

\_\_\_\_\_

Character name      Surname      Title      SP earned      SP spent      Hacksilver

Character Appearance, Demeanor, Backstory, and Any Miscellaneous Notes

\_\_\_\_\_

\_\_\_\_\_

Might of the Storm	Thor skills + <u>Surname</u> + Title Bonuses	Navigation	MOTS + <u>Settlement Bonus</u>
Natural Leader	Tgr skills + <u>Surname</u> + Title Bonuses	Tactics	NL + <u>Settlement Bonus</u>
One-Eyed Wisdom	Odin skills + <u>Surname</u> + Title Bonuses	Planning	OEW + <u>Settlement Bonus</u>
Light Hands	Loki skills + <u>Surname</u> + Title Bonuses	Treachery	LH + <u>Settlement Bonus</u>
Force of Nature	Freja skills + <u>Surname</u> + Title Bonuses	Scouting	FoN + <u>Settlement Bonus</u>

**DIVINE ABILITIES**

**RAIDING SKILLS**

(Light Hands Check)  
**Initiative**

OH by default. Shield adds 10.  
No armor adds ten. Shield  
and Daggers SD add 1/2 SP.  
**Dodge**

15 +4 for every 15 earned  
SP  
**Hit Points**

Pg 36  
**Armor**

0 to start  
**Favor**

**DR**    **Rollover**

Weapon	Attack	Damage
_____	Subdomain +	3 Base for a 1H
_____	Surname + Title	Weapon. 5 for
_____	Bonus	a 2H Weapon
_____		+ 1 for every 10
_____		SP you have in
_____		the weapon's
		subdomain

**Shield?**  
(+10 to Dodge)

**Dual Wield?**  
(+10 to hit)

^^ Obviously you can't have both of these.  
Or either with a Two-Handed Weapon. Just  
a gentle reminder because it's come up

**SURNAME BONUS**

\_\_\_\_\_

\_\_\_\_\_

**SURNAME DEATH BOON**

\_\_\_\_\_

\_\_\_\_\_

**TITLE BONUS**

\_\_\_\_\_

\_\_\_\_\_

**Equipment & Artifacts**

\_\_\_\_\_

\_\_\_\_\_

**Runes**

\_\_\_\_\_

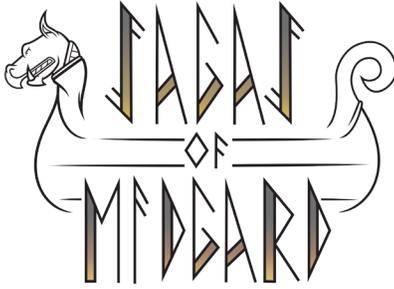
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Settlement Name: \_\_\_\_\_ Level: \_\_\_\_\_

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.

