

### RELATIONSHIPS

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

### FAVOUR

Deity: Artemis   
Skills: Athletics, Missile, Survival  
Deity: .....   
Skills: .....  
Deity: .....   
Skills: .....

### DISFAVOUR

Deity: .....   
Skills: .....  
Deity: .....   
Skills: .....  
Deity: .....   
Skills: .....

### ADVANTAGES

### DISADVANTAGES

### 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

Drakhmae: 10

# AEGEAN

RISK

## CHARACTER

Hierax

### PLAYER

### CAREERS

Hunter

### HOME

Vlokis, island of Keos

### HERITAGE / BACKGROUND

Mortal / Farmer

### 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.

FATE ( Goal )

I will hunt the greatest beasts in honour of Artemis

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RISK

# CHARACTERISTICS

0	 2	 3	 2	 3	 4
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

2	<b>SKILLS</b>	<b>SPECIALISATIONS</b>	
3	Athletics		<i>Rolled a 10? Pick one:</i>
4	Awareness	1	· gain 1 success
5	Brawl		· gain 1 Resolve
6	Craft	1	· remove 1 Risk
7	Diplomacy		· activate an item property
8	Knowledge		· give a success to another character

9	Lore			<b>WOUNDS</b>
10	Manipulation		1	
11	Medicine		1	-1D
12	Melee	1	2	-1D
13	Missile	2	2	+1 Difficulty
14	Perform		3	+1 Difficulty
15	Ride		4	Incapacitated
16	Survival	1		
17	Throw			
18	Vigour			

19	<i>Gain Risk to:</i>		<b>GLORY</b>	
20	· add 1+ successes			
21	· activate an item property			
22	If you gain 2+ Risk on one skill check, gain 1 Hubris	<b>HUBRIS</b>		<b>EXPERIENCE</b>

WEAPON	SKILL	RANGE / REACH	DAMAGE	PROPERTIES
Kopis	Melee	2	5	Parry, Pommel Strike, Savage
Pommel Strike	Brawl	0-1	3	Stun
Pelte	Melee	1	4	Shield 2, Stagger
Sling	Missile	Long	6	Reflexes, Clumsy, Stun

TALENTS & GIFTS

**Ambush (5XP):** 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.

**One With Nature (5XP):** When making a Recovery Action to reduce your Risk you may use the Survival skill instead of Vigour.

**Sure Footed (10XP):** When moving through difficult terrain you may ignore up to -1D penalties per rank in Sure Footed.

**Ambush Enhanced (15XP):** When using the Ambush talent your target doesn't become aware of you if you fail the skill check.

**Ambush Improved (20XP):** You may use Cunning instead of Might when performing a Pin attack Action if your target is unaware of you. Your target is automatically aware of you after this action.

**Ambush Mastered (25XP):** If you succeed on a Harm attack Action using the Cunning characteristic your target doesn't become aware of you and you remain hidden.








**Traveller (10XP):** Sleeping overnight in the wilderness or at sea counts as a good night's rest for you and allows you to completely remove any Risk you may have gained.

**Living Off the Land (15XP):** During downtime you may gain a number of drakhmae equal to your Survival skill as a free downtime action.

**Camouflage (20XP):** When performing a Misdirect action you may hide one willing ally who is within Melee range of you.

**Hunter's Quarry (25XP):** Make a Cunning(Survival) check with a Difficulty of the target's Survival skill. If successful you and any allies at Short range gain +1D to all attacks against the target.

DEFENCE

 3	<b>ARMOUR</b>
 2	<b>PARRY</b>
 2	<b>SHIELD</b>
 8 (7)	<b>ATTRIBUTES</b>
 8 (7)	<b>ENDURANCE</b>
 2	<b>STANDING</b>
 8 (7)	<b>RESOLVE</b>

*Spend Resolve to:*

- specify a story detail
- gain 1 success
- activate an item property

### RELATIONSHIPS

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

### FAVOUR

Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....

### DISFAVOUR

Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....

### ADVANTAGES

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

### DISADVANTAGES

### 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

Drakhmae: 5

# AEGEAN

RISK

## CHARACTER

Klymene

### PLAYER

### CAREERS

Athlete

### HOME

Vlokis, island of Keos

### HERITAGE / BACKGROUND

Mortal / Herder

### 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.

FATE ( Belief )

I am the best athlete in all Hellas.

