

RELATIONSHIPS

▲▼

Atrous, a merchant

▲▼

Melita, a wrestler

▲▼

▲▼

▲▼

▲▼

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

EQUIPMENT

Cap

○

LOAD

Greaves

○

LOAD

Spolas (leather armour)

○

LOAD

Pelte (crescent shield)

○

LOAD

Kopis (machete)

○

LOAD

Sling

○

LOAD

○

LOAD

○

LOAD

20

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 Medicine or Craft skill check

DOSES

2

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

Vlokis, island of Keos

PLAYER

HERITAGE

NOBLE

PRIEST

MERCHANT

SOLDIER

FARMER

HERDER

HUNTER

CRIMINAL

CAREERS

Scout

MYSTERY CULTS

FATE

I will hunt the greatest beasts in honour of Artemis

FAVOUR

USED

DIETY

Artemis

SKILLS

Athletics, Accuracy, Survival

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

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

DISFAVOUR

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

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

DISADVANTAGES

NOTES

DESCRIPTION

You come from a family of farmers but it was never the life for you. You left home at a young age and have spent your life in the wilderness hunting for your survival. This has gained you the favour of Artemis, the goddess of the hunt.

## CHARACTERISTICS

2	3	2	3	4
MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

## WEAPONS

WEAPON	SKILL	R / R	DMG	PROPERTIES
Kopis (machete)	Melee	2	5	Parry, Pommel Strike, Savage
Pommel Strike	Melee	0-1	3	Stun
Pelte	Melee	1	4	Shield 2, Stagger
Sling	Accuracy	Long	6	Reflexes, Clumsy, Stun



Rolled a 10? Pick one:

- ◆ *Invoke the Fates*
- ◆ gain 1 **Resolve**
- ◆ remove 1 **Risk**
- ◆ give a **success** to another character

## WOUNDS

[illegible]

## GIFTS AND TALENTS

Ambush: You may use Cunning instead of Might when performing a Harm attack Action if your target is unaware of you. Your target is automatically aware of you after this action

Skirmisher: When performing a Disengage Action you gain +2d on your dice pool.

*Invoke the Fates to gain a success, activate an item property or talent by:*

- ◆ spending a point of **Resolve**,
- ◆ spending a **10**, or
- ◆ gaining one or more **Risk**.

If you gain 2+ Risk you gain 1 Hubris.

2	
STANDING	RESOLVE

If you have any **Resolve** left at the end of a session gain 1 **Hubris**

SCARS

Whenever you gain a **Wound** add the value to your **Scars** box

3	2
ARMOUR	SHIELD

## DEFENCE

2  
PARRY

Subtract your **Armour** from any damage you take

Use your **Shield** or **Parry** as a *Reaction* to subtract dice from your opponent's dice pool

## RISK

As long as your  
**Glory** is higher  
than your **Hubris**  
the gods will keep  
you from death

0  
GLORY



Once per session,  
use the results from  
an Oracle roll in  
place of another  
skill check



ENDURANCE 6 1 CUMBERSOME

0	1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	---	----	----	----

RELATIONSHIPS

▲▼ Polykasta, a daughter of Zeus

▲▼ Zoe, a temple guard and former lover

▲▼

▲▼

▲▼

▲▼

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

EQUIPMENT

Cap

LOAD

Greaves

LOAD

Spolas (leather armour)

LOAD

Pelte (crescent shield)

LOAD

Axe

LOAD

Javelins (3)

LOAD

LOAD

LOAD

10

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 Medicine or Craft skill check

DOSES

2

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

FAVOUR

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

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

ADVANTAGES

Agon: you were a victor at one of the panhellenic games (+2 Glory, +1 Athletics)

DISADVANTAGES

DISFAVOUR

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

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



CHARACTER

HOME Vlokis, island of Keos

PLAYER

HERITAGE

DIVINE

MORTAL

DIVINE PARENT

BACKGROUND

NOBLE

PRIEST

MERCHANT

SOLDIER

FARMER

HERDER

HUNTER

CRIMINAL

CAREERS

Athlete

MYSTERY CULTS

FATE

I am the best athlete in Hellas

NOTES

DESCRIPTION

You grew up poor, tending to herds in the mountains, but you always dreamed of being an athlete. You left home and trained hard and last year you made that dream come true. You won the laurel for the javelin throw at the Pythian games last year. Your adopted home of Vlokis has celebrated your achievements, giving you a modicum of fame in your city.

