

FORTITUDE

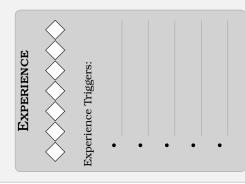
HEALTH

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

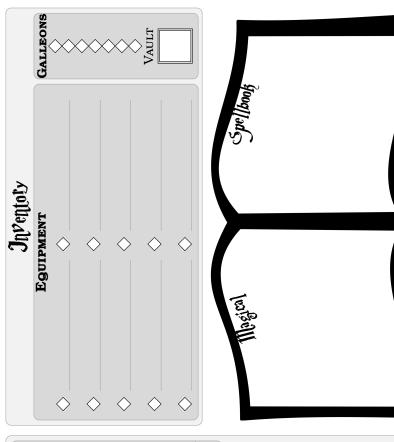
- You can expend fortitude to:
 Gain one automatic success (a roll of 12) on a check
 Get an extra action in a round of combat
- Cast magic one level higher than your current AFFINITY.
 Ignore all penalties due to injury for a short period of time (1 turn)
 - Negate a CATASTROPHIC FAILURE

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

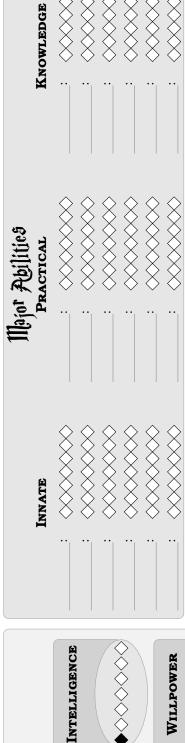
WEARY AWAKE

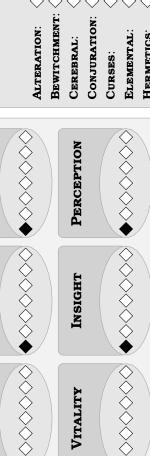
> (-1p) (-2D)

BRUISED

SORE

HURT





WILLPOWER

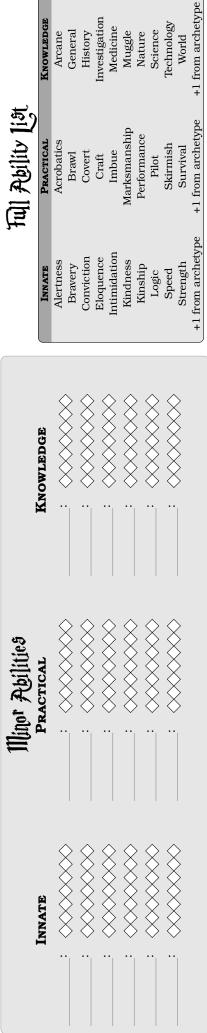
DECEPTION

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:	\$\\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\	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

Artificing

Artificing is the process whereby you can create new objects, both magical and mundane. More magical acts of creation (i.e. **Enchanting** and **Alchemy**) are governed by the Imbue ability, whilst less magical creation (**Crafting** or **Art**) uses the Craft ability.

By design, artificing is left open ended and beyond the scope of the rules to encompass. You must work directly with your GM to design the mechanics and properties of your creations.

After describing the type of object you wish to create, and the type and potency of any magical or physical effects the item possesses, the GM determines if the crafting is possible, and if so, the Difficulty and Complexity of the crafting. The Difficulty determines the DV, whilst the Complexity determines the number of successes required for the project to complete. Artificing checks are carried out after every 6 hours spent working on the project. When you meet the required number of successes, you gain the use of the item!

ARTIFICING DV TABLE:

		ARTIFICING ABILITY							
		1	2	3	4	5	6	7	
ITY	Abundant	8	7	6	5	4	3	2	
	Common	9	8	7	6	5	4	3	
AR.	Singular	10	9	8	7	6	5	4	
Item R	Unusual	11	10	9	8	7	6	5	
	Rare	-	11	10	9	8	7	6	
	Extraordinary	-	-	11	10	9	8	7	
	MYTHICAL	-	-	-	11	10	9	8	

Potion Making

Ingredient Pouch Always on hand ABUNDANT: Harvested Ingredients Common: 20 samples = @1 SINGULAR: 10 samples = \$1 Unusual: 3 samples = \mathbb{G}1 RARE: 1 sample = **®**1 EXTRAORDINARY: 1 sample = **\&3** MYTHICAL: 1 sample = \$\mathbf{9} 10+

Successful Recipes + Potion Notes

Enghanting

CONTROL RUNES

Used to determine what triggers the enchantment, and how the effect is controlled and manipulated.

- ANIMAX, the Sentience rune
- TABULUM, the Arcane rune
- \bigcirc $\overline{\bot}$ **IUXTA**, the Proximity rune
- $\bigcirc \overline{5}$ **MENTIS**, the MENTAL rune
- \nearrow $\overline{\mathbb{N}}$ **oculum**, the Visual rune
- \bigcirc **3** SALTO, the Movement rune
- SECULUM, the TIMED rune
- SESSIO, the Passive rune

DURATION RUNES

Used to determine how long the enchantment is active for, after being triggered. Shorter bursts produce more powerful effects, whilst longer durations have a more diluted power.

- \bigcirc $\overline{\pm}$ **displos**, the Instant rune
- $\rightarrow \frac{T}{}$ **VELOX**, the RAPID rune
- \bigcirc $\overline{\underline{X}}$ **LENTUS**, the Long rune
- $\rightarrow \overline{\mathbb{X}}$ **AETERNUM**, the ETERNAL rune

Enchantment Ritual

Enchanting allows you to use your imbue ability to infuse physical objects with magical effects. To enchant an item, you need Runic Tools, and an item to enchant. Then you must describe to the GM the effect you wish to create, and pick at least 3 runes (1 from each category), describing why they combine to produce your effect.

The GM uses the description to determine a difficulty (DV) and complexity (number of successes). Every 6 hours you may roll an Imbue check to add towards the project.

With an appropriate rune-tome, runes take 8-hours to memorise, -1 hour for each success on a DV7 Intelligence (Investigation) check.

DOMAIN RUNES

Used to determine the resonance of the magical NEXUS and tune it to magic from a specific school.

- \bigcirc **\overline{\triangleright} aevum**, the Temporal rune
- \bigcirc \triangle **animus**, the Cerebral rune
- \bigcirc **Y BASIORUM**, the HEXES rune
- \bigcirc $\overline{\mathbb{A}}$ **canto**, the Bewitchment rune
- \bigcirc \blacksquare **clypus**, the Warding rune
- \diamondsuit **T GENERO**, the Conjuration rune
- \bigcirc $\overline{\mathbb{L}}$ **lues**, the Necromancy rune
- MORBUS, the Curses rune
- \bigcirc **T MOTU**, the Kinesis rune
- \bigcirc **\boxed{3} muto**, the Alteration rune
- _____ increase representation rune
- PRIMUM, the Elemental rune
- igwedge **RITUS**, the Occultism rune
- SARCO, the HERMETICS rune
- \bigwedge $\overline{\lambda}$ **vinco**, the Psionics rune