

ARIA

NAME: *Kahan*

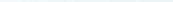
PLAYER:

ATTRIBUTES

BODY		4D
PROWESS		6D
CONVICTION		5D
PASSION		4D
REASON		4D
AWARENESS		3D
LEGEND		

Each time you attack, before rolling, you recover 1 Strain. If you are successful in the Attack, you may spend 1 Confidence to recover a further 2 Strain.

HEART

CONFIDENCE	
INITIATIVE	1d6+4

SKILLS

SOCIAL	Subterfuge	Resolve	Persuasion	
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KNOWLEDGE	Alchemy	Arcana	Lore	6
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SURVIVAL	Fieldcraft	Athletics	Wayfaring	5+
	██████	██████	██████	5+
	██████	██████	██████	5+
	████	████	████	6+

You may attempt to use a Skill with no ranks in it. In this case, halve your dice pool, rounding down, and use a TN of 6+.

ARTS



This patient and efficient style of fighting is a derivation of the ancient fighting arts of the old Legions of Ashen. Its modern form has deviated much from its roots, but still concentrates on a highly effective combination of shield and blade, offering an excellent defence which can shift at a moment's notice into a lethal counter attack.

Improve your shield's Guard Bonus, the Reach of your attacks and your Wound Threshold each by 1. In addition, when facing an opponent with fewer Guard points than you have remaining, you gain 1 Advantage.

WAYFARER



Journeys change people, and the road always leaves its marks. Those who spend their lives travelling find themselves ever inured to the difficulties of that life. The Wayfarer is not a profession in the simple sense, but a representation of the hard lessons and years of wandering the roads and wilderness.

Those with this Art will find their way easily, having an instinctual gift for navigation and the perils of surviving in the wilds. They can use this knowledge to help their companions and turn it against their enemies or prey through their knowledge of the terrain and their ability to lay a lethal trap or ambush.

For the purposes of calculating Vitality increase your Body by 1. When acting as a guide or participating in a Group Travel Action, you gain +1 Poll on the roll.

COMBAT

WEAPON	POOL	REACH	EDGE	DEADLINESS
(Melee) Short Sword	7 dice 5+	2	0	4+

Notes:

VITALITY

GUARD	○ ○ ○ ○ ○ ○ ○ ● ○ ○ ○	PROTECTION
STRAIN	○ ○ ○ ○ ○ ● ○ ○ ○	Medium Armour
WOUNDS	○ ○ ○ ○ ● ○ ○ ○ ○	Medium Shield
WOUND THRESHOLD: 4		

OLD SOLDIER

"I was nothing once – a slave – and yet I took my freedom and learned its terrible price. Still, my Fate is mine now, and whatever happens, I'll end my days free."



You were taken as a serf when you were young, and you remember little of your parents or the lands of your birth. By all rights, you should hate the soldiers that took you from your home, and yet those same people ended up raising you. You do not really know why, but something about you drew either their amusement or sympathy, and for a time you were a mascot of sorts.

You hated that role. When the company fell on hard times, you took your chance and fought on the front lines. Battle by battle, you grew stronger, but times were still hard, and the company looked to forcibly take conscripts again, as they had done with you all those years ago.

That day, you drew your sword against your masters, and took your freedom from them. You were no leader however, and with their deaths, the company disbanded. Without them, you found yourself alone and purposeless.

Eventually, you found your way to a small community at the edges of the kingdom, and for a few precious years you were happy there. One summer, that peace was shattered when slavers came to your community.

The people around you were hunters, not fighters, and you knew that the odds were ridiculous; for all your skill you couldn't defeat them alone – shouldn't have been able to defeat them alone. Yet you fought, and you won.

The story that you bore like armour that day weighed upon you. It called to you to remain – to live out your days as the old hero – but you felt alive again for the first time in years. Making that power your own, you set off once again on the road.