Scheherazade

THE ONE THOUSAND AND ONE NIGHTS RPG

Pregenerated Characters
Aliyaya the Blue
Aliyaya the Blue

A holy swordswoman devoted to God

NAME

ATTRIBUTES

POWER

PRECISION

COURAGE

CAUTION

PASSION

REASON

SECONDARY ATTRIBUTES

LIFE

MOON

ENERGY

GEAR & NOTES

+ Dervish Sword [Vicious]

+ Blue Dervish Vest

+ Mother’s Earrings

UNIQUE GIFT & SPELLS

Blade of the Almighty [1x1] – Technique
Until she is wearing no armor, she always uses PAS when fighting with a sword.

RESOURCES

EXPERIENCE
Abbas
Abbas

Supernatural monster Hunter

ATTRIBUTES

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SECONDARY ATTRIBUTES

GEAR & NOTES

* Ghul Hunter Dagger [LETHAL] against undead and supernatural monsters
* White Vest
* Prayer Beads

UNIQUE GIFT & SPELLS

Armor of Faith [1x1] - Special
Until his faith is strong, his white vest reduces by 2 any damage from supernatural attacks.

Spell - Holy Word
The caster says aloud one of the secrets name of God, which supernatural creatures cannot stand. It is a COU+REA attack, affecting only supernatural beings. Extra successes deal both Damage and Hinder.

Spell - Revelation
Allows seeing the true form of a creature, and dissipates any form of illusion.
Semir
Semir

A young street rat

ATTRIBUTES

POWER
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COURAGE
CAUTION
PASSION
REASON

SECONDARY ATTRIBUTES

GEAR & NOTES

+ Dirty cloak [Vicious]
+ Sling [Ranged, Small]
+ Old nail (used to pick locks)

UNIQUE GIFT & SPELLS

Rat Ways [1x1] - Mastery
When sneaking, climbing, pickpocketing and performing other thieving activities, Semir can decide to avoid rolling and take half the dice he should have rolled in Successes.
Farah from the Stone Clan
Farah from the Stone Clan

A stubborn hunter, very loyal to her tribe

ATTRIBUTES

POWER 🌟🌟🌟🌟🌟
COURAGE 🌟🌟🌟🌟
PASSION 🌟🌟🌟🌟

PRECISION 🌟🌟🌟🌟🌟
CAUTION 🌟🌟🌟🌟
REASON 🌟🌟🌟🌟

SECONDARY ATTRIBUTES

LIFE 🌟🌟🌟🌟🌟
MOON 🌟🌟🌟🌟
ENERGY 🌟🌟🌟🌟

GEAR & NOTES

+ Bow [DANGEROUS, TWO HANDS, RANGED]
+ Dagger
+ Rope

UNIQUE GIFT & SPELLS

Eagle Eye [1x1] - Knack
Whenever she shoots with a bow, she can reduce by 1 point the result of a die to give +1 to another die.

RESOURCES 🌟🌟🌟🌟🌟
EXPERIENCE 🌟🌟🌟🌟

Huntress of the Desert

CONCEPT 🌟🌟🌟

STATUS
Prince Rostam
Prince Rostam

A bold and spirited warrior prince

**NAME**

**DESCRIPTION**

**ATTRIBUTES**

- POWER
  - [3] Family Sword [DANGEROUS]
  - [1] Riveted Armor [PROTECTION 1]
  - [2] Precious Gem

- COURAGE

- PASSION

- CAUTION

- REASON

**SECONDARY ATTRIBUTES**

- Life: 5
- Moon: 3

**GEAR & NOTES**

- Family Sword [DANGEROUS]
- Riveted Armor [PROTECTION 1]
- Precious Gem

**UNIQUE GIFT & SPELLS**

Master Swordsman [1x1] - Mastery
When fighting with a sword, he can take half the number of dice in Successes without rolling.
Jamal
**Jamal**

**NAME**

**Insatiable traveler, always in a “lucrative” business**

**DESCRIPTION**

**ATTRIBUTES**

- **POWER**
  - ![Heart](Heart.png)
  - ![Heart](Heart.png)
  - ![Heart](Heart.png)
  - ![Heart](Heart.png)
  - ![Heart](Heart.png)

- **PRECISION**
  - ![Star](Star.png)
  - ![Star](Star.png)
  - ![Star](Star.png)
  - ![Star](Star.png)
  - ![Star](Star.png)

- **COURAGE**
  - ![Heart](Heart.png)
  - ![Heart](Heart.png)
  - ![Heart](Heart.png)
  - ![Star](Star.png)
  - ![Star](Star.png)

- **CAUTION**
  - ![Heart](Heart.png)
  - ![Heart](Heart.png)
  - ![Star](Star.png)
  - ![Star](Star.png)
  - ![Star](Star.png)

- **PASSION**
  - ![Star](Star.png)
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  - ![Star](Star.png)
  - ![Star](Star.png)

- **REASON**
  - ![Star](Star.png)
  - ![Star](Star.png)
  - ![Star](Star.png)

**SECONDARY ATTRIBUTES**

- **LIFE** ![Heart](Heart.png)
- **MOON**
- **ENERGY** ![Star](Star.png)

**GEAR & NOTES**

- **Scimitar**
- **Turban**
- **Old Scroll** [It should point to a great treasure. Nobody knows if it is true, but if studied, once per session it reduces by -1 the Lvl of one lore-related action.]

