

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:

ADVANTAGES

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

Drakhmae: 10

DISFAVOUR

Deity:

Skills:

Deity:

Skills:

Deity:

Skills:

DISADVANTAGES

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

AEGEAN

RISK

0

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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

RISK

CHARACTERISTICS

0	2	3	2	3	4
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING
2	SKILLS				
3	SPECIALISATIONS				
4	Athletics				
5	Awareness				
6	Brawl				
7	Craft				
8	Diplomacy				
9	Knowledge				
10	Lore				
11	Manipulation				
12	Medicine				
13	Melee				
14	Missile				
15	Perform				
16	Ride				
17	Survival				
	Throw				
	Vigour				
	Gain Risk to: · add 1+ successes · activate an item property If you gain 2+ Risk on one skill check, gain 1 Hubris				
	HUBRIS				
	GLORY				
	EXPERIENCE				
	SCARS				

Rolled a 10? Pick one:

- gain 1 success
- gain 1 Resolve
- remove 1 Risk
- activate an item property
- give a success to another character

WOUNDS

1	
1	-1D
2	-1D
2	+1 Difficulty
3	+1 Difficulty
4	Incapacitated

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

<input checked="" type="checkbox"/> 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.	<input type="checkbox"/> One With Nature (5XP): When making a Recovery Action to reduce your Risk you may use the Survival skill instead of Vigour.	<input type="checkbox"/> 3 ARMOUR
<input type="checkbox"/> Sure Footed (10XP): When moving through difficult terrain you may ignore up to -1D penalties per rank in Sure Footed.	<input type="checkbox"/> 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.	<input type="checkbox"/> 2 PARRY
<input type="checkbox"/> Ambush Enhanced (15XP): When using the Ambush talent your target doesn't become aware of you if you fail the skill check.	<input type="checkbox"/> Living Off the Land (15XP): During downtime you may gain a number of drakhmae equal to your Survival skill as a free downtime action.	<input type="checkbox"/> 2 SHIELD
<input type="checkbox"/> 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.	<input type="checkbox"/> Camouflage (20XP): When performing a Misdirect action you may hide one willing ally who is within Melee range of you.	<input type="checkbox"/> 2 STANDING
<input type="checkbox"/> 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.	<input type="checkbox"/> 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.	<input type="checkbox"/> RESOLVE

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

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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.

RISK

CHARACTERISTICS

0	4	3	3	2	2
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING
2	SKILLS				
3	SPECIALISATIONS				
4	Athletics 3				
5	Awareness 1				
6	Brawl 1				
7	Craft				
8	Diplomacy				
9	Knowledge				
10	Lore				
11	Manipulation				
12	Medicine				
13	Melee				
14	Missile				
15	Perform				
16	Ride				
17	Survival				
	Throw				
	Vigour				
	Gain Risk to: · add 1+ successes · activate an item property If you gain 2+ Risk on one skill check, gain 1 Hubris				
	HUBRIS				
	GLORY				
	2				
	EXPERIENCE				

Rolled a 10? Pick one:

- gain 1 success
- gain 1 Resolve
- remove 1 Risk
- activate an item property
- give a success to another character

WOUNDS

1
1
-1D
2
-1D
2
+1 Difficulty
3
+1 Difficulty
4
Incapacitated

SCARS

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

<input type="checkbox"/> Sure Footed (5XP): When moving through difficult terrain you may ignore up to -1D penalties per rank in Sure Footed.	<input checked="" type="checkbox"/> Deadeye (5XP): Whenever you make an Aim Maneuver you gain +2D instead of +1D. All other Aim rules apply.
<input type="checkbox"/> Athlete (10XP): Once per session you may re-roll the failed dice on an Athletics or Throw skill check.	<input type="checkbox"/> 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.
<input type="checkbox"/> 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.	<input type="checkbox"/> Deadeye Enhanced (15XP): You may reduce the penalty applied to a Missile or Throw skill attack due to range by 1D.
<input type="checkbox"/> 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.	<input type="checkbox"/> Deadeye Improved (20XP): You don't lose the benefit of an Aim maneuver if you perform other maneuvers (including moving) or suffer a Wound.
<input type="checkbox"/> Enduring (25XP): Permanently increase your base Endurance by 1 point. This talent may be bought multiple times.	<input type="checkbox"/> 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
ARMOUR
2
PARRY
2
SHIELD

8 (7)
ENDURANCE

1
STANDING

RESOLVE

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
- Herbalist'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

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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.

