

THE BALLAD OF HEROES

Tabletop Roleplaying Hero's Booklet

Heroic Record of:

Isabet Fleethaven

The Shorewalker

(Profession)

In Defense of the
Hearth & Home of:

The Quick-Wit Fleet

(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: N/A

Homeland: Moko Fleets

Region: Shadowsails

Age: 31 Pronouns: She/Her

Ht: 5'5" Wt: 156 lb

Description:

Characteristics

Hale	Ego	Aware	Resolve	Tough	Size
12	9	14	17	10	12

Region Trait: Low Cunning

Your Trip/Knockdown attempts +1

Harder to resist, and using Sincerity to bluff in Interactions is (-1) Easier

Born & raised on the churning decks of a Moko ship, Isabet took her name 'Fleethaevn' after her first task as a Shorewalker found her absconding with a detailed ledger marking the identities and ships of many Shadowsail families. Delivering the ledger to her captain, Torbio Quick-Wit, she saved hundreds of her Moko brothers and sisters. She is a fast agent, but also a bit of a messy one.

Personality Traits

How do I respond to Chaos & Change?

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

How do I respond to Ruin & Risk?

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

How do I respond to Pressure & Problem?

Impulsive | **11** | **9** | Deliberate

Who is my first Priority & Thought?

Altruistic | **10** | **10** | Egoistic

How do I view Myself against Others?

Confident | **10** | **10** | Humble

How do I view Others toward Myself?

Empathetic | **8** | **12** | Detached

Common Skills

Physical Skills

Athletics 49 | 25

Brawn 30 | 15

Drive 30 | 15

Ride 33 | 17

Mental Skills

First Aid 50 | 25

Folklore 31 | 16

Literacy 28 | 14

Hide 55 | 28

Social Skills

Carouse 32 | 16

Coerce 40 | 20

Convince 37 | 19

Sincerity 66 | 33

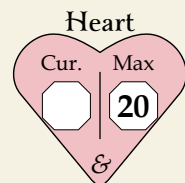
Perception Skills

Lightfoot 38 | 19

Listen 47 | 24

Sense 49 | 25

Spot 57 | 29



Tenacity: 3

Fight & Defend Skills

Brawl 37 | 19

Dodge 55 | 28

Endurance 32 | 16

Willpower 36 | 18

Trained Skills

Courtesy 44 | 22

Hunt 32 | 16

Navigate 36 | 18

Trained Weapon Skills

Blades (1H) 46 | 23

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		[Hooded] Good against Wet/Windy Weather
Sword		[Threat] A common soldier's weapon
Dagger		[Discreet] Hard to notice this on your person
Vest		

17 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
Dagger	3D6 IP	1H	4	Brawl	Can be Thrown at someone Adjacent to you
Sword	3D6 IS	1H	4	1H-Blade	May Deflect 2x for free each Round

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

Name	Armor	Blocks	Notes/Traits
Outer			
Inner Vest	2		
Helm			
Shield			

Total Armor:

Total Block:



← Subtract this number from incoming damage

← Or this number if successfully using a Shield

Vital Status

Life & Harm

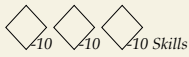
Wound Threshold:
(Mark a Wound for each multiple of this you take at once)

10

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:

15

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

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

Move Rate:

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

2 | **14** paces
MOV

Remember:

If you wield both Sword & Dagger, you get a free Difficult Deflect using the Dagger (uses Brawl Skill)! That means you'll have 3 free Deflects/Round!

You have little armor, so try not to get surrounded!



Middle of the Road

Isabet has a middling set of Personality Traits. This is both a boon and a bane.

She can comfortably use her Steadfast, Cautious, and Detached nature to bolster her skills for an even-chance of success.

The good thing for this, is it gives freedom to lean into being a bit of a braggart by her culture. You will often find that bidding a Trait will either grab that sudden Success, or you would have failed regardless.

It also means that Isabet can be played very strategic and smart, especially when under threat. She is not overly Bold or Confident, meaning she has little reason to keep herself in a bad situation. She leans toward Cautious, which mixes with her slightly Impulsive nature to be similar to a mother reflexively raising an arm to protect a child rather than a tunnel-visioned battle-rager.

She is also a bit Detached towards other people, prone to flashing an empty smile and nodding when someone is talking about things she does not care about.

Use this to your favor: Isabet leans more toward the end than the means. She wants to solve the problem for the greater purpose more than she was to save everyone.

Loud & Laughing

When it comes to a fight, play dirty. Look for ways to gain an advantage and get Combat Effects. Get into Engaged range with your sword and dagger and stick to Focusing. You can take it, you have enough Deflects.

Be a dervish. You are fast. You have +1 Actions in combat; once you are in range, you can always Focus and still have 2 Actions **that are (-1) Challenge Easier.**

Get in, and go fast.

You have a Sword: That means you can Deflect with your Blade (1H) Skill twice per round for free. Be a whirlwind.

You have an off-hand dagger: You can make another free Deflect at half your Brawl skill if needed. If you lean in to your Cautious nature, that can be upwards of a 75 Brawl Skill to deflect!

Remember: You are a Moko Shadowsail. You have touched foreign soil and dueled strange beings from far away.

When a fight breaks out on your home turf, you go in Loud & Laughing.