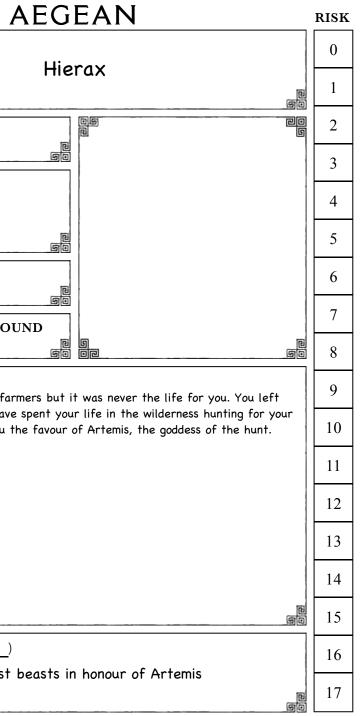
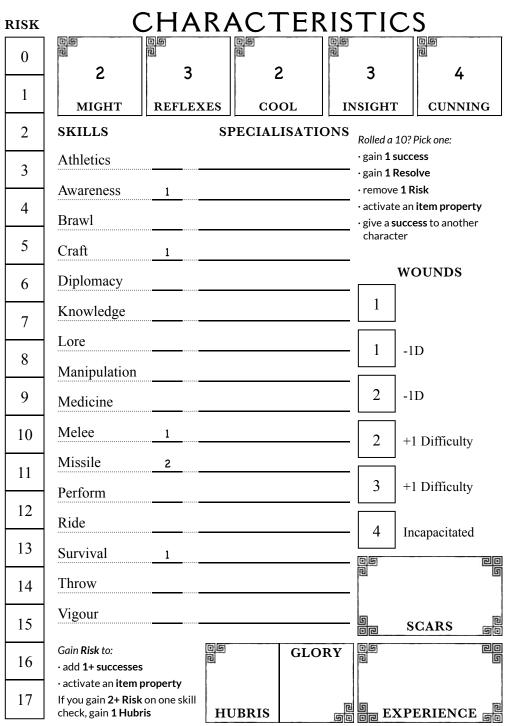
▲Atreus, a merchant. The one who buys the wares from your kills. ▼Melita, a pankratiast. She beat you bloody at the last games.

	e 90	
FAVOUR	DISFAVOUR	
Deity: Artemis 🗆 Skills: Athletics, Missile, Survival	Deity:	PLAYER
Deity: Deity:	Deity: Skills: Deity: Skills:	CAREERS Hunter
ADVANTAGES	DISADVANTAGES	HOME Vlokis, island of Keos
e Sc	e So	HERITAGE / BACKGROUND Mortal / Farmer
EQUIPMENT • Cap: open-faced helmet; Armour 1 • Greaves: Cumbersome 1, Armour 1 • Khiton: common tunic; • Kopis: long-bladed machete; Parry, Pommel Strike, Savage • Pelte: crescent shaped shield; Shield 2, Stagger • Sling and stones: 2 Ammo, Reflexes, Clumsy, Stun • Spolas: light leather armour; Armour 1	 NOTES Ammo: spend 1 Ammo to add a success to a Missile skill check Clumsy: -1D if Reflexes less than 3 Cumbersome: reduce effective Endurance by rating (already calculated) Parry: grants 2 Parry defence Reflexes: you may use Reflexes to attack Savage: activate to double damage after armour Stagger: activate to knock opponents down Stun: activate to reduce opponent's characteristics to 0 for 1 turn 	DESCRIPTION You come from a family of farmers home at a young age and have spen survival. This has gained you the far FATE (Goal)
Drakhmae: 10 🛛 🖉	e Se	I will hunt the greatest beas

CHARACTER





WEAPON	SKILL	KANGE /	REACH	DAMAGE	PRO	PERTIES
Kopis	Melee	-	2	5	•	l Strike, Savage
Pommel Strike	Brawl	0.	-1	3	Stun	
Pelte	Melee		L	4	Shield 2, Stag	
Sling	Missile	Lo		6	Reflexes, Clur	nsy, Stun
TALENTS & (GIFTS					DEFENC
Ambush (5X) Cunning instead performing a He your target is a Your target is a of you after th Sure Footed moving through may ignore up rank in Sure Fo	l of Might w arm attack unaware of automaticall is action. I (10XP): W difficult te to -1D penal	vhen Action if you. ly aware hen rrain you	making a F your Risk y skill instea Travell overnight i sea counts for you an	you may use d of Vigour. er (10XP): S n the wilder as a good ni d allows you r remove any	ion to reduce the Survival leeping ness or at ght's rest to	D D ARMOU D D D D D P ARRY D D C SHIELD ATTRIBU'
 Ambush Enh When using the your target doe of you if you fo Ambush Imp 	e Ambush ta esn't become ail the skill proved (20)	lent e aware check. (P): You	During dow number of Survival sk action.	Off the Land Intime you m drakhmae ec iill as a free	ay gain a qual to your downtime	R 8 (7) ENDURAN B 2
may use Cunnin when performin Action if your t you. Your targe aware of you a	ng a Pin atto target is und et is automa fter this ac	ack aware of itically tion.	performing may hide a within Mel	ilage (20XP) a Misdirect one willing all ee range of s Quarry (2	action you ly who is you. 5XP): Make	RESOLV
Ambush Mas you succeed on Action using the	a Harm att		Difficulty	Survival) cho of the targe ccessful you	t's Survival	Spend Resolve t • specify a stor detail

allies at Short range gain +1D to

all attacks against the target.