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RISK

# CHARACTERISTICS

0	4	3	3	2	2
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

2	<b>SKILLS</b>	<b>SPECIALISATIONS</b>	<i>Rolled a 10? Pick one:</i>		
3	Athletics	3	· gain 1 success		
4	Awareness	1	· gain 1 Resolve		
5	Brawl	1	· remove 1 Risk		
6	Craft		· activate an item property		
7	Diplomacy		· give a success to another character		

8	Lore		1	-1D
9	Manipulation		2	-1D
10	Melee	1	2	+1 Difficulty
11	Missile		3	+1 Difficulty
12	Perform		4	Incapacitated
13	Ride			
14	Survival			
15	Throw	2		
16	Vigour	1		

16	Gain Risk to: · add 1+ successes · activate an item property	<b>GLORY</b>	2	
17	If you gain 2+ Risk on one skill check, gain 1 Hubris	<b>HUBRIS</b>		<b>EXPERIENCE</b>

WEAPON	SKILL	RANGE / REACH	DAMAGE	PROPERTIES
Kopis	Melee	2	5	Parry, Pommel Strike, Savage
Pommel Strike	Brawl	0-1	3	Stun
Pelte	Melee	1	4	Shield 2, Stagger
Javelin	Melee	3	4	Reflexes, Pierce
Javelin (Thrown)	Throw	Medium	4	Pierce

**TALENTS & GIFTS**

**Sure Footed (5XP):** When moving through difficult terrain you may ignore up to -1D penalties per rank in Sure Footed.

**Athlete (10XP):** Once per session you may re-roll the failed dice on an Athletics or Throw skill check.

**Catch Your Breath (15XP):** When performing a Recovery Action at the end of an encounter reduce your Risk by an additional point per rank in Catch Your Breath.

**Dodge (20XP):** You gain a Dodge defence equal to ranks in the Dodge talent. This can be used to defend against a ranged or melee attack once per round.

**Enduring (25XP):** Permanently increase your base Endurance by 1 point. This talent may be bought multiple times.

**Deadeye (5XP):** Whenever you make an Aim Maneuver you gain +2D instead of +1D. All other Aim rules apply.

**Catch Your Breath (10XP):** When performing a Recovery Action at the end of an encounter reduce your Risk by an additional point per rank in Catch Your Breath.

**Deadeye Enhanced (15XP):** You may reduce the penalty applied to a Missile or Throw skill attack due to range by 1D.

**Deadeye Improved (20XP):** You don't lose the benefit of an Aim maneuver if you perform other maneuvers (including moving) or suffer a Wound.

**Deadeye Mastered (25XP):** You may spend an ammo load or destroy a thrown weapon to attack a target one range band further than maximum range.

**DEFENCE**

3	<b>ARMOUR</b>
2	<b>PARRY</b>
2	<b>SHIELD</b>
8 (7)	<b>ATTRIBUTES</b>
	<b>ENDURANCE</b>
1	<b>STANDING</b>
	<b>RESOLVE</b>

*Spend Resolve to:*

- specify a story detail
- gain 1 success
- activate an item property



## RELATIONSHIPS

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

## FAVOUR

Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....

## DISFAVOUR

Deity: Ares .....   
 Skills: Brawl, Melee, Vigour .....  
 Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....

## ADVANTAGES

## DISADVANTAGES

## EQUIPMENT

- **Helm:** close-faced helmet; Cumbersome 1, Armour 2, Hard Headed
- **Herbalists's bag** a large bag containing a pestle and mortar and a variety of herbs; Cumbersome 1, 2 doses
- **Linothorax:** layered linen armour; Cumbersome 1, Armour 2
- **Pelte:** crescent shaped shield; Shield 2, Stagger
- **Rich khiton:** finely made tunic; Rich 1
- **Sling and stones:** 2 Ammo, Reflexes, Clumsy, Stun
- **Xiphos** short, leaf-shaped sword; Reflexes, Pommel Strike, Parry, Pierce

Drakhmae: 15

## 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)
- **Hard Headed:** if Stunned treat your characteristics as 1
- **Reflexes:** you may use Reflexes to attack
- **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
- **Stun:** activate to reduce opponent's characteristics to 0 for 1 turn

# AEGEAN

RISK

## CHARACTER

Leda

## PLAYER

## CAREERS

Physician

## HOME

Vlokis, island of Keos

## HERITAGE / BACKGROUND

Divine (Demeter) / Soldier

## DESCRIPTION

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 to has always hated you because of this.

FATE ( Belief )

Violence is not the only option.