RISK

CHARACTERISTICS

0	2	3	3	4	2	
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING	
2	SKILLS SPECIALISATIONS					
3	Athletics					
4	Awareness					
5	Brawl					
6	Craft	2				
7	Diplomacy					
8	Knowledge		1	WOUNDS		
9	Lore	2	Nature	1	-1D	
10	Manipulation			2	-1D	
11	Medicine	2		2	+1 Difficulty	
12	Melee	1		2		
13	Missile	1		3	+1 Difficulty	
14	Perform			4	Incapacitated	
15	Ride					
16	Survival					
17	Throw					
	Vigour					
	SCARS					
	Gain Risk to:					
	· add 1+ successes					
	· activate an item property					
	If you gain 2+ Risk on one skill check, gain 1 Hubris					
	HUBRIS	GLORY	4	EXPERIENCE		

WEAPON

SKILL RANGE / REACH DAMAGE

PROPERTIES

Xiphos	Melee	2	5	Reflexes, Pommel Strike, Parry, Pierce
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Pommel Strike	Brawl	0-1	3	Stun
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Sling	Missile	Long	6	Reflexes, Clumsy, Stun
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Pelte	Melee	1	4	Shield 2, Stagger
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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 herbalist's bag. One allied character within Melee range increases the rolled characteristic and Risk by 2.

DEFENCE

4

ARMOUR

2

PARRY

2

SHIELD

ATTRIBUTES

8 (5)

ENDURANCE

3

STANDING

RESOLVE

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:

Deity:

Skills:

Deity:

Skills:

DISFAVOUR

Deity:

Skills:

Deity:

Skills:

Deity:

Skills:

ADVANTAGES

DISADVANTAGES

Proud (2 starting Hubris)

EQUIPMENT

- Greaves:** Cumbersome 1, Armour 1
- Helmet:** 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

Drakhmae: 15

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

AEGEAN

RISK

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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.

RISK

CHARACTERISTICS

0	4	3	2	2	3						
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING						
2	SKILLS										
3	Athletics <u>2</u>										
4	Awareness										
5	Brawl <u>1</u>										
6	Craft										
7	Diplomacy										
8	Knowledge										
9	Lore										
10	Manipulation <u>Intimidate</u>										
11	Medicine										
12	Melee <u>2</u>										
13	Missile <u>1</u>										
14	Perform										
15	Ride										
16	Survival										
17	Throw										
	Vigour <u>2</u>										
	Gain Risk to: • add 1+ successes • activate an item property If you gain 2+ Risk on one skill check, gain 1 Hubris										
	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">2</td> <td style="text-align: center;">GLORY</td> <td style="text-align: center;">4</td> </tr> <tr> <td style="text-align: center;">HUBRIS</td> <td></td> <td style="text-align: center;">EXPERIENCE</td> </tr> </table>					2	GLORY	4	HUBRIS		EXPERIENCE
2	GLORY	4									
HUBRIS		EXPERIENCE									

Rolled a 10? Pick one:

- gain 1 success
- gain 1 Resolve
- remove 1 Risk
- activate an item property
- give a success to another character

WOUNDS

1
1
2
2
3
4

SCARS

WEAPON	SKILL	RANGE / REACH	DAMAGE	PROPERTIES
Labrys	Melee	3	6	Cumbersome 1, Heavy, Savage
Melikhae	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.

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.

Grappler (15XP): When performing an unarmed Pin attack Action gain +1D per rank in the Grappler talent.

