

RELATIONSHIPS

▲▽ Atreus, a merchant

△▽ Melita, a wrestler

△▽ _____

△▽ _____

△▽ _____

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

EQUIPMENT

Cap	0	LOAD
Greaves	0	LOAD
Spolas (leather armour)	1	LOAD
Pelte (crescent shield)	1	LOAD
Kopis (machete)	1	LOAD
Sling	1	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 Artemis USED

SKILLS Athletics, Accuracy, Survival USED

DIETY _____ USED

SKILLS _____ USED

DIETY _____ USED

SKILLS _____ USED

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

ADVANTAGES



DISADVANTAGES

DISFAVOUR

DIETY _____ USED

SKILLS _____ USED

DIETY _____ USED

SKILLS _____ USED

DIETY _____ USED

SKILLS _____ USED

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

CHARACTER

HOME Vlokis, island of Keos

PLAYER



HERITAGE

DIVINE

MORTAL

DIVINE PARENT _____

CAREERS

Scout

BACKGROUND

NOBLE

PRIEST

MERCHANT

SOLDIER

FARMER

HERDER

HUNTER

CRIMINAL

MYSTERY CULTS

FATE

I will hunt the greatest beasts in honour of Artemis

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

SKILLS

Accuracy 2

Athletics

Awareness 2

Brawl

Craft 1

Diplomacy

Knowledge 1

Lore

Manipulation

Medicine

Melee 1

Perform

Ride

Survival 3

Vigour 1

SPECIALISATIONS
Sling (+1d)

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

VALUE	PENALTY

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

ARMOUR

2

SHIELD

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

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

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.

DEFENCE

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

0	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
---	---	---	---	---	---	---	---	---	---	----	----	----

RISK

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	0	LOAD
Greaves	0	LOAD
Spolas (leather armour)	1	LOAD
Pelte (crescent shield)	1	LOAD
Axe	1	LOAD
Javelins (3)	1	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

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	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	

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

DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	

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

CHARACTER

HOME Vlokis, island of Keos

PLAYER



HERITAGE

DIVINE

MORTAL

DIVINE PARENT

CAREERS

Athlete

BACKGROUND

NOBLE

PRIEST

MERCHANT

SOLDIER

FARMER

HERDER

HUNTER

CRIMINAL

MYSTERY CULTS

FATE

I am the best athlete in Hellas

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

Accuracy 2

Athletics 3

Awareness 1

Brawl

Craft

Diplomacy

Knowledge

Lore

Manipulation

Medicine

Melee 1

Perform

Ride

Survival

Vigour 1

SPECIALISATIONS

Javelin (+1d)

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

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

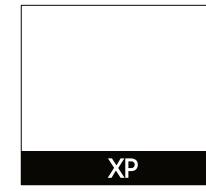
Maneuver you gain +2d instead of +1d. All other Aim rules apply.

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

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

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

ARMOUR

2

SHIELD

0

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

DEFENCE

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



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
---	---	---	---	---	---	---	---	---	---	----	----	----

RISK

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

FAVOUR

DIETY	_____	USED <input type="checkbox"/>
SKILLS	_____	USED <input type="checkbox"/>
DIETY	_____	USED <input type="checkbox"/>
SKILLS	_____	USED <input type="checkbox"/>
DIETY	_____	USED <input type="checkbox"/>
SKILLS	_____	USED <input type="checkbox"/>
DIETY	_____	USED <input type="checkbox"/>
SKILLS	_____	USED <input type="checkbox"/>

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

DISFAVOUR

DIETY	Ares	USED <input type="checkbox"/>
SKILLS	Brawl, Melee, Vigour	USED <input type="checkbox"/>
DIETY	_____	USED <input type="checkbox"/>
SKILLS	_____	USED <input type="checkbox"/>
DIETY	_____	USED <input type="checkbox"/>
SKILLS	_____	USED <input type="checkbox"/>
DIETY	_____	USED <input type="checkbox"/>
SKILLS	_____	USED <input type="checkbox"/>

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

EQUIPMENT

Helm	0	LOAD
Herbalist's bag	1	LOAD
Linothorax (medium armour)	1	LOAD
Pelte (crescent shield)	1	LOAD
Xiphos (sword)	1	LOAD
Sling	1	LOAD
_____	1	LOAD
_____	1	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

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

ADVANTAGES

DISADVANTAGES



NOTES

CHARACTER

HOME Vlokis, island of Keos

PLAYER

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

DESCRIPTION

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

MIGHT

3

REFLEXES

3

COOL

3

INSIGHT

2

CUNNING

Rolled a 10? Pick one:

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



SKILLS

Accuracy 1

Athletics

Awareness

Brawl

Craft 2

Diplomacy 1

Knowledge 1

Nature (+1d)

Lore 2

Manipulation

Medicine 2

Melee

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.