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RISK

# CHARACTERISTICS

0	2	3	3	4	2
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

2	<b>SKILLS</b>	<b>SPECIALISATIONS</b>	
3	Athletics		Rolled a 10? Pick one: · gain 1 success
4	Awareness		· gain 1 Resolve
5	Brawl		· remove 1 Risk
6	Craft	2	· activate an item property
7	Diplomacy		· give a success to another character

8	Knowledge		<b>WOUNDS</b>
9	Lore	2	1
10	Manipulation		1 -1D
11	Medicine	2	2 -1D
12	Melee	1	2 +1 Difficulty
13	Missile	1	3 +1 Difficulty
14	Perform		4 Incapacitated
15	Ride		
16	Survival		
17	Throw		

18	Vigour		<b>SCARS</b>
19			

20	Gain Risk to: · add 1+ successes · activate an item property	<b>GLORY</b>	
21	If you gain 2+ Risk on one skill check, gain 1 Hubris	4	<b>EXPERIENCE</b>
22		<b>HUBRIS</b>	

WEAPON	SKILL	RANGE / REACH	DAMAGE	PROPERTIES
Xiphos	Melee	2	5	Reflexes, Pommel Strike, Parry, Pierce
Pommel Strike	Brawl	0-1	3	Stun
Sling	Missile	Long	6	Reflexes, Clumsy, Stun
Pelte	Melee	1	4	Shield 2, Stagger

## TALENTS & GIFTS

**Heroism:** Once per session you may add +2D to your dice pool for any one skill check.

**Healer (5XP):** When making a Recovery Action to reduce your Risk you may use the Medicine skill instead of Vigour.

**Physician (10XP):** During downtime you may gain a number of drakhmae equal to your Medicine skill as a free downtime action.

**Healer Enhanced (15XP):** When taking a First Aid Action you may cause the target to gain 1 Risk to gain an additional success on the skill check.

**Healer Improved (20XP):** After making a successful First Aid Action you may move the treated Wound to a box 1 value lower.

**Healer Mastered (25XP):** You may attempt First Aid on a character who has taken a 5 point Wound. You will gain Hubris for attempting this.

**Pharmakos (5XP):** You may spend a dose from your herbalist's bag to gain a success on a Medicine skill check.

**Therapist (10XP):** You may attempt to reduce an ally's Risk by making a **\*(Medicine)** roll, where \* is your ally's highest stat. Reduce their Risk by 1 per success.

**Pharmakos Enhanced (15XP):** Your herbalist's bag contains three doses instead of two.

**Pharmakos Improved (20XP):** Each dose spent from a herbalist's bag gains two successes on a Medicine skill check.

**Pharmakos Mastered (25XP):** Make a **\*(Lore)** skill check and use a dose from your herbalists's bag. One allied character within Melee range increases the rolled characteristic and Risk by 2.

## DEFENCE

4
<b>ARMOUR</b>

2
<b>PARRY</b>

2
<b>SHIELD</b>

8 (5)
<b>ATTRIBUTES</b>
<b>ENDURANCE</b>

3
<b>STANDING</b>

<b>RESOLVE</b>

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

### RELATIONSHIPS

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

### FAVOUR

Deity: .....   
 Skills: .....  
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 Skills: .....  
 Deity: .....   
 Skills: .....

### DISFAVOUR

Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....

### ADVANTAGES

### DISADVANTAGES

Proud (2 starting Hubris)

### 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
- **Melikhæ:** 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

### NOTES

- **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
- **Stun:** activate to reduce opponent's characteristics to 0 for 1 turn

Drakhmae: 15

# AEGEAN

RISK

### CHARACTER

Medon

### PLAYER

### CAREERS

Wrestler

### HOME

Vlokis, island of Keos

### HERITAGE / BACKGROUND

Divine (Ares) / Soldier

### DESCRIPTION

You are the son 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.

FATE ( Goal )

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

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RISK

# CHARACTERISTICS

0	4	3	2	2	3
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

2	<b>SKILLS</b>	<b>SPECIALISATIONS</b>	
3	Athletics	2	
4	Awareness		
5	Brawl	1	
6	Craft		

*Rolled a 10? Pick one:*  
 · gain 1 success  
 · gain 1 Resolve  
 · remove 1 Risk  
 · activate an item property  
 · give a success to another character

6	Diplomacy			
7	Knowledge		1	
8	Lore		1	-1D
9	Manipulation		2	-1D
10	Melee	2	2	+1 Difficulty
11	Missile	1	3	+1 Difficulty
12	Perform		4	Incapacitated
13	Ride			
14	Survival			
15	Throw			
16	Vigour	2		