characteristic your target doesn't

become aware of you and you

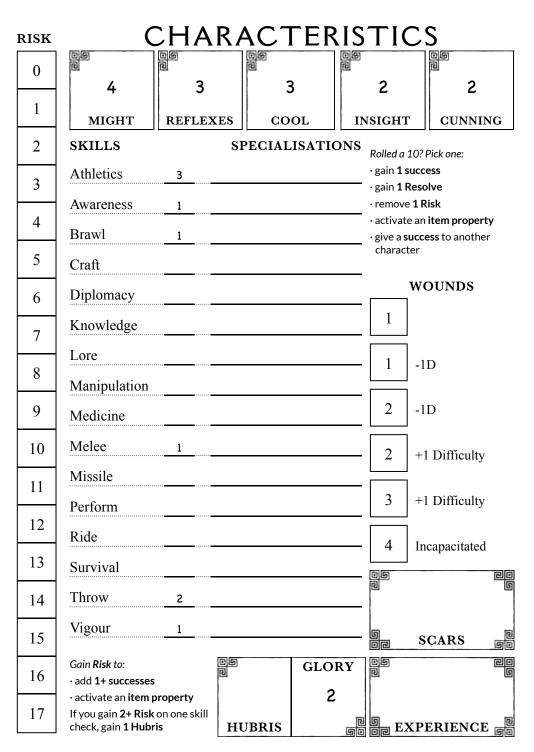
remain hidden.

Spend Resolve to: • specify a story detail • gain 1 success • activate an item property

▲The legendary Polykasta. A daughter of Zeus and one of your many muses. ▼Zoe, a temple guard. A former lover.

FAVOUR	DISFAVOUR	
Deity:	Deity:	PLAYER
Skills:	Skills:	0
Deity:	Deity:	CAREERS
Skills:	Skills:	Athlete
Deity:	Deity:	7
Skills: @	Skills: @	0 90
ADVANTAGES Agon (you were a victor at one of the	DISADVANTAGES	HOME Vlokis, island of Keos
panhellenic games, +2 Glory, +1 Athletics) し のロ	e 	HERITAGE / BACKGROUND Mortal / Herder
EQUIPMENT • Cap: open-faced helmet; Armour 1 • Greaves: Cumbersome 1, Armour 1 • Javelins (3): Pierce • Khiton: common tunic; • Kopis: long-bladed machete; Parry, Pommel Strike, Savage • Pelte: crescent shaped shield; Shield 2, Stagger • Spolas: light leather armour; Armour 1	 NOTES Cumbersome: reduce effective Endurance by rating (already calculated) Parry: grants 2 Parry defence Pierce: activate to ignore 4 points of armour Savage: activate to double damage after armour Stagger: activate to knock opponents down 	DESCRIPTION You grew up poor, tending to herds in the being an athlete. You left home and trad dream come true. You won the laurel for last year. Your adopted home of Vlokis you a modicum of fame in your city.
		FATE (<u>Belief</u>) I am the best athlete in all Hell
Drakhmae: 5 E	e Se	

AEGEAN RISK CHARACTER 0 Klymene 1 0 90 C م 06 2 3 4 5 6 7 0 50 9 OC 8 9 the mountains, but you always dreamed of rained hard and last year you made that 10 for the javelin throw at the Pythian games has celebrated your achievements, giving 11 12 13 14 0 90 15 16 las. 17



