



RELATIONSHIPS

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Colour in the upward facing triangle for a friend or the downward facing triangle for an enemy

EQUIPMENT

_____ LOAD

_____ LOAD

_____ LOAD

_____ LOAD

_____ LOAD

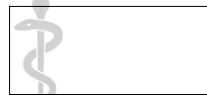
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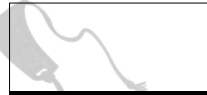
DRAKHMÆ

If you have a herbalist's bag, and the right talents, you can spend a dose from it to gain a success on a Medicine or Craft skill check



DOSES

Spend an ammo load to gain a success when using a bow or sling, if you have none left you can't use the weapon



AMMO

Ammo loads for a sling can be replenished with a successful Insight (Survival) roll, while arrows require a successful Cool (Craft) roll and plenty of time

CHARACTER _____

HOME _____ PLAYER _____

HERITAGE _____ BACKGROUND _____

| | | | | |
|---------------------|--------|---------|----------|----------|
| DIVINE | MORTAL | NOBLE | PRIEST | MERCHANT |
| DIVINE PARENT _____ | | SOLDIER | FARMER | HERDER |
| | | HUNTER | CRIMINAL | |

CAREERS

MYSTERY CULTS

FATE

FAVOUR

DIETY _____ USED

SKILLS _____

DIETY _____ USED

SKILLS _____

DIETY _____ USED

SKILLS _____

DIETY _____ USED

SKILLS _____

Once per session re-roll the failed dice in a skill check if the deity favours that skill

ADVANTAGES

DISADVANTAGES

DISFAVOUR

DIETY _____ USED

SKILLS _____

DIETY _____ USED

SKILLS _____

DIETY _____ USED

SKILLS _____

DIETY _____ USED

SKILLS _____

Once per session re-roll the successful dice in a skill check if the deity favours that skill. The GM can ask you to do this, which you can refuse by gaining 1 Hubris

NOTES _____ DESCRIPTION _____

