

# OLD GODS OF APPALACHIA™

## ADVANCEMENT



**INCREASE CAPABILITIES**  
+4 points into stat Pools



**MOVE TOWARD PERFECTION**  
+1 to the Edge of your choice



**EXTRA EFFORT**  
+1 into Effort



**SKILL TRAINING**  
Train in a skill or specialize in a trained skill



**OTHER**  
Refer to Book: *Old Gods of Appalachia*  
See page 166

IS A **NAME** WHO  
**DESCRIPTOR** **TYPE**

**FOCUS**

Tier

Effort

XP

**MIGHT**

**SPEED**

**INTELLECT**

Pool

Edge

Pool

Edge

Pool

Edge

## RECOVERY ROLLS

1d6+

☐ 1 action ☐ 1 hour

☐ 10 min ☐ 10 hours

## DAMAGE TRACK



**IMPAIRED**

+1 Effort per level  
Ignore minor and major effect results on rolls



**DEBILITATED**

Can move only an immediate distance  
Cannot move if Speed Pool is 0

Combat roll of 17-20 deals only +1 damage

## SKILLS

T = trained, S = specialized, I = inability Pool T S I

## SPECIAL ABILITIES

## ATTACKS

EASED/  
HINDERED DAMAGE

## CYPHERS

Cypher Limit

## EQUIPMENT

Armor Details and Speed Effort Cost

Armor



BACKGROUND

NOTES

PORTRAIT

CHARACTER ARCS