

FORTITUDE

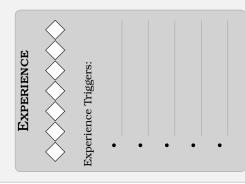
HEALTH

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE:



NOURISHMENT

Doing Nourishing activities restores Fortitude

Nourishment Triggers:

- SLEEPING (1/DAY)
- EATING (2/DAY)

- LEVEL of damage taken. If you have already taken that level of damage, instead place a unmber of marks into the next auxilable box equal to the harm level. When you have accumulated 5 marks in the box, it is considered full. Health is restored through healing magic, potions, medical You lose health by taking HARM. Fill in boxes equal to the attention, or simple rest.

FORTITUDE

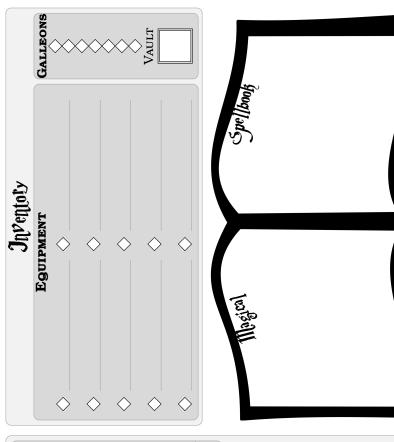
- You can expend fortitude to:
 Gain one automatic success (a roll of 12) on a check
 Get an extra action in a round of combat
- Cast magic one level higher than your current AFFINITY.
 Ignore all penalties due to injury for a short period of time (1 turn)
 - Negate a CATASTROPHIC FAILURE

ASpects

CHARM

FITNESS

Fortitude is restored by completing nourishing actions.



BURNED OUT

CONDITION

CRITICAL

EXHAUSTED

DRAINED

Tired

INJURED (-3D) WOUNDED (-4D) MANGLED (-5D)

PUSHING IT

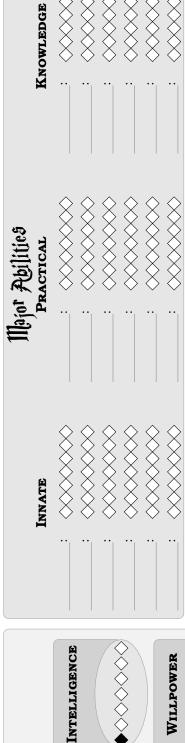
WEARY AWAKE

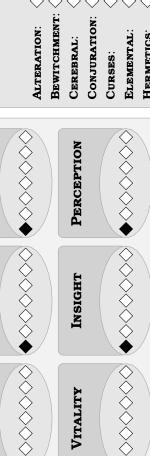
> (-1p) (-2D)

BRUISED

SORE

HURT





WILLPOWER

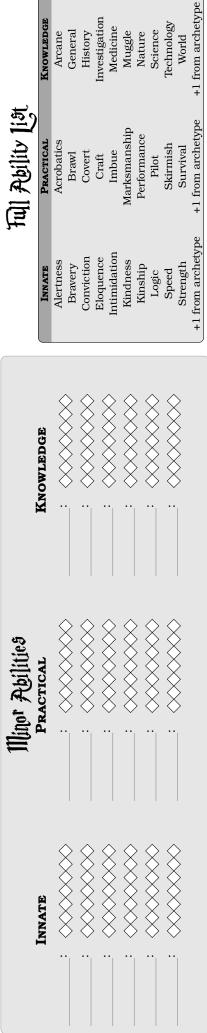
DECEPTION

PRECISION

	Magical :	Magical Affinities		and the second
TERATION:		HEXES:	\$	BLOCK:
WITCHMENT: <	WITCHMENT:	KINESIS:	\$ \$ \$	Dodge:
REBRAL:	\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	OCCULTISM:	\$\times_{\time	ENDURE:
NJURATION:	\$\times_{\time	Psionics:	\$\times_{\time	Authont Ctat
RSES:	\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	TEMPORAL:	\$\times_{\time	
EMENTAL:	\$\times_{\time	WARDING:	\$\times_{\time	
D WELLOS.		NECEOWANCE.	VECEDIMANCE.	

Current Status

Defence



Carried Items

म्पी Spell धि

Character Progression

= 10 + 4 for each previous purchase = 7 + Current number of feats = 2x new attribute score = 1 + New Ability score $= 3 \times \text{new affinity score}$ = New Ability score Exp Cost Ability Increase Affinity Rating Increase Major Ability Rating Gain New Feat Increase Health or Fortitude Increase Aspect Rating Increase Minor Ability Rating Swap Major and Minor Ability

Stored Items

Potion Making					
Ingredient Pouch			Successful Recipes + Potion Notes		
Abundant:	Always on hand	Harvested Ingredients			
COMMON: 20 samples = %1		II of few Oil solvitte			
SINGULAR: 10 samples = %1					
UNUSUAL: 3 samples = %1					
RARE: 1 sample = \$1					
Extraordinary: 1 sample = %3					
MYTHICAL: 1 sample = \$10+					