

3. Ahmad - Traveling 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 Skills:

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

Name

Armad

Occupation

Traveling Poet

Looks

Dressed in foreign silk, winning smile

Level/XP



Armor

Hit Points

3

Strain

1

2

3

Fatigue

1

2

3

	Muscle 2	Brains 3	Guts 1
Athletics 1	STUNT	SNEAK	ENDURE
Attitude 3	CONVINCE	LORE	HEARTEN+1
Combat 2	FIGHT	SHOOT	DEFEND
Magic 2	CAST	SENSE	WARD
Perception 3	SPOT	RUMORS	SCOUT
Survival 2	SCAVENGE	CRAFT	THIEVERY

Skills

Hoard

Lucky

Low Profile

Precision

Fervor

1

2

3

4

5

6

7

8

Conditions

Weapon

Short Bow

Ranged

0-1

1

2+

1

2

Two-Handed

Weapon

Dagger

Melee

0

1

4+

1

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