Kopis	Melee	2	5		el Strike, Savage
Pommel Strike	Brawl	0-1	3	Stun	
Pelte	Melee	1	4	Shield 2, Sta	55
Javelin	Melee	3	4	Reflexes, Pie	
Javelin (Thrown)	Throw	Medium	4	Pierce	
FALENTS & GI	FTS				DEFENCE DE DE 3
Sure Footed (moving through d	ifficult ter	en JDe Train you make	adeye (5XP): Wł an Aim Maneuver	nenever you Vou gain	ARMOUR
may janara un ta	-1D nonal				
may ignore up to rank in Sure Foot	-1D penalt red.		istead of +1D. All		06 12 2
rank in Sure Foot	ed. •): Once pe	ties per +2D ir rules er Ca	nstead of +1D. All apply. tch Your Breath	other Aim (10XP):	2 PARRY
rank in Sure Foot	red. ?): Once per re-roll the	ties per +2D ir rules er Ca failed When ow skill at the	nstead of +1D. All apply. tch Your Breath performing a Rea e end of an encou	(10XP): covery Action inter reduce	包 2
rank in Sure Foot Athlete (10XF session you may r	red. ?): Once per re-roll the	ties per +2D ir rules er Ca failed When bw skill at the your F	nstead of +1D. All apply. tch Your Breath performing a Re	(10XP): covery Action inter reduce mal point per	已 2 PARRY DG
rank in Sure Foot Athlete (10XF session you may r dice on an Athlet check. Catch Your B	red. P): Once pare-roll the rics or Thro reath (15>	ties per +2D ir rules failed When ow skill at the your F rank i	astead of +1D. All apply. tch Your Breath performing a Re e end of an encou Risk by an additio n Catch Your Bre	(10XP): covery Action inter reduce mal point per bath.	PARRY
rank in Sure Foot Athlete (10XF session you may r dice on an Athlet check. Catch Your Br When performing at the end of an	red. C): Once parameters re-roll the rics or Thro reath (15) a Recover encounter	ties per +2D ir rules failed When ow skill at the your F rank i (P): reduce may r	astead of +1D. All apply. tch Your Breath performing a Rea e end of an encou Risk by an addition n Catch Your Bre adeye Enhanced educe the penalt	(10XP): covery Action inter reduce mal point per eath. (15XP): You y applied to	回 2 PARRY 回 2 SHIELD
rank in Sure Foot Athlete (10XF session you may r dice on an Athlet check. Catch Your Br When performing	red. 2): Once pare-roll the rics or Thro reath (15) a Recover encounter additional p	ties per +2D ir rules failed When ow skill at the your F rank i (P): y Action De reduce may r point per a Miss	astead of +1D. All apply. tch Your Breath performing a Re e end of an encou Risk by an additio n Catch Your Bre adeye Enhanced	(10XP): covery Action inter reduce mal point per eath. (15XP): You y applied to	PARRY PARRY DS 2 SHIELD ATTRIBUTE
rank in Sure Foot Athlete (10XF session you may r dice on an Athlet check. Catch Your Bi When performing at the end of an your Risk by an a rank in Catch You Dodge (20XP)	red. 2): Once pare-roll the rics or Thro reath (15) a Recover encounter additional p ur Breath. 1: You gain	ties per +2D ir rules failed When ow skill at the your F rank i (P): y Action De reduce may r point per a Miss to ran a Dodge De	astead of +1D. All apply. tch Your Breath performing a Rea e end of an encou Risk by an additic n Catch Your Bre adeye Enhanced educe the penalt sile or Throw skill ige by 1D. adeye Improved	(10XP): covery Action inter reduce onal point per eath. (15XP): You y applied to I attack due (20XP): You	PARRY PARRY P P P P P SHIELD ATTRIBUTE P R 8 (7)
rank in Sure Foot Athlete (10XF session you may r dice on an Athlet check. Catch Your Bi When performing at the end of an your Risk by an a rank in Catch You Dodge (20XP) defence equal to Dodge talent. Thi	red. 2): Once pare-roll the rics or Thro reath (15) a Recover encounter additional p ur Breath. 1: You gain ranks in the is can be u	ties per +2D ir rules failed When bw skill at the your F rank i (P): y Action De reduce may r boint per a Miss to ran a Dodge De he don't sed to maneu	astead of +1D. All apply. tch Your Breath performing a Rea e end of an encou Risk by an additic n Catch Your Bre adeye Enhanced educe the penalt sile or Throw skill ge by 1D. adeye Improved lose the benefit wer if you perfor	(10XP): covery Action inter reduce onal point per eath. (15XP): You y applied to I attack due (20XP): You of an Aim m other	PARRY PARRY P P P P P P P P P P P P P P P P P P
rank in Sure Foot Athlete (10XF session you may r dice on an Athlet check. Catch Your Bi When performing at the end of an your Risk by an a rank in Catch You Dodge (20XP)	red. 2): Once pare-roll the rics or Thro reath (15) a Recover encounter additional p ur Breath. 1: You gain ranks in the is can be u ranged or	ties per +2D ir rules er Ca failed When ow skill at the your F rank i (P): y Action De reduce may r a Miss to ran a Dodge De he don't sed to maneu melee maneu	astead of +1D. All apply. tch Your Breath performing a Rea e end of an encou Risk by an additic n Catch Your Bre adeye Enhanced educe the penalt sile or Throw skill ge by 1D. adeye Improved lose the benefit	(10XP): covery Action inter reduce onal point per eath. (15XP): You y applied to I attack due (20XP): You of an Aim m other	PARRY PARRY P P P P 2 SHIELD ATTRIBUTE B 8 (7) ENDURANCE P P 1
rank in Sure Foot Athlete (10XF session you may r dice on an Athlet check. Catch Your Br When performing at the end of an your Risk by an c rank in Catch You Dodge (20XP) defence equal to Dodge talent. Thi defend against a attack once per r Enduring (25)	red. 2): Once per- re-roll the rics or Thro reath (15) a Recover encounter additional pur Breath. 1: You gain ranks in this is can be un ranged or round. (P): Perma	ties per +2D ir rules er Ca failed When ow skill at the your F rank i (P): reduce may r a Dodge De don't sed to maneu melee maneu suffer nently De	astead of +1D. All apply. tch Your Breath performing a Rea e end of an encou Risk by an addition n Catch Your Bre adeye Enhanced educe the penalt sile or Throw skill ge by 1D. adeye Improved lose the benefit wer if you perfor wers (including m a Wound. adeye Mastered	(10XP): covery Action inter reduce mal point per eath. (15XP): You y applied to l attack due (20XP): You of an Aim m other oving) or (25XP): You	PARRY PARRY PARRY PARRY PARRY PARRY SHIELD ATTRIBUTE PARRY SHIELD ATTRIBUTE PARRY 2 SHIELD ATTRIBUTE PARRY 1 STANDING
rank in Sure Foot Athlete (10XF session you may r dice on an Athlet check. Catch Your Bi When performing at the end of an your Risk by an c rank in Catch You Dodge (20XP) defence equal to Dodge talent. Thi defend against a attack once per r	red. 2): Once per- re-roll the rics or Thro reath (15) a Recover encounter additional pur Breath. 1: You gain ranks in this can be un ranged or round. (P): Perma se Enduran	ties per +2D ir rules er Ca failed When ow skill at the your F rank i reduce may r a Dodge De don't sed to maneu melee maneu suffer nently De reduce by 1 may s ought a three	astead of +1D. All apply. tch Your Breath performing a Rea e end of an encou Risk by an addition n Catch Your Bre adeye Enhanced educe the penalt sile or Throw skill ge by 1D. adeye Improved lose the benefit wer if you perfor wers (including m a Wound.	(10XP): covery Action inter reduce anal point per eath. (15XP): You y applied to l attack due (20XP): You of an Aim m other oving) or (25XP): You ad or destroy tack a	PARRY PARRY PARRY PARRY P 2 SHIELD ATTRIBUTE P 8 (7) ENDURANCI P 1 STANDING