**UNIQUE GIFT & SPELLS**

- **Little Quarad [1x1] – Ally**
  
  A small intelligent monkey, a Lvl 1 Ally, skilled in taunting, robbing things and making mess.
Armeen & Muz
Armeen

A young and curious caravan rider

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**ATTRIBUTES**

<table>
<thead>
<tr>
<th>POWER</th>
<th>PRECISION</th>
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<tbody>
<tr>
<td>❤❤❤❤</td>
<td>★★★</td>
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**SECONDARY ATTRIBUTES**

- **LIFE**
- **MOON**
- **ENERGY**

- **GEAR & NOTES**
  - + Whip [ENTANGLING]
  - + Dagger [SMALL]
  - + Waterskin [Recover 2 Life, single use]

- **UNIQUE GIFT & SPELLS**
  - Muz [1x1] – Ally
    Armeen’s trusty dromedar, his lifelong friend. LvL 1 Ally skilled in riding, social interaction and noticing things. Very fond of banana.
Ramath
Ramath

NAME

A fakir and snake charmer looking for illumination

DESCRIPTION

ATTRIBUTES

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CAUTION

PASSION

REASON

SECONDARY ATTRIBUTES

LIFE

MOON

ENERGY

GEAR & NOTES

+ Flute

+ Turban

+ Ancient Amulet

UNIQUE GIFT & SPells

Deep Concentration [1x1] – Effort
When he casts a spell using his flute, can spend one Life to roll two extra dice or to prolong the spell’s effect.

Animate Object
Animate items spending a variable amount of Energy (1= small, 2=medium, 3=large) at the sound of the flute. They can attack (REA+PRE) and defend (REA+CAU).

Snake Charm
Can charm snakes and ophidians with his music.
<table>
<thead>
<tr>
<th>TYPE</th>
<th>KEYWORD EFFECT</th>
</tr>
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<tbody>
<tr>
<td><strong>GENERAL KEYWORDS</strong></td>
<td></td>
</tr>
<tr>
<td>Dangerous</td>
<td>6: +1 damage</td>
</tr>
<tr>
<td>Example</td>
<td>A dangerous dagger deals +1 damage if the user rolls a 6</td>
</tr>
<tr>
<td>Entangling</td>
<td>This weapon deals +1 Hinder if it successfully hits the victim.</td>
</tr>
<tr>
<td>Example</td>
<td>A whip is an entangling weapon</td>
</tr>
<tr>
<td>Lethal</td>
<td>The weapon deals +1 damage against a particular enemy or under a particular condition.</td>
</tr>
<tr>
<td>Example</td>
<td>A thrice blessed sword deals +1 damage against undead.</td>
</tr>
<tr>
<td>Ranged X</td>
<td>You can attack enemies up to 3 Zones away.</td>
</tr>
<tr>
<td>Example</td>
<td>A bow can hit enemies 3 Zones away.</td>
</tr>
<tr>
<td>Small</td>
<td><strong>Melee weapons</strong>: +1 Difficulty against enemies armed with larger weapons, but -1 Difficulty in Narrow Zones (ask the GM).</td>
</tr>
<tr>
<td></td>
<td><strong>Ranged weapons</strong>: +1 Difficulty against enemies farther than 2 Zones away.</td>
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<td></td>
<td>Small weapons can be concealed.</td>
</tr>
<tr>
<td>Example</td>
<td>A dagger is a small weapon.</td>
</tr>
<tr>
<td>Tool</td>
<td>A tool is a specific item for a specific task (not combat). It gives -1 to the Difficulty of the task, plus another -1 if at least one 6 is rolled.</td>
</tr>
<tr>
<td>Example</td>
<td>A lock pick lowers by 1 the Difficulty of picking locks, lowering the Difficulty by -2 if at least a 6 is rolled.</td>
</tr>
<tr>
<td>Two Handed</td>
<td>The weapon requires two hands to be used, preventing the use of a shield.</td>
</tr>
<tr>
<td>Example</td>
<td>A bow requires two hands to be used</td>
</tr>
<tr>
<td>Vicious</td>
<td>6: the opponent suffers 1 damage at the beginning of their turn due to bleeding or other similar effect until their wounds are tended (LvL 2). Only if the enemy is vulnerable to that effect.</td>
</tr>
<tr>
<td>Example</td>
<td>A razor-sharp axe can cause bleeding wounds (1 damage per turn) if the user scores a 6.</td>
</tr>
<tr>
<td>Protection 1</td>
<td>6: reduce by one the damage suffered.</td>
</tr>
<tr>
<td>Example</td>
<td>A suit of leather armor reduces by 1 the damage suffered, if the user rolls at least one 6.</td>
</tr>
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