## CHARACTERISTICS

4	3	3	2	2
MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

SKILLS		SPECIALISATIONS
Accuracy	2	Javelin (+1d)
Athletics	3	
Awareness	1	
Brawl		
Craft		
Diplomacy		
Knowledge		
Lore		
Manipulation		
Medicine		
Melee	1	
Perform		
Ride		
Survival		
Vigour	1	

Invoke the Fates to gain a success, activate an item property or talent by:

- ◆ spending a point of Resolve,
- ◆ spending a 10, or
- ◆ gaining one or more Risk.

If you gain 2+ Risk you gain 1 Hubris.

1	
STANDING	RESOLVE

XP

If you have any Resolve left at the end of a session gain 1 Hubris

SCARS

Whenever you gain a Wound add the value to your Scars box

Rolled a 10? Pick one:

- ◆ Invoke the Fates
- ◆ gain 1 Resolve
- ◆ remove 1 Risk
- ◆ give a success to another character



## WOUNDS

	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY

## WEAPONS

WEAPON	SKILL	R / R	DMG	PROPERTIES
Axe	Melee	2	5	Pommel Strike, Savage
Pommel Strike	Melee	0-1	3	Stun
Pelte	Melee	1	4	Shield 2, Stagger
Javelin	Melee	3	4	Reflexes, Pierce
Javelin (thrown)	Accuracy	Medium	4	Pierce

## GIFTS AND TALENTS

Deadeye: Whenever you make an Aim Maneuver you gain +2d instead of +1d. All other Aim rules apply.

Athlete: Once per session you may re-roll the failed dice on an Athletics or Accuracy skill check.

## DEFENCE

3	2	0
ARMOUR	SHIELD	PARRY

Subtract your Armour from any damage you take

Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

## RISK

As long as your Glory is higher than your Hubris the gods will keep you from death

2	0
GLORY	HUBRIS

Once per session, use the results from an Oracle roll in place of another skill check

ORACLE

ENDURANCE 6 1 CUMBERSOME

0	1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	---	----	----	----

RELATIONSHIPS

▲▼ Zoe, a temple guard who owes you

▲▼ Kileos, a seer who talks of your demise

▲▼

▲▼

▲▼

▲▼

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

EQUIPMENT

Helm

Herbalist's bag

Linothorax (medium armour)

Pelte (crescent shield)

Xiphos (sword)

Sling

0

LOAD

LOAD

LOAD

LOAD

LOAD

LOAD

LOAD

20

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 Medicine or Craft skill check

2

DOSES



CHARACTER

HOME Vlokis, island of Keos

PLAYER

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

2

AMMO

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

DISFAVOUR

DIETY Ares

USED

Brawl, Melee, Vigour

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

HERITAGE

DIVINE

MORTAL

DIVINE PARENT Demeter

CAREERS

Physician

BACKGROUND

NOBLE

PRIEST

MERCHANT

SOLDIER

FARMER

HERDER

HUNTER

CRIMINAL

MYSTERY CULTS

FATE

Violence is not the only option

You are the child of Demeter, the goddess of agriculture, and a Spartan soldier. While trained in war, you have seen too much of it and have trained as a physician to help others. Ares, the god of war, who your father dedicated his life to has always hated you because of this.

## CHARACTERISTICS

2	3	3	3	2
MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

SKILLS	SPECIALISATIONS
Accuracy	1
Athletics	
Awareness	
Brawl	
Craft	2
Diplomacy	1
Knowledge	1 Nature (+1d)
Lore	2
Manipulation	
Medicine	2
Melee	1
Perform	
Ride	
Survival	1
Vigour	

Invoke the Fates to gain a success, activate an item property or talent by:

- ◆ spending a point of Resolve,
- ◆ spending a 10, or
- ◆ gaining one or more Risk.

If you gain 2+ Risk you gain 1 Hubris.

2	
STANDING	RESOLVE

If you have any Resolve left at the end of a session gain 1 Hubris

SCARS	

Whenever you gain a Wound add the value to your Scars box

As long as your Glory is higher than your Hubris the gods will keep you from death

2	0
GLORY	HUBRIS

Once per session, use the results from an Oracle roll in place of another skill check

ORACLE

Rolled a 10? Pick one:

- ◆ Invoke the Fates
- ◆ gain 1 Resolve
- ◆ remove 1 Risk
- ◆ give a success to another character



## WOUNDS

	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY

## WEAPONS

WEAPON	SKILL	R / R	DMG	PROPERTIES
Xiphos (sword)	Melee	2	5	Reflexes, Parry, Pommel Strike, Pierce
Pommel Strike	Melee	0-1	3	Stun
Pelte	Melee	1	4	Shield 2, Stagger
Sling	Accuracy	Long	6	Reflexes, Clumsy, Stun

## GIFTS AND TALENTS

Pharmakeia: You may spend a dose from your herbalist's bag to gain a success on a Medicine skill check.