<b>WOUNDS</b>	
1	
1	-1D
2	-1D
2	+1 Difficulty
3	+1 Difficulty
4	Incapacitated
<b>SCARS</b>	

16	Gain Risk to: · add 1+ successes · activate an item property	2	GLORY	4
17	If you gain 2+ Risk on one skill check, gain 1 Hubris	HUBRIS		EXPERIENCE

WEAPON	SKILL	RANGE / REACH	DAMAGE	PROPERTIES
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Labrys	Melee	3	6	Cumbersome 1, Heavy, Savage
Melikhæe	Brawl	0-1	3	Stun
Sling	Missile	Long	6	Reflexes, Clumsy, Stun

**TALENTS & GIFTS**

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

**Grappler (5XP):** When performing an unarmed Pin attack Action gain +1D per rank in the Grappler talent.

**Striker (5XP):** When making a Harm Action using the Brawl skill your attacks gain the Stagger property.

**Catch Your Breath (10XP):** When performing a Recovery Action at the end of an encounter reduce your Risk by an additional point per rank in Catch Your Breath.

**Striker Enhanced (15XP):** Your unarmed attacks have a Reach of 0-2 instead of 0-1.

**Striker Improved (20XP):** When making a Harm Action with the Brawl skill your attacks gain the Stun property.

**Dodge (20XP):** You gain a Dodge defence equal to ranks in the Dodge talent. This can be used to defend against a ranged or melee attack once per round.

**Striker Mastered (25XP):** You may gain a point of Risk to add your ranks in the Medicine skill to your damage when using the Brawl skill.

**Enduring (25XP):** Permanently increase your base Endurance by 1 point. This talent may be bought multiple times.

**DEFENCE**

5	<b>ARMOUR</b>
0	<b>PARRY</b>
0	<b>SHIELD</b>
8 (4)	<b>ATTRIBUTES</b>
	<b>ENDURANCE</b>
3	<b>STANDING</b>
	<b>RESOLVE</b>

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

### RELATIONSHIPS

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

### FAVOUR

Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....

### DISFAVOUR

Deity: Apollo .....   
 Skills: Medicine, Missile, Perform .....  
 Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....

### ADVANTAGES

Oracle (see Talents & Gifts)  
 Heirophant (you have lead the temple rites  
 +1 Standing, +1 Lore)

### DISADVANTAGES

### 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

Drakhmae: 10

# AEGEAN

RISK

## CHARACTER

Peleus

### PLAYER

### CAREERS

Merchant

### HOME

Vlokis, island of Keos

### HERITAGE / BACKGROUND

Mortal / Slave

### DESCRIPTION

Your parents were slaves and you were born into slavery. 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. You were brought to Vlokis by your former master where you eventually won your freedom. You are doing well as both a merchant and as an assistant at the temple.

FATE ( Goal )

I will uncover why Apollo hates me.

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RISK

# CHARACTERISTICS

0	2	2	3	4	3
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

2	<b>SKILLS</b>	<b>SPECIALISATIONS</b>	
3	Athletics		Rolled a 10? Pick one: · gain 1 success
4	Awareness 1		· gain 1 Resolve
5	Brawl		· remove 1 Risk
6	Craft		· activate an item property
7	Diplomacy 1		· give a success to another character

8	Knowledge 1		<b>WOUNDS</b>
9	Lore 2	1	
10	Manipulation 1	1	-1D
11	Medicine	2	-1D
12	Melee	2	+1 Difficulty
13	Missile	3	+1 Difficulty
14	Perform	4	Incapacitated
15	Ride		
16	Survival		
17	Throw		

16	Vigour 1		
17			<b>SCARS</b>

16	Gain Risk to: · add 1+ successes · activate an item property	<b>GLORY</b>	
17	If you gain 2+ Risk on one skill check, gain 1 Hubris	<b>HUBRIS</b>	<b>EXPERIENCE</b>

WEAPON	SKILL	RANGE / REACH	DAMAGE	PROPERTIES
Kopis	Melee	2	5	Parry, Pommel Strike, Savage
Pommel Strike	Brawl	0-1	3	Stun
Pelte	Melee	1	4	Shield 2, Stagger
Self Bow	Missile	Medium	5	Insight

**TALENTS & GIFTS**

**Oracle:** You have the ability to predict the future once per session by making an **Insight(Lore)** roll. You may replace the results of one roll made by you or an NPC with the results from your Lore roll.