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.

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

Second Wind (10XP): When performing a Defend Action reduce your Risk by an additional point per rank in Second Wind.

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.

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.

DEFENCE

5
ARMOUR

0
PARRY

0
SHIELD

ATTRIBUTES
8 (4)
ENDURANCE

3
STANDING

RESOLVE

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:

ADVANTAGES

Oracle (see Talents & Gifts)

Heirophant (you have lead the temple rites

+1 Standing, +1 Lore)

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

Drakhmae: 10

DISFAVOUR

Deity: Apollo

Skills: Medicine, Missile, Perform

Deity:

Skills:

Deity:

Skills:

DISADVANTAGES

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

AEGEAN

RISK

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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.

RISK

CHARACTERISTICS

0		2		2		3		4		3
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING					
2	SKILLS					SPECIALISATIONS				
Athletics _____										
3	Awareness	1								
4	Brawl									
5	Craft									
6	Diplomacy	1				1				
7	Knowledge	1				1	-1D			
8	Lore	2				1	-1D			
9	Manipulation	1				2	-1D			
10	Medicine					2	+1 Difficulty			
11	Melee					3	+1 Difficulty			
12	Missile					4	Incapacitated			
13	Perform									
14	Ride									
15	Survival									
16	Throw									
17	Vigour	1					SCARS			
Gain Risk to: · add 1+ successes · activate an item property If you gain 2+ Risk on one skill check, gain 1 Hubris										
			GLORY		HUBRIS		EXPERIENCE			

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				
DEFENCE				
3	ARMOUR			
2	PARRY			
2	SHIELD			
ATTRIBUTES				
8 (7)	ENDURANCE			
2	STANDING			
RESOLVE				
Spend Resolve to: · specify a story detail · gain 1 success · activate an item property				

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.

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.

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.

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

Drakhmae: 20

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

AEGEAN

RISK

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CHARACTER

Xanthippe

PLAYER

CAREERS

Soldier

HOME

Vlokis, island of Keos

HERITAGE / BACKGROUND

Mortal / Noble

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.

FATE (Passion)

Vlokis is the greatest city in Hellas.

RISK

CHARACTERISTICS

0	3	3	3	2	2
1	MIGHT	REFLEXES	COOL	INSIGHT	CUNNING
2	SKILLS				
3	SPECIALISATIONS				
4	Athletics				
5	Awareness				
6	Brawl				
7	Craft				
8	Diplomacy				
9	Knowledge				
10	Lore				
11	Manipulation				
12	Medicine				
13	Melee				
14	Missile				
15	Perform				
16	Ride				
17	Survival				
	Throw				
	Vigour				
	Gain Risk to:				
	· add 1+ successes				
	· activate an item property				
	If you gain 2+ Risk on one skill check, gain 1 Hubris				
	HUBRIS				
	GLORY				
	EXPERIENCE				
	SCARS				

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				
<input checked="" type="checkbox"/> 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.				
<input type="checkbox"/> 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.				
<input type="checkbox"/> Spear Reach (10XP): When using a spear you have a Reach of 3-4 instead of 4.				
<input type="checkbox"/> 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.				
<input type="checkbox"/> 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.				
<input type="checkbox"/> 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.				
<input type="checkbox"/> Spear Sweep (20XP): When making an attack with a spear you may activate the Stagger quality instead of Pierce.				
<input type="checkbox"/> Phalanx Improved (20XP): You gain +1 Shield defence when using a shield.				
<input type="checkbox"/> Hoplite (25XP): When wearing a full panoply of armour covering head, body, legs, and arms, you gain a Defence of 1 against all attacks.				
<input type="checkbox"/> Phalanx Mastered (25XP): You may use your Shield defence an additional time per round.				
DEFENCE				
ARMOUR				
PARRY				
SHIELD				
ATTRIBUTES				
ENDURANCE				
STANDING				
RESOLVE				
Spend Resolve to:				
· specify a story detail				
· gain 1 success				
· activate an item property				