Healer (rank 1): After making a successful First Aid Action you may reduce the value of the treated Wound by 1 per rank in the Healer talent. If this reduces the Wound to a value of 0 it is removed.

Robust: The blood running through your character's veins is mixed with the ikhor of the gods. You are resistant to the effects of poisons, venoms, and burning. You reduce the ongoing damage of such effects by 1. Once per session when taking a Wound you may choose to reduce the result by 2 after you roll.

## DEFENCE

4	2	2
ARMOUR	SHIELD	PARRY

Subtract your Armour from any damage you take

Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

## RISK

ENDURANCE	7	2	CUMBERSOME
	</		

RELATIONSHIPS

▲▼

Melita, a wrestler, your trainer

▲▼

Pallas, a bard who lampoons you in song

▲▼

▲▼

▲▼

▲▼

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

EQUIPMENT

Cap

○

LOAD

Greaves

○

LOAD

Linothorax (medium armour)

↑

LOAD

Mattock (two-handed club)

↑

LOAD

Sling

↑

LOAD

LOAD

LOAD

LOAD

20

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 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

2

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

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

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

ADVANTAGES

DISADVANTAGES

Proud: begin the game with 2 Hubris

AEGEAN

CHARACTER

HOME Vlokis, island of Keos

PLAYER

HERITAGE

DIVINE

MORTAL

DIVINE PARENT

Ares

CAREERS

Wrestler

BACKGROUND

NOBLE

PRIEST

MERCHANT

SOLDIER

FARMER

HERDER

HUNTER

CRIMINAL

MYSTERY CULTS

FATE

I will have revenge on Palas for the lies he tells about me

NOTES

DESCRIPTION

You are the child of Ares, the god of warfare and the battlefield. You consider yourself to be the greatest mortal child of his. Your mother was a soldier in Athens and tried to bring you up as a soldier but you never quite had the discipline for it. A life of adventure has always been your calling and you jumped at the chance to found a new colony on the shores of Keos.



## CHARACTERISTICS

4	3	2	2	3
MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

SKILLS	SPECIALISATIONS
Accuracy	1
Athletics	2
Awareness	
Brawl	1
Craft	
Diplomacy	
Knowledge	
Lore	
Manipulation	Intimidate (+1d)
Medicine	
Melee	2
Perform	
Ride	
Survival	
Vigour	2

Invoke the Fates to gain a success, activate an item property or talent by:

- ◆ spending a point of Resolve,
- ◆ spending a 10, or
- ◆ gaining one or more Risk.

If you gain 2+ Risk you gain 1 Hubris.

2	
STANDING	RESOLVE

If you have any Resolve left at the end of a session gain 1 Hubris

SCARS	

Whenever you gain a Wound add the value to your Scars box

As long as your Glory is higher than your Hubris the gods will keep you from death

2	2
GLORY	HUBRIS

Once per session, use the results from an Oracle roll in place of another skill check

ORACLE

Rolled a 10? Pick one:

- ◆ Invoke the Fates
- ◆ gain 1 Resolve
- ◆ remove 1 Risk
- ◆ give a success to another character



## WOUNDS

	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY
	VALUE	PENALTY

## WEAPONS

WEAPON	SKILL	R / R	DMG	PROPERTIES
Mattock (two-handed club)	Melee	3	6	Cumbersome 1, Heavy, Stagger
Sling	Accuracy	Long	6	Reflexes, Clumsy, Stun

## GIFTS AND TALENTS

Staggering Blow: When making an attack using the Brawl skill your strike gains the Stagger property. This applies to Harm, Jab, or Strike Actions.

Catch Your Breath (rank 1): When performing a Recovery Action at the end of an encounter reduce your Risk by an additional point per rank in Catch Your Breath.

Rage: Your character is consumed with your father's unquenchable rage. Once per session you may add your current Risk as damage to one successful attack with the Brawl or Melee skill.

## DEFENCE

5	0	0
ARMOUR	SHIELD	PARRY

Subtract your Armour from any damage you take

Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

## RISK

ENDURANCE	7	3	CUMBERSOME



RELATIONSHIPS

▲▼

Parthenia, a priest

▲▼

Okos, a noble on the council

▲▼

▲▼

▲▼

▲▼

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

EQUIPMENT

Cap

○

LOAD

Greaves

○

LOAD

Linothorax (linen armour)

○

LOAD

Kopis (machete)

○

LOAD

Pelte (crescent shield)

○

LOAD

Self bow

○

LOAD

○

LOAD


○

LOAD

20

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 Medicine or Craft skill check





CHARACTER

HOME Vlokis, island of Keos

PLAYER

FAVOUR

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

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


ADVANTAGES

Oracle: see Gift description

Heirophant: you have lead the temple rites in an important ceremony for the city (+1 Standing, +1 Lore)

