

# THE BALLAD OF HEROES

Tabletop Roleplaying Hero's Booklet

Heroic Record of:

Asavellana-Mithika

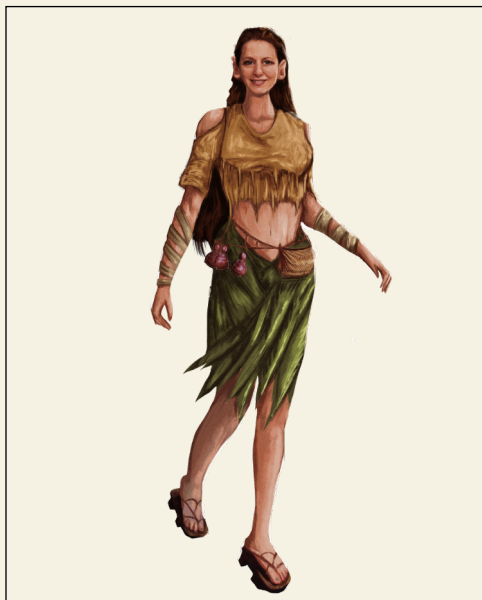
The Healer's Assistant  
(Profession)

In Defense of the  
Hearth & Home of:

Wakare Ferry-Town  
(Hometown)

They left the normal  
comforts on the date:

1<sup>st</sup> 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: Tokar  
Homeland: Lost Ylv  
Region: Silent Asa Garden  
Age: 27 Pronouns: She/Her  
Ht: 4'8" Wt: 165 lb

## Characteristics

Hale	Ego	Aware	Resolve	Tough	Size
3	9	18	12	6	8

Region Trait: Steady  
May use Ranged Weapons while  
Engaged with an adversary.

## Description:

*Asavellana is a native of the Emerald Sea, a great rainforest found in a crater to the northeast of Vardare. She was raised in the Asa Garden, known for its medicinal arts. As she set out exploring for more ingredients, she came across Niklaus and was smitten. They were eventually married by Priest Thaddeus Ombrefeu, who they encountered on the trade routes traveling to Wakare.*

## Personality Traits

How do I respond to Chaos & Change?	Adaptable	9	11	Steadfast
How do I respond to Ruin & Risk?	Bold	6	14	Cautious
How do I respond to Pressure & Problem?	Impulsive	9	11	Deliberate
Who is my first Priority & Thought?	Altruistic	9	11	Egoistic
How do I view Myself against Others?	Confident	9	11	Humble
How do I view Others toward Myself?	Empathetic	10	10	Detached

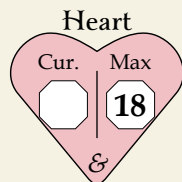
## Common Skills

*Physical Skills*  
Athletics 35 | 18  
Brawn 11 | 6  
Drive 30 | 15  
Ride 27 | 14

*Mental Skills*  
First Aid 59 | 30  
Folklore 45 | 23  
Literacy 34 | 17  
Hide 50 | 25

*Social Skills*  
Carouse 15 | 8  
Coerce 11 | 6  
Convince 24 | 12  
Sincerity 21 | 11

*Perception Skills*  
Lightfoot 39 | 20  
Listen 47 | 24  
Sense 28 | 14  
Spot 26 | 13



Tenacity: 3

*Fight & Defend Skills*  
Brawl 33 | 17  
Dodge 42 | 21  
Endurance 21 | 11  
Willpower 36 | 18

## Trained Skills

Chirurgy 59 | 30  
Fieldcraft 22 | 11  
Forage 32 | 16  
Hunt 51 | 26  
Navigate 27 | 14

## Trained Weapon Skills

Crossbows 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	-	[Light] Cold-related Checks are +1 Challenge Harder
Cloak		[Hooded] Makes Wet-related Checks (-1) Challenge Easier
Doublet		
Light Crossbow		Needs Bolts to use; your husband Niklaus has some
Knife		A keepsake from home, loses (-1) AV on a Fumble
Healer's Kit	6	Required for Chirurgery & makes First Aid (-1) Challenge Easier

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

## Arms

Base Damage is: 2D6, or flat value when Unarmed

Melee Weapon	DMG/T	Hand	Armor	Category	Notes/Traits	
Knife	2D6 S	1H	2	Brawl		
Ranged Weapon	DMG/T	Range	Armor	Category	Load	Notes/Traits
Light Crossbow	4D6 L	2	4	Crossbow	2	Target's Dodge/Deflect are made +1 Harder

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

Name	Armor	Blocks	Notes/Traits
Outer			
Inner Doublet	3		
Helm			
Other			

Total Armor:

Total Block:



← Subtract this number from incoming damage

← Or this number if successfully using a Shield

## Vital Status

### Life & Harm

Wound

Threshold:

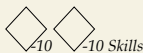
(Mark a Wound for each multiple of this you take at once)

6

Daze:

☐☐☐☐☐☐

Wounds:



Battle Conditions

☐ Down

Out of the Fight (First Aid)

☐ Dying

Fading Quickly (First Aid)

☐ Prone

On Back or Belly (1 MOV)

Knockdown

Threshold:

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

10

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

Move Rate:

Extra Actions: **+1** (Applies any time Actions are time-ordered)

**1** | **10** paces  
MOV

### Remember:

Asavellana is a fantastic traveler and healer, but very frail. She is deadly with her crossbow (and fast with her extra Action!), but needs someone to provide her with ammunition.



## A Shy Healer

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Asavellana is very 'new' to the wider world outside the Emerald Sea.

Regardless, her great skill in First Aid and Chirurgy has earned her great respect in Wakare as the assistant to the town healer, Life-Maker Steddyand.

When able she prefers to be with her husband, Niklaus, as he helps make her feel welcome in Wakare and shields her from some of the ruder gossip.

## Paper Tiger

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You are frail.

No, really. Do not get into a stand-up fight if you do not need to.

Aside from getting into fisticuffs, you are pretty exceptional! If Niklaus is around, you can stand next to him and fire a withering hail of crossbow bolts into foes.

Don't forget: You get +1 Actions/Round, even if you Focus! This means you can fire and load your crossbow every round when Focusing!

You also are the only character in the adventure that knows Chirurgy, so you are a true lifesaver if needed.

And on the trip to Hirno, you have widespread travel skills and can fill in any gaps!