3. Ahmad - Travelng Poet

"I should have listened to my wives, may the Gods protect them in my absence, and never left home for this barbarous land!"



Ahmad traveled a long way to reach the Old Kingdom, spurred by his thirst for knowledge. A cultured courtier, he intended to stay only for a few months. Unfortunately for him, the arrival of the Necromancers prevented his return. He is a stranger in a strange land, but he didn't hesitate to side with the living when the dead rose from their graves.

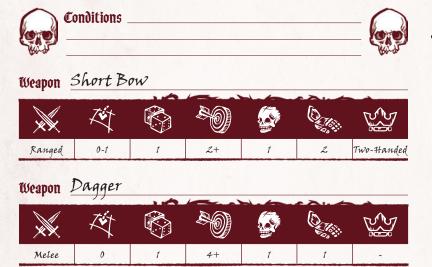


Starting Shills:

- **1. Hoard** Your Sack slot can carry up to 9 items (instead of 6).
- **2.** Lucky For each Action you take, you may choose to roll all dice again. The new result replaces the previous one.
- **3.** Low Profile You never cause Trouble when using your Favored Actions (ignore all Zombie Heads). Additionally, you may roll SNEAK instead of STUNT to Disengage.
- **4. Precision** Subtract 1 point from the Accuracy of each weapon or Combat spell you use (a 5+ becomes a 4+, and so on). Already accounted in the Survivor's folio



| | è. | Muscle Z | Brains 3 | Guts 1 |
|---|--------------|-------------|-------------|-----------|
| 1 | Athletics 🚺 | STUNT | SNEAK | ENDURE |
| - | Attitude 🐬 | CONVINCE | LORE | HEARTEN+I |
| | Combat 🍣 | FIGHT | ѕноот | DEFEND |
| 1 | Magic 🥏 | CAST | SENSE | WARD |
| | Perception 🐬 | SPOT | RUMORS | SCOUT |
| 4 | Survival 🍣 | SCAVENGE | CRAFT | THIEVERY |



| Stills | Fervor |
|-------------|--------|
| Hoard | |
| Lucky | |
| | |
| Low Profile | |
| | |
| Precision | |
| 3 | |
| 3 | |
| | 1 |

| Gear | | | | |
|--------|--------|--|--|--|
| HAND 1 | SACK 1 | | | |
| HAND 2 | SACK 2 | | | |
| BODY 1 | SACK 3 | | | |
| BODY 2 | SACK 4 | | | |
| BODY 3 | SACK 5 | | | |
| BODY 4 | SACK 6 | | | |