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



2

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

HERITAGE

DIVINE

MORTAL

DIVINE PARENT

CAREERS

Merchant

BACKGROUND

NOBLE

PRIEST

MERCHANT

SOLDIER

FARMER

HERDER

HUNTER

CRIMINAL

MYSTERY CULTS

FATE

Uncover why Apollo hates me

DISFAVOUR

USED

DIETY Apollo

SKILLS Accuracy, Medicine, Perform

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

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

When you were young you were gifted with the power of prophecy by the god Apollo. He has hounded you ever since and you have no idea why. This lead to a life of crime in your youth, but you have served in the mines for your crimes and started afresh in the city of Vlokis. You are doing well as both a merchant and as an assistant at the temple.



RELATIONSHIPS

▲▼

Dorotea, a gossiping beggar

▲▼

Gorgo, a councillor and rival

▲▼

▲▼

▲▼

▲▼

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

EQUIPMENT

Helm

○

LOAD

Greaves

○

LOAD

Linothorax (linen armour)

○

LOAD

Xiphos (sword)

○

LOAD

Hoplón (heavy shield)

○

LOAD

Doru (long spear)

○

LOAD

Rich khiton (tunic, Rich I)

○

LOAD

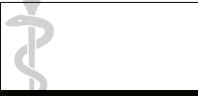
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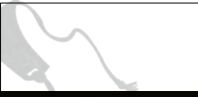
DRAKHMAE

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



CHARACTER

HOME Vlokis, island of Keos

PLAYER

HERITAGE

DIVINE

MORTAL

DIVINE PARENT

CAREERS

Soldier

BACKGROUND

NOBLE

PRIEST

MERCHANT

SOLDIER

FARMER

HERDER

HUNTER

CRIMINAL

MYSTERY CULTS

FATE

I will make Vlokis the greatest city in Hellas

FAVOUR

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

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

ADVANTAGES

DISADVANTAGES

DISFAVOUR

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

SKILLS

USED

DIETY

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

Rich: This item is richly decorated and impressively ornate. In social interactions where wealth would impress, add +1d to any social skill checks. In situations where an overt display of wealth might hinder discussions, suffer a -1d penalty to any social skill checks.

DESCRIPTION

You grew up with wealth, never needing for anything. You were taught to uphold the ideals of democracy and of the polis and you trained, hard, to be both an active member of the political community and a defender of its borders. You consider yourself lucky to be part of the crew that helped found Vlokis, soon to be the greatest city in Hellas.

## CHARACTERISTICS

3	3	3	2	2
MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

## SKILLS

Accuracy	1	
Athletics		
Awareness	1	
Brawl		
Craft		
Diplomacy	2	
Knowledge	1	
Lore		
Manipulation	1	
Medicine		
Melee	3	
Perform	1	
Ride	1	
Survival		
Vigour	1	

## SPECIALISATIONS

Invoke the Fates to gain a success,  
activate an item property or talent by:

- ◆ spending a point of **Resolve**,
- ◆ spending a **10**, or
- ◆ gaining one or more **Risk**.

If you gain 2+ Risk you gain 1 Hubris.

XP

4	
STANDING	RESOLVE

If you have any  
**Resolve** left at the  
end of a session  
gain 1 **Hubris**

# SCARS

Whenever you gain a **Wound** add the value to your **Scars** box



## WOUNDS

[illegible]

## WEAPONS

WEAPON	SKILL	R / R	DMG	PROPERTIES
Xiphos (sword)	Melee	2	5	Reflexes, Parry, Pommel Strike, Pierce
Pommel Strike	Melee	0-1	3	Stun
Hoplion (large shield)	Melee	1	4	Shield 3, Stagger
Doru (spear)	Melee	4	5	Pierce
Doru (spear, thrown)	Accuracy	Medium	5	Pierce

## GIFTS AND TALENTS

Bodyguard: When you're carrying a shield and an ally at Melee or Short range to you is attacked you may use your Reaction to defend them with your Shield defence.

Shield Bash: When you're carrying a shield you may use your Reaction to attack an enemy at Melee range with it, after they have made an attack.

## DEFENCE

5	3	2
ARMOUR	SHIELD	PARRY

Subtract your **Armour** from any damage you take

Use your **Shield** or **Parry** as a *Reaction* to subtract dice from your opponent's dice pool

## RISK

ENDURANCE				6	3	CUMBERSOME							
0	1	2	3	4	5	6	7	8	9	10	11	12	

As long as your  
**G**lory is higher  
than your **H**ubris  
the gods will keep  
you from death

# GLORY

**HUBRIS**

Once per session, use the results from an Oracle roll in place of another skill check

ORACLE