



# SWORDS of the SERPENTINE



Name: \_\_\_\_\_ True Name?

Profession/Ancestry: \_\_\_\_\_ *Check if True Name is known*

Adjectives: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

What is best in life?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

AP: \_\_\_\_\_

## INVESTIGATIVE ABILITIES

### Social

Charm

Command

Intimidation

Liar's Tell

Nobility

Servility

Taunt

Trustworthy



### Sentinel

Felonious Intent

Laws & Traditions

Spirit Sight

Vigilance

### Sorcerer

Corruption

Forgotten Lore

Leechcraft

Prophecy

### Thief

City's Secrets

Ridiculous Luck

Scurrilous Rumours

Skulduggery

### Warrior

Know Monstrosities

Spot Frailty (Health/Morale)

Tactics of Death

Wilderness Mastery

### Ancestry

\_\_\_\_\_

*Underline Ancestry abilities*

### Allegiances

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## GENERAL ABILITIES

Athletics                      Dodge

Bind Wounds                      Plenty of Leeches

Burglary                      Fast Hands

Preparedness                      Flashback

Stealth                      Where'd They Go?

Sorcery                      Sorcery  Requires Corruption

Sway                      Sway

Warfare                      Warfare  Cleave

SORCEROUS SPHERES \_\_\_\_\_ *Affects: Health / Morale*

Wealth: \_\_\_\_\_ Lifestyle:

GEAR \_\_\_\_\_

## HEALTH

15	14	13	12
8	9	10	11
7	6	5	4
0	1	2	3
-1	-2	-3	-4
-8	-7	-6	-5
-9	-10	-11	-12

Wound Defeated

Serious Hurt

Threshold: \_\_\_\_\_

Armor: \_\_\_\_\_

## MORALE

15	14	13	12
8	9	10	11
7	6	5	4
0	1	2	3
-1	-2	-3	-4
-8	-7	-6	-5
-9	-10	-11	-12

Broken

Panicked Unstable

Threshold: \_\_\_\_\_

Grit: \_\_\_\_\_