

Character name	Surname	Title	SP earned	SP spent	Hacksilver
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Character Appearance, Demeanor, Backstory, and Any Miscellaneous Notes

Might of the Storm _____	Navigation _____
Natural Leader _____	Tactics _____
One-Eyed Wisdom _____	Planning _____
Light Hands _____	Treachery _____
Force of Nature _____	Scouting _____

DIVINE ABILITIES

RAIDING SKILLS

Initiative	Dodge	Weapon	Attack	Damage	Shield? (+10 to Dodge)
_____	_____	_____	_____	_____	_____
Hit Points	Armor	_____	_____	_____	Dual Wield? (+10 to hit)
_____	_____	_____	_____	_____	_____
Favor	DR	_____	_____	_____	_____
_____	Rollover	_____	_____	_____	_____

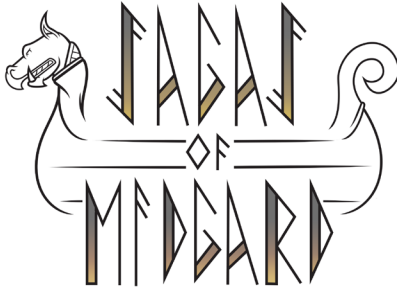
SURNAME BONUS

SURNAME DEATH BOON

TITLE BONUS

Equipment & Artifacts

Runes



Settlement Name: _____ Level: _____

Settlement Upgrades

Settlement Description

Roll	Critical Hit Attack	Critical Hit/Fail Dodge
1	The Gods laugh at you, and Odin has chosen to test you. Lose 6 favor beyond whatever you spent to make this roll. Any abilities that use Favor end immediately. You are unable to use Favor for the next 2 rounds.	The Valkyries have come for you. Make a straight roll, rollover 25. If you fail this roll, you lose ½ of your total HP as the Valkyrie helps your enemy's attack to strike true. If you roll a Natural 1 on this check, the Valkyrie reaps your soul and you die. If you pass the Valkyrie rollover, the attack still hits you, dealing an extra 25% damage and knocking you prone. This visage disappears after the attack.
2-5	Even the greatest heroes stumble sometimes. Spend an additional 2 favor. Make an opposed attack roll on your nearest ally. On a hit, this ability strikes them. If this was a healing ability, it automatically heals the nearest enemy instead. If you critically fail this second attack, the attack misses. Resolve the Natural 1 effect on yourself instead.	You fall prone and knock a random ally within axe-range prone. If no allies are in axe-range, you hit your head; in addition to becoming prone, also become stunned.
90-95	+2 damage or healing to the effect	Add ten to your next Dodge roll
96-99	This ability does double damage. If it is a healing effect, gain double healing. You may also choose to do normal damage and either knock the enemy prone or disarm the enemy. If the ability had a favor cost, it is refunded.	Gain a bonus of +10 to Dodge for the next two rounds
100	The gods are with you. This ability does triple damage. If it is a healing effect, one of the affected creatures is also returned to full HP. You may also choose to do normal damage and choose one of the following effects: blinded for 3 rounds, knocked prone and unable to stand for 3 rounds, or -3 damage for three rounds. If this ability had a Favor cost, it is refunded. Additionally, gain 6 Favor. Additionally, roll another d100. If you get another natural 100, the target of your attack is immediately killed.	The Valkyries come, but not for you. The attacking creature is struck for ½ of their total HP. Roll another check. On another Natural 100, the Valkyries take the enemy's soul from its body and it falls over dead.

Status Effects

Blinded: You cannot acquire a target unless you make a One-Eyed Wisdom check (fast action) equal to the enemy's base rollover. If you succeed, you may attack at a +30 rollover. You dodge at a +30 rollover.

Grappled: You are unable to move and can only attack the creature that has you grappled. You may escape the grapple as a fast action with a Might of the Storm or Light Hands check against the creature's base rollover. At the start of the grappling creatures' turn, it must spend its action to maintain the grapple by making another check or the grapple is broken.

Dead: You have been reduced to zero hit points. Sorry about that. I'm sure your new character will be cool too.

Petrified: Grants DR 15 but cannot take actions. Increase in weight by a factor of 5.

Prone. You are knocked down. You suffer a +10 rollover to dodge melee attacks but gain a +20 to dodge ranged attacks. You suffer a +20 rollover to attacks. You must spend an action to stand. You may attempt a Light Hands check at a rollover of 50; on a success, you kip up as a fast action and may take your action as normal. On a failure, you lose your action.

Stunned: You cannot take actions or movement until this effect ends.

