

THE BALLAD OF HEROES

Tabletop Roleplaying Hero's Booklet

Heroic Record of:

Abelard sun-Hiltrim

The Vulfengard
(Profession)

In Defense of the
Hearth & Home of:

Hiltrim Settlement
(Hometown)

They left the normal
comforts on the date:

1st Day of Early-Planting, 803 AR
(Gameplay Start)



May the tale of their journeys, trials, and triumphs be sung with fervor and honor to those who would hear it, whether across the Free Lands or simply to their children during the darkness of the Fallow.

[For use with the Quicksong 'Wakare Water Woes']

Recorded and Archived by:

(Player Name)



Ancestry: Human
Bloodline: Pavar
Homeland: Far Valenia
Region: Nystearn Marches
Age: 27 Pronouns: He/Him
Ht: 5'2" Wt: 167 lb

Characteristics

Hale	Ego	Aware	Resolve	Tough	Size
19	8	10	15	11	11

Region Trait: Valkrigger
**When using your War Maul, the target's
Deflects are +1 Harder**

Description:

Abelard is a career man with gruff exterior and a soft-heart. After a decade of patrolling the Marches he was re-assigned to Wakare logistics duty, since he was said to have "a rough bark but little bite" out in the field. Known in the Valgard Watch of Valenia as 'The Barking Wolf,' he can intimidate even the largest of foes and his heavy armor keeps him well protected when growling is not enough.

Personality Traits

How do I respond to Chaos & Change?	Adaptable	9	11	Steadfast
How do I respond to Ruin & Risk?	Bold	12	8	Cautious
How do I respond to Pressure & Problem?	Impulsive	8	12	Deliberate
Who is my first Priority & Thought?	Altruistic	14	6	Egoistic
How do I view Myself against Others?	Confident	11	9	Humble
How do I view Others toward Myself?	Empathetic	8	12	Detached

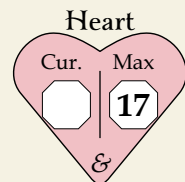
Common Skills

Physical Skills
Athletics 56 | 28
Brawn 74 | 37
Drive 27 | 14
Ride 33 | 17

Mental Skills
First Aid 17 | 9
Folklore 19 | 10
Literacy 8 | 4
Hide 22 | 11

Social Skills
Carouse 35 | 18
Coerce 72 | 36
Convince 28 | 14
Sincerity 19 | 10

Perception Skills
Lightfoot 23 | 12
Listen 21 | 11
Sense 30 | 15
Spot 19 | 10



Tenacity: 3

Fight & Defend Skills
Brawl 29 | 15
Dodge 12 | 6
Endurance 56 | 28
Willpower 19 | 10

Trained Skills

Command 53 | 27
Fieldcraft 21 | 11

Trained Weapon Skills

Blades 46 | 23
Hafted (1H) 47 | 24
Hafted (2H) 51 | 26

Check Result: /
—Heroic (3 Success) - Success & Ends in '0'
—Hard (2 Success) - Roll ≤ [Skill/2]
—Normal (1 Success) - Roll ≤ [Skill]
—Failure (0 Success) - Roll > [Skill]
—Fumble (-1 Success) - Fail & Ends in '0'

Challenge Modifiers: /
—Easy: Roll vs. [Skill x2]
—Normal: Roll vs. [Skill]
—Difficult: Roll vs. [Skill /2]
—Heroic: Roll vs. [Skill /10]





Belongings [On Person]

Name	Qty	Notes
Clothing	-	Keeps you socially acceptable
Cloak		[Fur-Lined] Makes Cold-related Checks (-1) Challenge Easier
Mail Hauberk		Noisy & add +1 Fatigue gained from Travel Events
Gambeson		[Fur-Lined] Makes Cold-related Checks (-1) Challenge Easier
Open-Faced Helm		Makes Listen Checks (+1) Challenge Harder
War-Maul		[Threatening] Deals extra +1D6 Damage on a Heroic Success!

14 Fatigue Each point gained fills 1 ENC and will overflow into Daze, and then Wounds, if able.

Arms

Base Damage is: 3D6, or flat value when Unarmed

Melee Weapon	DMG/T	Hand	Armor	Category	Notes/Traits
War Maul	5D6 B	2H	5	2H-Hafted	Add +1D6 damage on Heroic Success

Armor (Break as needed to maintain one's life)

Name	Armor	Blocks	Notes/Traits
Outer Mail Hauberk	4		Reduces (S) damage to you by -1D6
Inner Gambeson	4		
Helm Open-face Helm	2		
Other			
Shield Round Shield	4	1 (free)	Can block once/round for free

Total Armor:

10

Total Block:

14

← Subtract this number from incoming damage

← Or this number if successfully using a Shield

Vital Status

Life & Harm

Wound Threshold:
(Mark a Wound for each multiple of this you take at once)

11

Daze:

☐☐☐☐

Wounds:

☐ -10 ☐ -10 ☐ -10 Skills

Knockdown Threshold:

13

(Succeed Brawn or become Prone when taking this damage before Armor)

Battle Conditions

- ☐ Down
Out of the Fight (First Aid)
- ☐ Dying
Fading Quickly (First Aid)
- ☐ Prone
On Back or Belly (1 MOV)

Recovery Rate: +2 (Daze/Fatigue per Watch period of safe rest)

Move Rate:

Extra Actions: +0 (Applies any time Actions are time-ordered)

2 | 13 paces
MOV

Remember:

If you take a Wound, you can 'break' a piece of armor by (-1) AV to turn it into a Daze instead!

Your War Maul deals (B) damage: You can spend additional Successes on your attacks to reduce the target's AV by (-1)!



A True Soldier

Abelard carries many qualities of an honorable guardian. He is Bold but not reckless, Steadfast but not stagnant. His Altruism and Detached qualities put him as seeking an ideal: to support and protect humanity, but also willing to make hard choices if needed.

He has the heaviest armor of the characters, and is incredibly threatening. With high Coerce and Brawn, and clearly war-fighter equipment openly carried, he cuts a figure of danger on approach.

But he is also kind, with his Altruism meaning he prioritizes others over himself. Let others make their efforts to shine, and be a Steadfast guardian to shield them against threat and step in when needed.

Hard & Heavy

When it comes to fighting, get in their face. Make them look at you, and laugh as they struggle to chew through all of your armor. You are not invincible, but they do not need to know that.

Stay Bold on approach. Stick to normal turns in combat to keep flexibility of movement, to see where you are needed, and to keep your actions to defend those nearby.

Don't forget: unless you **Focus**, you can Move when taking any Action. That includes Deflecting with your Maul. Deflect on behalf of someone nearby if they are threatened.

If you are fighting one-on-one, leverage Traits or take Focused Responses to bring your attacks to the target.

Hit them Hard, and force their response to be heavily focused against you.

It can, and often will, save the others.