• activate an item

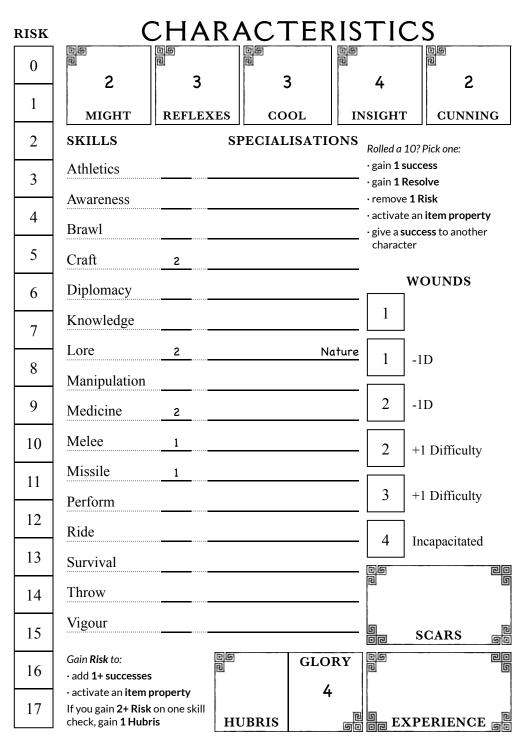
property

▲Zoe, a temple guard. You healed her wounds, she owes you. ▼Kileos, a seer. He speaks only of your demise.

FAVOUR	DISFAVOUR	
Deity:	Deity: Ares	PLAYER
Skills:	Skills: Brawl, Melee, Vigour	
Deity:	Deity:	CAREERS
Skills:	Skills:	Physician
Deity:	Deity:	
Skills:	Skills: D	
	[]	HOME
ADVANTAGES	DISADVANTAGES	Vlokis, island of Keos
ළ ගුල	je So	HERITAGE / BACKG Divine (Demeter) / Soldier
EQUIPMENT	NOTES	DESCRIPTION
 Helm: close-faced helmet; Cumbersome 1, Armour 2, Hard Headed 	• Ammo: spend 1 Ammo to add a success to a Missile skill check	You are the daughter of 1 soldier. While trained in v
 Herbalists's bag a large bag containing a pestle and mortar and a variety of herbs; Cumbersome 1, 2 doses 	 Clumsy: -1D if Reflexes less than 3 Cumbersome: reduce effective Endurance by rating (already calculated) 	physician to help others. to has always hated you l
• Linothorax: layered linen armour; Cumbersome 1, Armour 2	Hard Headed: if Stunned treat your characteristics as 1	
 Pelte: crescent shaped shield; Shield 2, Stagger 	• Reflexes: you may use Reflexes to attack	
 Rich khiton: finely made tunic; Rich 1 Sling and stones: 2 Ammo, Reflexes, 	• Rich: add rating to dice pool for social checks where wealth matters	
Clumsy, Stun	• Pierce: activate to ignore 4 points of	
 Xiphos short, leaf-shaped sword; Reflexes, Pommel Strike, Parry, Pierce 	armour • Parry: grants 2 Parry defence	
	• Stagger: activate to knock opponents	
	down	FATE (Belief
	• Stun: activate to reduce opponent's characteristics to 0 for 1 turn	Violence is not the o
Drakhmae: 15 Drakhmae: 15 Drakhmae	e 90	

