

THE BALLAD OF HEROES

Tabletop Roleplaying Hero's Booklet

Heroic Record of:
Heydar-Breathless-Faced
The Lorean Sage
(Profession)

In Defense of the
Hearth & Home of:
The Earth Nahto
(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: Kuri

Homeland: Bladeglass Plain

Region: Carvo Nahtos

Age: 52 Pronouns: He/Him

Ht: 4'6" Wt: 134 lb

Description:

Characteristics

Hale	Ego	Aware	Resolve	Tough	Size
1	18	18	9	11	10

Region Trait: Windrunner

You can use Self-Bows while riding a mount, and your skills are not limited to your Ride Skill when on a mount

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 | **12** | **8** | Steadfast

How do I respond to Ruin & Risk?

Bold | **8** | **12** | Cautious

How do I respond to Pressure & Problem?

Impulsive | **16** | **4** | Deliberate

Who is my first Priority & Thought?

Altruistic | **9** | **11** | Egoistic

How do I view Myself against Others?

Confident | **8** | **12** | Humble

How do I view Others toward Myself?

Empathetic | **6** | **14** | Detached

Common Skills

Physical Skills

Athletics **10** | 5

Brawn **11** | 6

Drive **27** | 14

Ride **73** | 37

Mental Skills

First Aid **27** | 14

Folklore **85** | 43

Literacy **78** | 39

Hide **52** | 26

Social Skills

Carouse **34** | 17

Coerce **11** | 6

Convince **64** | 32

Sincerity **46** | 23

Perception Skills

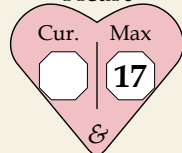
Lightfoot **43** | 22

Listen **59** | 30

Sense **60** | 30

Spot **36** | 18

Heart



Tenacity: 3

Fight & Defend Skills

Brawl **19** | 10

Dodge **41** | 21

Endurance **59** | 30

Willpower **78** | 39

Trained Skills

Command **50** | 25

Arcanism **81** | 41

Trained Weapon Skills

Spear **16** | 8

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		Helpful against weather on the road
Spear		Threatening

6 **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
Spear	2D6 IP	B	4	Spear	Make a Free Attack when you become Engaged

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

Name	Armor	Blocks	Notes/Traits
Outer			
Inner			
Helm			
Other			
Shield			

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)

11

Daze:

☐☐☐☐☐☐☐☐

Wounds:



-10 -10 Skills

Battle Conditions

☐ Down

Out of the Fight (First Aid)

☐ Dying

Fading Quickly (First Aid)

☐ Prone

On Back or Belly (1 MOV)

Knockdown **10**

Threshold:

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

Recovery Rate: **+3** (Daze/Fatigue per Watch period of safe rest)

Move Rate:

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

1 | **10** paces
MOV

Remember:

You are a Lorean Sage: Each adjustment you make to a Form increases the Action cost by +1 or makes you mark 1 Daze.

Use this wisely and you can ensure victory quickly!



Rewriting Reality

Arcane Forms are a 'template' equation that can be customized to fit a situation. Unmodified, they cost 1 Daze and 1 Action.

To use a Form:

- ♥ Choose a Form
- ♥ Change any underlined words:
 - Numbers double or halve (e.g. 1→2→4 etc)
 - Ranges increment (e.g. Engaged→ Adjacent→ Zone etc.)
 - 'Gains' can be 'Loses'
 - Etc.
- ♥ Each change adds +1 Action, or marks +1 Daze to the Arcanist
- ♥ On a Fumble, the Form is reversed (Gain → Lose, etc.)

Relevant Forms

Celerita. Displace the target into a relative temporal frame.

Radius: 1 Target within

Range: Engaged

Gains 1 Action/Round

For 1 Round

Laxame. Displace the target into a relative spatial frame.

Radius: 1 Target within

Range: Engaged

Gains +1 MOV

For 1 Round

Commuto. Convert local matter into pure dissipative energy.

Radius: 1 Target within

Range: Engaged

Take 1 Damage unless they

Succeed an Easy Endurance Check

Old Knowledge

You are old, slow, and unarmored.

But you have a great defense and offense in your raw knowledge. You can identify things others would struggle with due to your extensive Folklore skill.

You have a large amount of Daze, but do not assume that makes you a fighter.

You are a thinker.

More importantly, you are a **Lorean Sage**: one of few who have sought the hidden and ever-moving library of Lore, convinced its guardians to let you live, and then studied the fundamentals of reality for decades.

This Quick-song only reveals a fraction of your Arcanism power.

You can disintegrate or heal (Commuto), you can make allies faster or adversaries slower (Celerita), and you can make the distance near or unreachable (Laxame).

When it comes to Travel, you are a decent gap-filler but unspecialized. However, when it comes to paperwork and charitable conversation on Thaddeus can truly rival you.