

THE BALLAD OF HEROES

Tabletop Roleplaying Hero's Booklet

Heroic Record of:

Niklaus Harbargin

The Caravanner
(Profession)

In Defense of the
Hearth & Home of:

Wakare Ferry-Town
(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: Curan

Homeland: Vardare

Region: Lowland Bogs

Age: 30 Pronouns: He/Him

Ht: 4'7" Wt: 155 lb

Description:

Characteristics

Hale	Ego	Aware	Resolve	Tough	Size
13	13	18	10	15	8

Region Trait: Loading Drills

Reduce Crossbow reloads by (-1) Action

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 | **7** | **13** | Steadfast

How do I respond to Ruin & Risk?

Bold | **10** | **10** | 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 | **11** | **9** | Detached

Common Skills

Physical Skills

Athletics	38	19
Brawn	28	14
Drive	35	18
Ride	28	14

Mental Skills

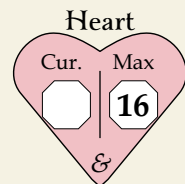
First Aid	23	12
Folklore	59	30
Literacy	42	21
Hide	23	12

Social Skills

Carouse	45	23
Coerce	25	13
Convince	26	13
Sincerity	57	29

Perception Skills

Lightfoot	28	14
Listen	45	23
Sense	52	26
Spot	49	25



Tenacity: 3

Fight & Defend Skills

Brawl	26	13
Dodge	33	17
Endurance	50	25
Willpower	36	18

Trained Skills

Bargain	70	35
Courtesy	41	22
Navigate	51	26

Trained Weapon Skills

Hafted (1H)	47	24
Crossbow	57	29

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		Useful for Wet/Windy weather
Vest		
Hammer		Finely made
Heavy Crossbow		Bulky and Threatening
Bolt-Case (Bodkin)	6	Makes Crossbows deal (P)ierce damage

10 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	3D6 B	2H	5	2H-Hafted	Add +1D6 damage on Heroic Success	
Ranged Weapon	DMG/T	Hand	Armor	Category	Load	Notes/Traits
Heavy Crossbow	6D6 P	2H	5	Crossbow	2 (3)	Target's attempts to Dodge or Deflect are +1 Harder

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: **15**
(Mark a Wound for
each multiple of this
you take at once)

Daze:

<

☐☐☐☐☐☐☐

Wounds:

≥

◇ -10 ◇ -10 Skills

Knockdown
Threshold: **9**

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

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

Move Rate:

1 | **10** paces
MOV

Remember:

You can take quite a few hits, but you are not a Warrior. Stick to running a crossbow line with your wife, Asavellana. She needs the crossbow bolts from your case.



Harbargin & Associates

Niklaus has his trusty donkey, Associates. They are stubborn as the mountains and will confidently follow Niklaus wherever he goes.

If danger arises, Associates will bray loudly (Rally), kick mightily (Attack), and then saunter to safer pastures until Niklaus finds them again.

For the purposes of this Quicksong, Associates is a Companion that provides:

- ♥ A pack-saddle, able to carry 50 ENC without issue (Jonatan, if unable to travel himself, could be strapped across their back)
- ♥ A Rally and Attack Skill of 60. Associates will do one of each, then flee.
- ♥ If Associates is attacked, they have AV:1 and a Wound Threshold of 16 damage. They have a max Wounds of 1 before they would die.

Harbargin's Hard Bargain

You are not fighter. You hire fighters.

That being said, you are no slouch in a scrap. With the tough Curan bloodline pumping in your veins, you can take a hit (or three). But you are not protected like the warriors.

You can also dish out as good as you take, usually. You are better on a firing line with your wife, Asavellana, where you can share your crossbow bolts and rain enough hell to make the Weeping Soldier take pause. But if you need to get into the thick of it, your hammer can crack skulls as well as it can set nails.

Just remember: All it takes is one good hit to take you out. Hopefully Asavellana's healing hands and poultices are nearby at the ready when that happens.