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AEGEAN	RISK
CHARACTER	0
Leda	1
<u>ا</u> و ا	i
PLAYER D G	2
e 90	3
CAREERS Physician	4
e go	5
HOME Vlokis, island of Keos	6
	7
HERITAGE / BACKGROUND Divine (Demeter) / Soldier @ 9 90 00 90	8
DESCRIPTION	9
You are the daughter 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	
	10
to has always hated you because of this.	10 11
	11
	11 12
	11 12 13 14
to has always hated you because of this.	11 12 13 14

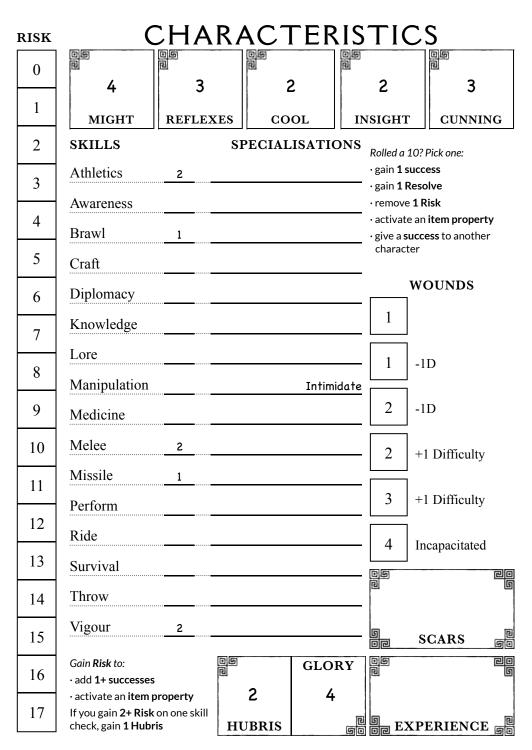


WEAPON	SKILL R	ANGE / REA	CH DAMAG	E PROPE	RTIES
Xiphos	Melee	2	5	Reflexes, Pommel S	trike, Parry, Pierce
Pommel Strike	Brawl	0-1	3	Stun	
Sling	Missile	Long	6	Reflexes, Clumsy, S	
Pelte	Melee	1	4	Shield 2, Stagger	
ΓALENTS &	GIFTS				DEFENCE
Heroism: Once one skill check	•	you may add	+2D to your d	lice pool for any	DG D 4 ARMOUR
Healer (5X Recovery Action Risk you may u instead of Vigo	on to reduce use the Med	e your sp licine skill ba	end a dose fro	5 XP): You may m your herbalist's ccess on a Medicine	PARRY
Physician (downtime you drakhmae equa skill as a free	may gain a al to your N	number of at Nedicine ma ction. is	tempt to redu Iking a * (Medi	DXP): You may ce an ally's Risk by cine) roll, where * hest stat. Reduce	SHIELD ATTRIBUTE
☐ Healer Enh taking a First cause the targ gain an additio skill check.	Aid Action y get to gain 1	P): When you may Risk to Yo on the do	Pharmakos E ur herbalist's ses instead of	nhanced (15XP): bag contains three two.	回 8 (5) ENDURANCE 回写 3
Healer Imp making a succe you may move to a box 1 valu	essful First . the treated	P): After Ea Aid Action ba I Wound Me	ch dose spent g gains two su edicine skill ch	eck.	STANDING
Healer Mas may attempt F character who Wound. You wi attempting thi	irst Aid on has taken Il gain Hubr	(P): You Ma a a a a 5 point Or	ake a * (Lore) dose from you	Nastered (25XP): skill check and use r herbalists's bag. cter within Melee the rolled	Spend Resolve to: • specify a story detail • gain 1 success

▲Melita, a pankratiast. Your trainer. ▼Pallas, a playwright. He lampooned you in his latest play.

