

THE BALLAD OF HEROES

Tabletop Roleplaying Hero's Booklet

Heroic Record of:

Thaddeus Ombrefeu

The Flame-Priest

(Profession)

In Defense of the
Hearth & Home of:

Holy Parán

(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: Tokar

Homeland: Holy Paran

Region: Shadowed Frontier

Age: 53 Pronouns: He/Him

Ht: 4'5" Wt: 140 lb

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.

Characteristics

Hale	Ego	Aware	Resolve	Tough	Size
8	10	13	14	5	6

Region Trait: Skirmisher

Your Ranged attacks are not penalized if you are [Running]; (-1) Challenge to Endurance Check in Chases

Personality Traits

How do I respond to Chaos & Change?

Adaptable | **17** | **3** | Steadfast

How do I respond to Ruin & Risk?

Bold | **10** | **10** | Cautious

How do I respond to Pressure & Problem?

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

Who is my first Priority & Thought?

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

How do I view Myself against Others?

Confident | **6** | **14** | Humble

How do I view Others toward Myself?

Empathetic | **7** | **13** | Detached

Common Skills

Physical Skills

Athletics	27	14
Brawn	14	7
Drive	27	14
Ride	24	12

Mental Skills

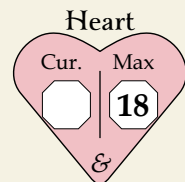
First Aid	27	14
Folklore	60	30
Literacy	54	27
Hide	27	14

Social Skills

Carouse	26	13
Coerce	61	31
Convince	79	40
Sincerity	50	25

Perception Skills

Lightfoot	29	15
Listen	36	18
Sense	63	32
Spot	23	12



Tenacity: 3

Fight & Defend Skills

Brawl	14	7
Dodge	32	16
Endurance	19	10
Willpower	51	26

Trained Skills

Bargain	29	15
Command	35	18
Courtesy	54	27
Statecraft	79	40
Invoke	87	44

Trained Weapon Skills

Flails	65	33
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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
Gambeson		[Leather] Looks nice, but less protective
Censer		Meant for spreading incense during sermons
Potion, Decoction	4	Drink to recover +1D6 Daze

7 **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
Censer	2D6 IB	B	2	Flails	Add 1 free Disarm Effect on Attack

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

Name	Armor	Blocks	Notes/Traits
Outer			
Inner Gambeson	2		
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: **5**
(Mark a Wound for each multiple of this you take at once)

Daze: ☐ ☐ ☐ ☐ ☐
Wounds: ☐ -10 ☐ -10 Skills

Knockdown Threshold: **10**

(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)

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

Move Rate:

1 | **8** paces
MOV

Remember:

You can Rally your allies to give them +5 Skill/Success, find helpful ways to supervise and direct the front-line fighters!

If needed, you can Invoke the Pale Flame through you. You can probably only do this safely once or twice, and it does apply friendly fire!



The Flame Priest

Thaddeus is a Flame Priest, which is a member of the Church who sacrificed part of their soul to the Pale Flame. This, in turn, allows them to bring aspects of the Pale Flame into the world around them.

To Invoke, roll 2D6 and read each die as a separate result on the table below. All results stack together and last for 2 combat rounds.

Thaddeus will normally take 2 Wounds from doing this (as an Action). He makes an Invoke Check, converting 1 Wound → 1 Daze for each Success.

Instead of rolling to randomly determine the Invocation effect, Thaddeus may choose to 'Constrain' himself. He gets to choose 2 Effects, but makes his Invoke Check at (+1) Challenge harder.

The Word & The Flame

You are a bomb.

That's it. If needed, you can blow yourself (and everything thing around you) up in a ball of terrible fire.

Otherwise, you are a slow, frail, old man. You are an exceptional talker, and well versed in the formalities of court and bureaucracy. You are invaluable in getting past stubborn administrators.

But you are also a walking fire bomb.

If things are turning against your allies, Constrain your invocation to provide Invigoration & Rejuvenation; this will both heal grievous Wounds and likely turn everyone away to flee. Plus, you'll barely survive!

Fire Invocations

D6

Effect

Passion. You glow with red light, illuminating everything within 1 Zone of you.

- 1 Reduce your Willpower Checks by (-1) Challenge and gain +1 Heart/Bold/Impulsive for 2 Combat Rounds.

- 2 **Intimacy.** Increase your Attack Damage by +1D6 and all other weapons within 1 Zone of you take (-1) AV per Round for 2 Rounds

- 3 **Invigoration.** During the Environmental Phase, all other beings within 1 Zone of you must succeed a Normal Endurance Check or lose (-1) MOV and mark +1 Daze. Lasts 2 Rounds, and anyone wearing metal armor makes this check at (+1) Challenge harder.

- 4 **Rejuvenation.** During the Environmental Phase, all other beings within 1 Zone of you must succeed a Normal Endurance Check or heal +1 Wound. Lasts for 2 Rounds.

- 5 **Attention.** During the Environmental Phase, all other beings within 1 Zone of you must succeed a Normal Willpower Check or suffer the 'Cow' Combat Effect. You gain +1 Tenacity, which may exceed your normal maximum for the duration. Lasts 2 Rounds.

- 6 **Exultation.** During the Environmental Phase, all other beings within 1 Zone of you must succeed a Normal Brawn check or be thrown 2 Zones away; they take 2D6 damage upon landing (ignores AV). All other beings must then succeed a Normal Endurance check or gain 1 Wound, succeed a Normal Willpower check or gain +1 Fatigue, and then succeed a Normal Dodge check or mark +1 Daze.
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