



ARRATA

VER 0.4 - FRONT

NAME:
STOCK:

PLAYER:
ROLE:

QUIRKS

STATS

ETHOS

PATHOS

LOGOS

WILL

PERCEPTION

CONSCIOUS

SPECIAL

ARMOR

POWER

SPEED

FORTE

INJURIES IMPOSE -1 TO ALL STATS AND SKILLS | -1 FORTE IS DEATH

INJURIES

THE SICKNESS

SKILLS

ROOT

SKILL CHECKS

ROOT

SKILL CHECKS

CONSCIOUS

ALCHEMY

WILL/PER

ANIMALS

PER/FORTE

ARCHERY

SPEED/FORTE

ATHLETICS

POWER/SPEED

BLADE

POWER

BLUDGEON

POWER/FORTE

BRAWLING

WILL/CONSCIOUS

COOKING

WILL/CONSCIOUS

CRAFTING

PERCEPTION

CROSSBOW

CONSCIOUS

FAITH

PERCEPTION

FIREARMS

PER/CON

GAMBLING

PER/CON

INSIGHT

INTIMIDATION

INVESTIGATION

LORE

MEDICINE

NATURE

PERSUASION

POLEARMS

SMITHING

SORCERY

STEALTH

SURVIVAL

THIEVERY

THROWING

TRANSPORT

QUIRK POOL

1)	1)	1)
2)	2)	2)
3)	3)	3)
4)	4)	4)
5)	5)	5)
6)	6)	6)

CHALLENGES COMPLETE

INTUITION POINTS

SPENDING INTUITION POINTS

LUCK - SPEND ONE OF ANY RELEVANT CATEGORY TO GAIN ADVANTAGE ON A ROLL.

TIFECTA - SPEND ONE OF EACH CATEGORY TO DOUBLE THE DICE BEING ROLLED.

HINDSIGHT - SPEND ONE OF ANY CATEGORY WITH 2 * A SKILL'S QUANTITY IN CHECKS TO LEVEL THE SKILL UP.

ARGOS



INVENTORY

NOTES

WEAPONS

MELEE		NAME	ADD	AP
		FIST	3	0
RANGED		NAME	RANGE	ADD

ARCANE EFFECTS

EFFECT BY	DESCRIPTION	OB PER
AMOUNT	1/2 WILL'S QUANTITY. USE SUM AS MIDI AND ROLL A DoF FOR EFFECT'S VALUE.	+1
DISTANCE	WILL'S QUANTITY IN RELATIVE DISTANCE.	+1
LEVEL	EACH LEVEL OF THE TASK'S OB.	+1½
MASS	WILL'S QUANTITY * 10. (LBS)	+1
TARGETS	EVERY INDIVIDUAL THAT IS BEING TARGETED BY THE SPELL. (NOT AREA)	+1

SPECIAL MODIFERS

IER	DESCRIPTION	OB	ELEMENT	UNDERSTOOD
RATION	SUSTAINS THE SPELL, NO MOVEMENT OR ACTIONS.	OB/2 PER ROUND	ANIMUS	○
ITION	THE SPELL'S EFFECT LASTS FOR A SHORT TIME.	+1 PER ROUND	COLD	○
NENT	THE SPELL'S EFFECT REMAINS FOREVER.	+3	EARTH	○
ATION	COMBINE SEVERAL IMPETI OR ELEMENTS IN A SPELL.	+1 PERMUTATION	FORCE	○
CAST	CAST THE SPELL TWICE AS FAST.	+2	HEAT	○
			LIFE	○
			LIGHTNING	○
			LIGHT	○
			SOUND	○
			WATER	○

ARCANA

ARCANE IMPETUS

IMPETUS	DESCRIPTION	OB	SICKNESS
INFLUENCE	DIRECT AN ELEMENT TO COMMUNICATE AN IDEA.	+0	+0
CONTROL	DIRECT AN ELEMENT TO DO A TASK.	+2	+1
CREATE	MANIFEST AN ELEMENT PERMANENTLY.	+2	+2
DESTROY	MANIFEST AN ELEMENT CHAOTICALLY.	+1	+1
ENCHANT	MODIFY THE WORLD WITH AN ELEMENT.	+2	+2
UNLEASH	LET FORTH ALL OF YOUR WILL.	+2	+3

ARCANE MANIFESTATIONS

MANIFESTATION	DESCRIPTION	OB	RANGE	DISTANCE	OB
PROJECTILE	THE MAGIC MANIFESTS FROM THE CASTER TO A TARGET.	+1	CLOSE	1 - 15ft	+0
TOUCH	THE MAGIC MANIFESTS FROM THE CASTOR'S CONTACT. NO DISTANCE.	+0	MEDIUM	16 - 30ft	+1
TELEPATHIC	THE MAGIC MANIFESTS OVER A DISTANCE, MIND-TO-MIND.	+2	LONG	31 - 60ft	+2
TELEKINETIC	THE MAGIC MANIFESTS A DISTANCE FROM THE CASTOR.	+2	EXTREME	61 - 150ft	+3
AURA	THE MAGIC MANIFESTS IN THE ENVIRONMENT. AREA * 3.	+3	AREA	DIAMETER	OB
			SMALL	10ft	+1
			MEDIUM	15ft	+2
			LARGE	25ft	+3
			EXTREME	30ft	+4

TARGETED BY
SPECIAL MODIFERS

ODIFIER	DESCRIPTION	OB	ELEMENT	UNDERSTOOD
ENTRATION	SUSTAINS THE SPELL, NO MOVEMENT OR ACTIONS.	OB/2 PER ROUND	ANIMUS	O
URATION	THE SPELL'S EFFECT LASTS FOR A SHORT TIME.	+1 PER ROUND	COLD	O
PERMANENT	THE SPELL'S EFFECT REMAINS FOREVER.	+3	EARTH	O
MUTATION	COMBINE SEVERAL IMPETI OR ELEMENTS IN A SPELL.	+1 PER PERMUTATION	FORCE	O
ICK CAST	CAST THE SPELL TWICE AS FAST.	+2	HEAT	O
			LIFE	O
			LIGHTNING	O
			LIGHT	O
			SOUND	O
			WATER	O

MAKE SURE TO ADD THE SICKNESS!