	e 	
FAVOUR	DISFAVOUR	
Deity:	Deity: Deity:	ER
Skills:	Skills:	
Deity:	Deity:	ERS
Skills:	Skills: Wrestl	
Deity:	Deity:	
Skills:	Skills:	
ADVANTAGES	DISADVANTAGES Proud (2 starting Hubris)	E island of TAGE / (Ares) /
EQUIPMENT • Greaves: Cumbersome 1, Armour 1 • Helm: close-faced helmet; Cumbersome 1, Armour 2, Hard Headed • Labrys: 2-handed axe; Cumbersome 1, Heavy, Savage • Linothorax: layered linen armour; Cumbersome 1, Armour 2 • Melikhae: leather gloves with metal plates sown onto the back; Stun • Rich khiton: finely made tunic; Rich 1 • Sling and stones: 2 Ammo, Reflexes, Clumsy, Stun	 Ammo: spend 1 Ammo to add a success to a Missile skill check Cumbersome: reduce effective Endurance by rating (already calculated) Clumsy: -1D if Reflexes less than 3 Hard Headed: if Stunned treat your characteristics as 1 Heavy: two-handed weapon, ignore 1 point of opponent's Parry or Shield Reflexes: you may use Reflexes to attack Rich: add rating to dice pool for social checks where wealth matters Savage: activate to double damage after armour Stagger: activate to knock opponents down 	RIPTIC e the sor lf to be and trie ne for it chance (
Drakhmae: 15 @	Stun: activate to reduce opponent's I will characteristics to 0 for 1 turn	nave r

AEGEAN	RISK
CHARACTER	0
Medon @	1
PLAYER DS DO	2
	3
CAREERS Wrestler	4
e 90	5
HOME Vlokis, island of Keos	6
HERITAGE / BACKGROUND	7
Divine (Ares) / Soldier @ 9 @ 90	8
DESCRIPTION You are the son of Ares, the god of warfare and the battlefield. You consider	9
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	10
at the chance to found a new colony on the shores of Keos.	11
	12
	13
	14
<u>او</u> اور	15
FATE (<u>Goal</u>)	16
I will have revenge on Pallas for the lies he tells about me. The second s	17



WEAPON	SKILL	RANGE / R	EACH	DAMAGE	PROI	PERTIES
Labrys	Melee	3		6	Cumbersome 1,	Heavy, Savage
Melikhae	Brawl	0-1		3	Stun	
Sling	Missile	Long		6	Reflexes, Clums	
FALENTS	& GIFTS					DEFENCE
session you	may add you		sk as dam	quenchable ra nage to one su		DG D ARMOUR DG
performing	r (5XP): Wh an unarmed +1D per ran lent.	Pin attack	Harm Ad	t er (5XP): Wh tion using the tacks gain the 1.	Brawl skill	De O PARRY De O
When perfo at the end your Risk by	of an encour	overy Action Iter reduce Ital point per	perform your Ris	nd Wind (10X ing a Defend <i>f</i> k by an additi Second Wind.		SHIELD ATTRIBUTE © 8 (4)
Grappler performing Action gain	r (15XP): Wi an unarmed +1D per ran	hen Pin attack	unarmed 0-2 inst	er Enhanced attacks have ead of 0–1.	a Reach of	ENDURANCI 명5 린 3
defence equ	20XP): You g al to ranks		When m the Brav	aking a Harm wl skill your a n property.	Action with	STANDING
	it. This can l nst a rangec per round.		may gai	e r Mastered n a point of Ri nks in the Med	sk to add	Spend Resolve to: • specify a story
increase you	j (25XP): Pe ur base Endu talent may b	rance by 1		nage when usi		detail • gain 1 success • activate an item

property

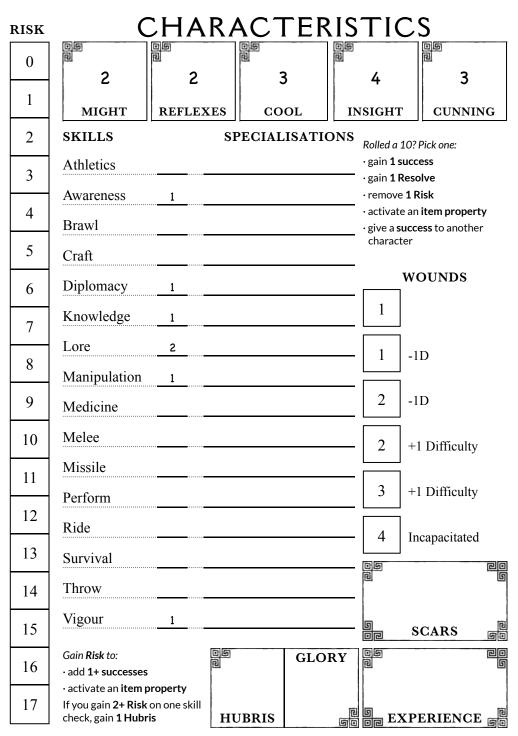
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multiple times.

▲Parthenia, a priest. The one who freed you. ▼Okos, a noble. Your former master.

