

Shayna | 1 | Magda

HUMAN ANCESTRY

11 | __ STRENGTH

13 | __ AGILITY

11 | __ INTELLECT

10 | __ WILL

5 Speed

1 Size

15 Defense (base: 10)

16 Health

Damage: __

SKILLS & PROFESSIONS

Unskilled -1

Profession (Dilettante) +0

Athletics +__

Bureaucracy & Law +__

Drive & Pilot & Ride +1

Gather Intelligence +__

Observe & Search +1

Persuade & Deceive +__

Sneak & Hide +1

Survive & Forage +__

Academics()

Craft ()

Etiquette & Contacts ()

- Nobility +1

Perform ()

NOVICE PATHS: Fighter

Combat Training

You ignore the requirements for wearing armor and using weapons. You roll to attack with 1 boon. When you get a critical

success on a roll to attack, you can roll the damage an additional time and use the highest total.

Combat Recovery

You can use an action, or a reaction when you are harmed, to heal half your damage total and impose 1 bane on rolls to attack you until the start of your next turn. You can use this talent once. At level 5, you can use it twice. You regain the uses of this talent after you rest.

EXPERT PATHS

MASTER PATHS

ARMOR & SHIELD

name | defense

Brigandine Armor | 13 or +1

Shield | +2

WEAPONS

name | to-hit | boons & banes |

damage | hands | properties

Rapier | +3 | +1boon | 2d6 | 1h |

Nimble (Agi or Str), Piercing (crit weakens till end of next turn)

Shortbow | +3 | +1boon | 2d6 | 1h |

Ammunition (Arrow), Light (-1 bonus d6, min +1d6), Range 20

Dagger | +3 | +1boon | 1d6 | 1h |

Nimble (Agi or Str), Light (-1 bonus d6, min +1d6), Thrown 5

EQUIPMENT

Normal set of clothes, backpack, waterskin, provisions (7 days), 5 torches, and a tinderbox, rope

TRADITIONS

talents & spells

BACKGROUND

You studied at a military institution where you were schooled in various fighting techniques.

LANGUAGES

Common and Hand Signs

ALLIES