XP

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

GLORY

0

HUBRIS

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



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 ichor 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



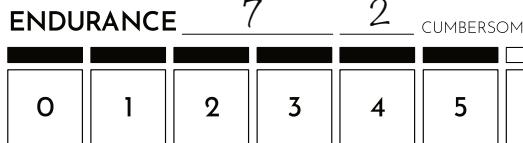
4
ARMOUR

2
SHIELD

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



ENDURANCE

7

2

CUMBERSOME

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

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	0	LOAD
Greaves	0	LOAD
Linothorax (medium armour)	1	LOAD
Mattock (two-handed club)	1	LOAD
Sling	1	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	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	

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

ADVANTAGES

DISADVANTAGES

Proud: begin the game with 2 Hubris

DISFAVOUR

DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	
DIETY	USED	<input type="checkbox"/>
SKILLS	USED	

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

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

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

Accuracy 1

Athletics 2

Awareness

Brawl 1

Craft

Diplomacy

Knowledge

Lore

Manipulation Intimidate (+1d)

Medicine

Melee 2

Perform

Ride

Survival

Vigour 2

SPECIALISATIONS

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

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VALUE	PENALTY

VALUE	PENALTY

VALUE	PENALTY

VALUE	PENALTY

WEAPONS

WEAPON	SKILL	R / R	DMG	PROPERTIES
Mattock (two-handed club)	Melee	3	6	Cumbersome!, 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.

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.

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.

DEFENCE

2	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	5	0	0	Subtract your Armour from any damage you take
STANDING			ARMOUR	SHIELD	PARRY			Use your Shield or Parry as a Reaction to subtract dice from your opponent's dice pool

RISK

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

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

2	GLORY	2	HUBRIS
---	-------	---	--------

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

ORACLE

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	0	LOAD
Greaves	0	LOAD
Linothorax (linen armour)	1	LOAD
Kopis (machete)	1	LOAD
Pelte (crescent shield)	1	LOAD
Self bow	1	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

USED

DIETY _____

SKILLS _____

DIETY _____

SKILLS _____

DIETY _____

SKILLS _____

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

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

DISADVANTAGES

DISFAVOUR

USED

DIETY Apollo

Accuracy, Medicine, Perform

SKILLS _____

DIETY _____

SKILLS _____

DIETY _____

SKILLS _____

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

CHARACTER

HOME Vlokis, island of Keos

PLAYER



HERITAGE

DIVINE

MORTAL

DIVINE PARENT _____

NOBLE

PRIEST

MERCHANT

SOLDIER

FARMER

HERDER

HUNTER

CRIMINAL

CAREERS

Merchant

MYSTERY CULTS

FATE

Uncover why Apollo hates me

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	0	LOAD
Greaves	0	LOAD
Linothorax (linen armour)	1	LOAD
Xiphos (sword)	1	LOAD
Hoplion (heavy shield)	1	LOAD
Doru (long spear)	1	LOAD
Rich khiton (tunic, Rich!)	0	LOAD
		LOAD

40

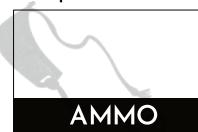
DRAKHMAE

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

FAVOUR

USED

DIETY _____

SKILLS _____

DIETY _____

SKILLS _____

DIETY _____

SKILLS _____

DIETY _____

SKILLS _____

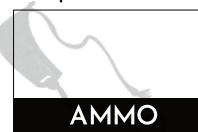
Once per session re-roll the failed dice in a skill check if the deity favours that skill

ADVANTAGES



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

DISFAVOUR

USED

DIETY _____

SKILLS _____

DIETY _____

SKILLS _____

DIETY _____

SKILLS _____

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

DISADVANTAGES



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

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.



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

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

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

4

STANDING

RESOLVE

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

XP

SCARS

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

5

ARMOUR

3

SHIELD

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

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

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

0	0
GLORY	HUBRIS

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

ORACLE

ENDURANCE 6 3 CUMBERSOME

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