FAVOUR	DISFAVOUR	
Deity:	Deity: Apollo	PLAYER
Skills:	Skills: Medicine, Missile, Perform	
Deity:	Deity:	CAREERS
Skills:	Skills:	Merchant
Deity:	Deity:	
Skills:	Skills:	
ADVANTAGES Oracle (see Talents & Gifts) Heirophant (you have lead the temple rites +1 Standing, +1 Lore)	DISADVANTAGES @ @	HOME Vlokis, island of K HERITAGE / E Mortal / Slave
EQUIPMENT • Cap: open-faced helmet; Armour 1 • Greaves: Cumbersome 1, Armour 1 • Khiton: common tunic; • Kopis: long-bladed machete; Parry, Pommel Strike, Savage • Pelte: crescent shaped shield; Shield 2, Stagger • Spolas: light leather armour; Armour 1 • Self Bow: a simple bow; 2 Ammo, Insight	 NOTES Ammo: spend 1 Ammo to add a success to a Missile skill check Cumbersome: reduce effective Endurance by rating (already calculated) Parry: grants 2 Parry defence Insight: you may use Insight to attack Savage: activate to double damage after armour Stagger: activate to knock opponents down 	DESCRIPTION Your parents wer you were gifted w you ever since an former master wh both a merchant
Drakhmae: 10 Da	j j j j j j j j j	FATE (G I will uncover

	AEGEAN
CHARACTER	
	Peleus
	<u>تا</u> تاق ماه
PLAYER	00 0 0 0
CAREERS	
Merchant	
	e Se
HOME Vlokis, island of Keos	
	0 90
HERITAGE / BACKGF Mortal / Slave	ROUND e g ge ge ge ge
DESCRIPTION Your parents were slaves of	and you were born into slavery. When you were young
Your parents were slaves a you were gifted with the p you ever since and you hav	and you were born into slavery. When you were young power of prophecy by the god Apollo. He has hounded ve no idea why. You were brought to Vlokis by your
Your parents were slaves a you were gifted with the p you ever since and you hav	power of prophecy by the god Apollo. He has hounded ve no idea why. You were brought to Vlokis by your eventually won your freedom. You are doing well as
Your parents were slaves of you were gifted with the p you ever since and you hav former master where you	power of prophecy by the god Apollo. He has hounded ve no idea why. You were brought to Vlokis by your eventually won your freedom. You are doing well as
Your parents were slaves of you were gifted with the p you ever since and you hav former master where you	power of prophecy by the god Apollo. He has hounded ve no idea why. You were brought to Vlokis by your eventually won your freedom. You are doing well as
Your parents were slaves of you were gifted with the p you ever since and you hav former master where you	power of prophecy by the god Apollo. He has hounded ve no idea why. You were brought to Vlokis by your eventually won your freedom. You are doing well as
Your parents were slaves of you were gifted with the p you ever since and you hav former master where you	power of prophecy by the god Apollo. He has hounded ve no idea why. You were brought to Vlokis by your eventually won your freedom. You are doing well as
Your parents were slaves of you were gifted with the p you ever since and you hav former master where you	power of prophecy by the god Apollo. He has hounded ve no idea why. You were brought to Vlokis by your eventually won your freedom. You are doing well as n assistant at the temple.



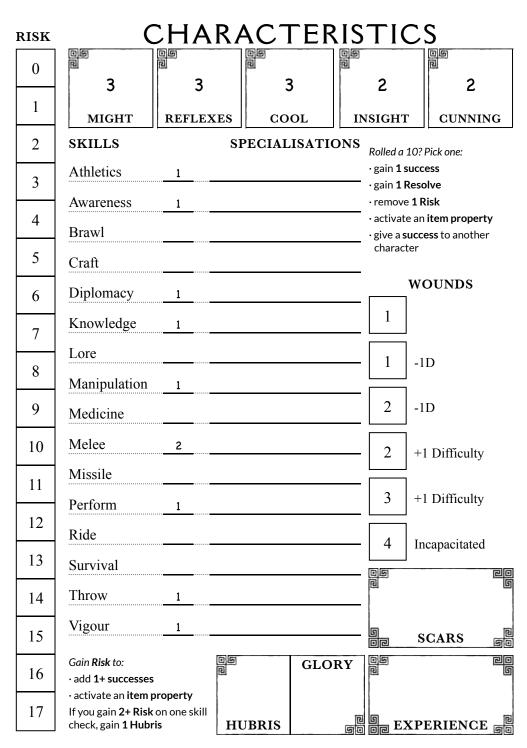
WEAPON	SKILL	RANGE / REACH	DAMAGE	PROPERTIES		
Kopis	Melee	2	5	Parry, Pommel Strike, Savage		
Pommel Strike			3	Stun		
Pelte	Melee	1	4	Shield 2, Stag	gger	
Self Bow	Missile	Medium	5	Insight		
making an Insig	ve the abili ght(Lore) ro	ty to predict the fut 11. You may replace t th the results from y	the results of	one roll	DEFENCI D d ARMOUR	
Bought Infa spend 1 drakhm automatic succe Knowledge or L is in addition to Silver Tonge session you may dice on a Diplor skill check.	a to gain ar ess on any ore skill che o gaining Ris ue (10XP): (y re-roll the	you may u with the B eck. This k. Bribe (drakhma t Once per success or failed Manipulation addition to	(5XP): Durin se the Diplon Bolster Incom (10XP): You m o gain an aut any Diploma ion skill check o gaining Risk	nacy skill e action. nay spend 1 romatic cy or k. This is in	D2PARRYD2SHIELDATTRIBUTD8 (7)ENDURANCE	
 Merchant (1) or selling Comm goods during a 1 Risk to adjust in your favour. Well Travel 	non or Uncor session you t the price l led (20XP)	n buying During dov nmon number of may gain Diplomacy by 25% action. Trader : Once the end of	action. Trader Improved (20XP): At the end of downtime when			
per session, which it is or region y you have a contract is frien owe them a fax	vou may dec tact there. Idly to you l	lare that take one (The item that	ng equipment you may Common or Uncommon is 1 Standing higher tha ent Standing.		Spend Resolve to · specify a story detail	

