Spell and Blade

VERSION 1.6.0

NAME: Skanya (Little Red Queen)

NATIONALITY: Iskani

HERITAGE OR HEX: Iskani Heritage

FAMILY: Born to Brewers

CAREERS: Thief -> Acolyte ok Akta

Deeds and Reputation

MIGHT

CUNNING

HONOR

SACRIFICE

Fame

Social Tier

2

Oaths

Push in service to the oath. Resist to act against (or take resolve harm).

Curses

When the track fills, cross out Oaths.

PUSH:

GROW:

Advancement

TRAINING

ACTION:

Gain a new action from your Career list (Town Phase). Requires a Teacher.

TRAIT:

Gain a new rank 1 trait from your Career list (Town Phase). Requires a Teacher.

Load

LIGHT	0-4
Quick. Stealthy. Unobtrusive.	
MEDIUM	5-7
Well Equipped Adventurer.	
HEAVY	8-10
Slow. Noisy. Obvious.	

Coin

SUPPLY

Transport

cost

Gear

Brightly colored dyies	
Sad Story	0 load
Fine Spirits	
Disarming Smile	0 load
Holy Relic (Eyes of Akta)	

Skills and Attributes

Social

WOUNDS

LEAD		SWAY	
SCARE		WHISPER	
STUDY		TEND	

CRITICAL

Physical

WOUNDS

FORCE		SKIRMISH	
SHOOT		RIDE	
SCRAMBLE		SNEAK	

CRITICAL

Resolve

WOUNDS

CRAFT		RECALL	
HELM		TINKER	
ATTUNE		CHANNEL	

CRITICAL

Armor

Resistance

Roll+armor then mark track. To buy up 4/5 is one Vigor, 1-3 is 2.

rested 4d — winded 3d — drained 2d — tired 1d — exhausted 0d

Action Roll

SKILL	
MASTERY	
GEAR	
BOOST	
MAGIC	

Vitality

25

Mana

6 max

bound burned

Vigor

7 max

Traits

PUSHES

BREWER: You can **CRAFT** and **STUDY** alchemical brews. **Push** to have any common potion, or one with required ingredients if you have them (you need to do a quest otherwise). Additional recipes are researched via **long term projects**.

ANIMAL COMPANION: You have an animal companion, Tippi the Snow Fox. It can help you by scouting, and keeping watch for you. **Push the trait to:** *protect your companion from harm.*

STEALTHY: Boost any **SNEAK** rolls. **Push the trait** to: *avoid the consequences of detection for yourself—negate flashback costs to have overheard something while lurking about.*

BLESSING: You can **push**, spend mana and perform a ritual of your faith to: *consecrate a liquid—bless an area which may repulse lesser monsters or undead—offer someone a magic die on an action your god might have influence over.*

TEND THE FLOCK (FREE): You observe the Mysteries with others who keep the faith. Treat as a **carouse** action. Ask the GM how many dice to roll (based on the number of faithful in town).

UPKEEP: Blue Barrel Inn, located in City of Rul. I don't play upkeep in that town. Also, If there are temples of your god in town, you don't have to pay upkeep.

Critical hits

PENALTIES