Tomahawk

Character: Wabanaki

Sagamore

Faction: Wabanaki

Hit Points: 10

SV: 2 MV: 1

Res: 3 Dip: 2

Weapons: Bow or Musket,

Tomahawk

Character: Wabanaki

Warrior

Faction: Wabanaki

Hit Points: 10

SV: 2 MV: 1

Res: 2 Dip: 2

Weapons: Bow or Musket,

Tomahawk



Character: Milicien

Faction: French

Hit Points: 10

SV: 2 MV: 1

Res: 2 Dip: 2

Weapons: Musket,

Tomahawk

Character: Milice Sergeant

Faction: French

Hit Points: 10

SV: 2 MV: 2

Res: 3 Dip: 2

Weapons: Musket,

Tomahawk

Character: Lost Brave

(Wabanaki Zombie-Witch)

Faction: Supernatural

Hit Points: 10

SV: 2 MV: 3

Res: 3 Dip: 2

Weapons: Tomahawk

Character: Dire Wolf

Faction: Supernatural

Hit Points: 3

SV: NA MV: 4

Res: 3 Dip: 2

Weapons: Tooth and Claw

Character: Large Familiar

Faction: Supernatural

Hit Points: 1

SV: NA MV: 3

Res: 3 Dip: 2

Weapons: Tooth and Claw

Character: Small Familiar

Faction: Supernatural

Hit Points: 1

SV: NA MV: 1

Res: 3 Dip: 2

Weapons: Tooth and Claw

Character: Plague Rats

Faction: Supernatural

Hit Points: 1SV: NA MV: 2

Res: 2 Dip: 2

Weapons: Tooth and Claw

Character: Townfolk

Faction: Towns People

Hit Points: 10 SV: 2 MV: 2

Res: 3 Dip: 2

Weapons: Improvised

Weapon



Character: Aglebemu (giant  
frog)

Faction: Supernatural

Hit Points: 3 SV: NA MV: 3

Res: 5 Dip: 2

Weapons: Tooth and Claw

Character: Keekwajoo

(werewolf)

Faction: Supernatural

Hit Points: 5 SV: NA MV: 4

Res: 5 Dip: 2

Weapons: Tooth and Claw

Character: Chenoo

(ice giant)

Faction: Supernatural

Hit Points: 5 SV: 2 MV: 4

Res: 5 Dip: 2

Weapons: Tooth and Claw

Character: Townsfolk

Zombie

Faction: Supernatural

Hit Points: 1SV: 2 MV: 2

Res: 3 Dip: 2

Weapons: Improvised

Weapon