RELATIONSHIPS
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Colour in the upward facing triangle for

a friend or the downward facing triangle

for an enemy

EQUIPMENT	
	LOAD

EQUIPMENT	
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CHARACTER

HOME	F	PLAYER

FAVOUR	
DIETY	USED
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SKILLS	
Once per session re-roll the failed di	ce in

a skill check if the deity favours that skill		
DISFAVOUR DIETY	USED	
SKILLS	_	
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DIETY		
SKILLS	USED	
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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

ADVANTAGES

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

DISADVANTAGES

AMMO

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

DOSES

Medicine or Craft

skill check

DRAKHMAE

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

weapon

Ammo loads for a

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DIVINE	MORTAL	NOBLE	PRIEST	MERCHANT
		SOLDIER	FARMER	HERDER
DIVINE PARENT		HUNTER	CRIMINAL	

FATE

MYSTERY CULTS

<u> COUCHDANGACIONE NOTES SCHUCLEURORUMUNDANGACIONECURORUMUNDANGE DESCRIPTION SCHUCLEURORUMUNDANGACIONECURORUMUNDA</u>

CAREERS

CHARACTERISTICS WEAPONS WEAPON **SKILL PROPERTIES** R/RDMG **MIGHT REFLEXES** COOL INSIGHT CUNNING Rolled a 10? Pick one: **SKILLS SPECIALISATIONS** ♦ Invoke the Fates ♦ gain 1 Resolve Accuracy ♦ remove 1 Risk Athletics • give a success to another character Awareness PRODUCTION WOUNDS REPORTED TO THE PRODUCTION OF Brawl Craft_ Diplomacy__ VALUE PENALTY Knowledge_ Lore Manipulation_____ VALUE PENALTY Medicine Melee VALUE PENALTY Perform_ VALUE PENALTY Ride Survival VALUE PENALTY Vigour_ VALUE PENALTY Invoke the Fates to gain a success, activate an item property or talent by: VALUE PENALTY • spending a point of Resolve, ◆ spending a 10, or • gaining one or more Risk. VALUE PENALTY If you gain 2+ Risk you gain 1 Hubris. XΡ VALUE PENALTY **DEFENCE** Subtract your Armour from any damage Whenever you If you have any you take gain a Wound add Resolve left at the end of a session the value to your Use your Shield or Parry as a Reaction to gain 1 Hubris Scars box STANDING **SCARS** SHIELD **PARRY** RESOLVE ARMOUR subtract dice from your opponent's dice pool **ENDURANCE** CUMBERSOME Once per session, As long as your Glory is higher use the results from than your Hubris an Oracle roll in place of another 0 5 9 10 12 the gods will keep **GLORY HUBRIS ORACLE** skill check vou from death