property

▲ Dorotea, a beggar. A gossip with a loose tongue. ▼ Gorgo, a councillor. A bitter rival.

FAVOUR	DISFAVOUR	
Deity:	Deity:	PLAYER
Skills:	Skills:	
Deity:	Deity:	CAREERS
Skills:	Skills:	Soldier
Deity:	Deity:	
Skills:	Skills:	
ADVANTAGES	DISADVANTAGES	HOME Vlokis, island of Keo
ළ ගුල	ළ 	HERITAGE / BA Mortal / Noble
EQUIPMENT • Breastplate: heavy bronze breastplate with leather skirt; Cumbersome 2, Armour 3, Reinforced • Doru: long spear; Pierce • Expensive khiton: finely made tunic; Rich 2 • Greaves: Cumbersome 1, Armour 1 • Helm: close-faced helmet; Cumbersome 1, Armour 2, Hard Headed • Hoplon: bronze-faced round shield; Shield 3, Stagger • Xiphos short, leaf-shaped sword; Reflexes, Pommel Strike, Parry, Pierce	 NOTES Cumbersome: reduce effective Endurance by rating (already calculated) Hard Headed: if Stunned treat your characteristics as 1 instead of 0 Reflexes: you may use Reflexes to attack Reinforced: ignore Pierce property from attacks Rich: add rating to dice pool for social checks where wealth matters Pierce: activate to ignore 4 points of armour Parry: grants 2 Parry defence Stagger: activate to knock opponents down 	DESCRIPTION You grew up with we the ideals of democr active member of th consider yourself luc greatest city in Hell FATE (<u>Pass</u>
		Vlokis is the gre
Drakhmae: 20	 	

AEGEAN	RISK
CHARACTER	0
Xanthippe	1
PLAYER IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	
CAREERS Soldier	4
ା ଜାନ ଜାନ	5
HOME Vlokis, island of Keos	6
HERITAGE / BACKGROUND	7
Mortal / Noble @ G GO DE G	8
DESCRIPTION You grew up with wealth, never needing for anything. You were taught to upholo	9
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, the	10
greatest city in Hellas.	11
	12
	13
	14
	15
FATE (Passion)	16
Vlokis is the greatest city in Hellas.	1.1



WEAPON	SIGILL IG		EACH DAMAGE		PROPERTIES		
Xiphos	Melee	2		5	Reflexes, Pommel S	trike, Parry, Pierce	
Pommel Strike	Brawl	0-1		3	Stun		
Doru	Melee	4		5	Pierce		
Doru (Thrown)	Throw	Medium	ı	5	Pierce		
Hoplon	Melee	1		4	Shield 3, Stagger		
TALENTS &	GIFTS					DEFENCE	
Come and (When perform you gain +1D o Successful Tau target to gain	ing a Taunt n your dice unt Actions o	Action pool. cause the	a friend range to	ly charac you may o their o	P): Oncer per round ter at Melee y add your Shield wn when making a	已 6 ARMOUR 回 2 PARRY	
□ Spear Read using a spear y 3-4 instead of	you have a F 54.	Reach of	use a we attacke	eapon Pa r fails in	D): Whenever you rry and your their attack they ank in the Riposte	DG D 3 SHIELD	
 Charge (15XP): You gain +2 damage when using the Melee skill to make a Harm Attack Action as long as you made a Move Maneuver this turn. Spear Sweep (20XP): When 		□ Phalanx Enhanced (15XP): You may use your Shield defence to defend an ally within Melee range of you when they are targeted by an attack.			ATTRIBUTE D B B C C C C C C C C C C C C C		
making an atta may activate t instead of Pier	the Stagger rce.	quality			roved (20XP): You fence when using a	STANDING	
□ Hoplite (25XP): When wearing a full panoply of armour covering head, body, legs, and arms, you gain a Defence of 1 against all attacks.		Phalanx Mastered (25XP): may use your Shield defence ar additional time per round.			ou RESOLVE Spend Resolve to: • specify a story detail • gain 1 success • activate an item		

property