

a **Valkyrie** of Esseldein
the **Preceptor**
the **Hymnodist**

Herja

Damage	Shock	Feedback
Max: 55	Critical: 40	Max: 14

Strength: 14 (d14)

5 Athletics

7 Melee

7 Parry

Agility: 8 (d8)

0 Thrown

2 Shot

2 Dodge

0 Acrobatics

Intelligence: 11 (d10)

5 Lore

0 Medic

0 Tinker

0 Wilderness

Intuition: 6 (d6)

0 Perception

0 Empathy

0 Animal

Endurance: 9 (d8)

5 Grit

Willpower: 12 (d12)

9 Autonomy (6+3)

5 Intimidate

Cunning: 5 (d4)

0 Sneak

0 Steal

0 Gossip

Charisma: 7 (d6)

4 Charm

0 Deceive

0 Haggle

	Melee	Parry	Rng	Amp	Spd	Dmg
Skeggjöld	7	7	1,2	4	Slow	2d8
Broad Sword	8	8	1,2	4	Avg	2d6
Battle Axe	8	6	1	5	Slow	2d8
Morning Star	7	5	1	5	Slow	3d8
Trained Fist	7	n/a	1,2	5	VF	2d6

Broad Sword: Lunge

Move 1m forward and make a Melee attack with a +2 technique bonus, then move 1m back. (Act)

Broad Sword, Battle Axe: Intimidating Strike

Make an Intimidate check as instant action; if successful, next Melee attack gains a +2 technique bonus. (Pass)

Battle Axe, Morning Star: Momentum

If the player attacks the same target twice in a row, that second attack gains a +2 technique bonus. (Act)

Morning Star: Daze

If the attack hits by 3 or more, deals 3 *initiative* damage. (Pass)

Morning Star: Spin

Make an instant action to spin the end of a chain. The next Melee attack or Parry gains a +2 technique bonus. (Pass)

Unarmed: Fast Grapple

When initiating or escaping a grapple, do so as a Very Fast action. (Pass)

Wrestler

Player gains a +2 to all Grapple checks opposed by Strength. (Pass)

Grapple Throw

While in a grapple, player may make a VS action and a grapple check to throw their opponent 3m. (Act)

One Ton Strength

Player may lift and carry 2,000 lbs and move around with it. (Can't make attacks or other complicated actions.) (Act)

Counter Attack

Player may make an immediate Melee attack as a free action if Parries or Dodges by: 3 if F or VF; 4 if Avg; 5 if S or VS. (Act)

Lore Specialist

Player gains a +3 technique bonus on Lore checks in "Good & Evil." (Pass)

Survivor

When player takes enough damage to kill them, damage is reduced to 1 below their max (once a day). (Pass)

Iron Nerve

Player gains +3 when resisting Intimidate checks.

Fortified Autonomy

Player gains +3 technique bonus to all Autonomy checks.

other things:

Intuitive Defense: **-1**

Surprise Attack: **+1**

Spiritual Chain: **+3**

Speed Penalty: **0 (-1 +1)**

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N M R S F

Racial Traits of the Vanir

Divine Presence

A regal and unmistakable aura that identifies me as “something more than human.”

Spirit Blade

Craft any 1-handed Melee or Thrown weapon of spiritual energy. Disappears only after leaving your hand (1rd). Translucent, hard light; or, seemingly mundane. Plain, or finely crafted. Incurs 6 feedback.

Spirit Bow

As above, but a bow (hunter's or long), with one arrow. Incurs 4 feedback.

Spirit Armor

Summon chain mail armor, dmg reduction 3, speed -1; or, summon heavier/prettier scale mail armor, dmg reduction 5, speed -3.

Summon Servant

Summon the spirit of a departed warrior you personally saw die. No skills, no attacks, but follows one command. Appears and acts within 10m of me. Lasts only 1rd, when they are solid. 4 feedback, recoil 1hr.

Summon Einherjar

As above, but a fully outfitted warrior, with the weapon of my choice. Makes one attack, with my combat skill. 8 feedback, recoil 1hr. (Does not affect ability to summon servant.)

Great Leap

Make VF to prepare, then VS to leap 10m through the air. May attack at the end of this movement.

Defy Physics

Stop from falling, stand suspended in the air. Propel forward horizontally using Great Leap.

Reference

Draw/Prep weapon = weapon's speed

Initiate Grapple: Avg

Melee, then Str/Agil check
One handed: -2

Escaping Grapple: VF

-4 on check if taken dmg that rd

Falling >5m, 1d8 dmg

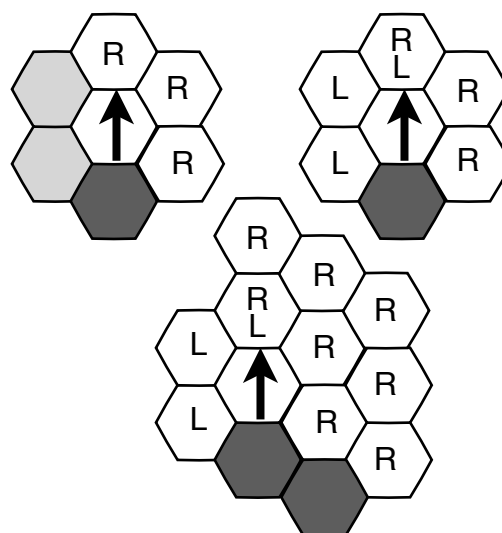
per 1m Acro check fails by;
Into water/etc, shock instead;
Onto person, split damage.

Climbing, Jumping charts pg25

Falling Acrobatics chart pg26

Finding Directions, Food/Water chart pg29

Charm checks/penalties charts pg32



1m	2m	3m	4m	5m
VF	F	Avg	S	VS
5	6	7	8	9

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Inventory and Notes