**Bought Info (5XP):** You may spend 1 drakhma to gain an automatic success on any Knowledge or Lore skill check. This is in addition to gaining Risk.

**Trader (5XP):** During downtime you may use the Diplomacy skill with the Bolster Income action.

**Bribe (10XP):** You may spend 1 drakhma to gain an automatic success on any Diplomacy or Manipulation skill check. This is in addition to gaining Risk.

**Silver Tongue (10XP):** Once per session you may re-roll the failed dice on a Diplomacy or Manipulation skill check.

**Merchant (15XP):** When buying or selling Common or Uncommon goods during a session you may gain 1 Risk to adjust the price by 25% in your favour.

**Well Travelled (20XP):** Once per session, when entering a new city or region you may declare that you have a contact there. The contact is friendly to you but you owe them a favour.

**Trader Enhanced (15XP):** During downtime you may gain a number of drakhmae equal to your Diplomacy skill as a free downtime action.

**Trader Improved (20XP):** At the end of downtime when replenishing equipment you may take one Common or Uncommon item that is 1 Standing higher than your current Standing.

**DEFENCE**

3	<b>ARMOUR</b>
2	<b>PARRY</b>
2	<b>SHIELD</b>
8 (7)	<b>ATTRIBUTES</b>
	<b>ENDURANCE</b>
2	<b>STANDING</b>
	<b>RESOLVE</b>

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

### RELATIONSHIPS

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

### FAVOUR

Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....

### DISFAVOUR

Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....  
 Deity: .....   
 Skills: .....

### ADVANTAGES

### DISADVANTAGES

### 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
- **Hoplion:** 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

Drakhmae: 20

# AEGEAN

RISK

### CHARACTER

Xanthippe

0

1

### PLAYER

2

### CAREERS

Soldier

3

4

### HOME

Vlokis, island of Keos

5

6

### HERITAGE / BACKGROUND

Mortal / Noble

7

8

### 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, the greatest city in Hellas.

9

10

11

12

13

14

15

FATE ( Passion )

16

Vlokis is the greatest city in Hellas.

17

RISK

# CHARACTERISTICS

0	3	3	3	2	2
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING

2	<b>SKILLS</b>	<b>SPECIALISATIONS</b>	
3	Athletics	1	Rolled a 10? Pick one: · gain 1 success · gain 1 Resolve
4	Awareness	1	· remove 1 Risk
5	Brawl		· activate an item property
6	Craft		· give a success to another character

6	Diplomacy	1		
7	Knowledge	1	1	
8	Lore		1	-1D
9	Manipulation	1	2	-1D
10	Melee	2	2	+1 Difficulty
11	Missile		3	+1 Difficulty
12	Perform	1	4	Incapacitated
13	Ride			
14	Survival			
15	Throw	1		
16	Vigour	1		

16	Gain Risk to:			
17	· add 1+ successes			
	· activate an item property			
	If you gain 2+ Risk on one skill check, gain 1 Hubris			

HUBRIS	GLORY	SCARS	EXPERIENCE
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WEAPON SKILL RANGE / REACH DAMAGE PROPERTIES

Xiphos	Melee	2	5	Reflexes, Pommel Strike, Parry, Pierce
Pommel Strike	Brawl	0-1	3	Stun
Doru	Melee	4	5	Pierce
Doru (Thrown)	Throw	Medium	5	Pierce
Hoplion	Melee	1	4	Shield 3, Stagger

TALENTS & GIFTS

**Come and Get Them (5XP):** When performing a Taunt Action you gain +1D on your dice pool. Successful Taunt Actions cause the target to gain 2 Risk instead of 1.

**Spear Reach (10XP):** When using a spear you have a Reach of 3-4 instead of 4.

**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 making an attack with a spear you may activate the Stagger quality instead of Pierce.

**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 (5XP):** Once per round a friendly character at Melee range to you may add your Shield rating to their own when making a Defend Action.

**Riposte (10XP):** Whenever you use a weapon Parry and your attacker fails in their attack they gain 1 Risk per rank in the Riposte talent.

**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.

**Phalanx Improved (20XP):** You gain +1 Shield defence when using a shield.

**Phalanx Mastered (25XP):** You may use your Shield defence an additional time per round.

DEFENCE

6	ARMOUR
2	PARRY
3	SHIELD
8 (4)	ATTRIBUTES
	ENDURANCE
4	STANDING
	RESOLVE

Spend Resolve to:

- specify a story detail
- gain 1 success
- activate an item property