

Character

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE :

EXPERIENCE

◆ ◆ ◆ ◆ ◆

Experience Triggers:

- _____
- _____
- _____
- _____
- _____

NOURISHMENT

Doing Nourishing activities restores **FORTITUDE**

Nourishment Triggers:

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

Inventory

EQUIPMENT

◆ _____

◆ _____

◆ _____

◆ _____

◆ _____

GALLEONS

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

VAULT

□

Magical

Spellbook

HEALTH
You lose health by taking HARM. Fill in boxes equal to the Level of damage taken. If you have already taken that level of damage, instead place a number of marks into the next available 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 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
- Fortitude is restored by completing nourishing actions.

Aspects

FITNESS

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

CHARM

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

INTELLIGENCE

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

PRECISION

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

DECEPTION

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

WILLPOWER

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

VITALITY

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

INSIGHT

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

PERCEPTION

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

Major Abilities

PRACTICAL

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KNOWLEDGE

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Magical Affinities

ALTERATION:

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HEXES:

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BEWITCHMENT:

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KINESIS:

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CEREBRAL:

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OCCULTISM:

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CONJURATION:

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PSIONICS:

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CURSES:

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TEMPORAL:

◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

ELEMENTAL:

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WARDING:

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HERMETICS:

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NECROMANCY:

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Defence

BLOCK: ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

DODGE: ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

ENDURE: ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

Current Status

Minor Abilities

INNATE	PRACTICAL	KNOWLEDGE
: : : : : : :	: : : : : : :	: : : : : : :
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Full Ability List

INNATE	PRACTICAL	KNOWLEDGE
Alertness Bravery Conviction Eloquence Intimidation Kindness Kinship Logic Speed Strength	Acrobatics Brawl Covert Craft Imbue Marksmanship Performance Pilot Skirmish Survival	Arcane General History Investigation Medicine Muggle Nature Science Technology World
+1 from archetype	+1 from archetype	+1 from archetype

Full Spell List

Carried Items

Character Progression

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

Stored Items

Feats & Abilities



Full Inventory

CARRIED ITEMS

STORED ITEMS

STORAGE LOCATION:

Magic & Spells

MEMORISED SPELLS

SPELLCASTING

You can cast any time you have your wand and are able to move and speak. Choose a spell that you have MEMORISED, and describe an effect you wish to manifest using that spell. The GM will determine the 'power level' of the casting (from 0, NIHIL to 7, SUMNUS). The DV of the casting is **8 + POWER LEVEL - AFFINITY**.

The minimum number of successes required depends on the target of the spell:

Range	Successes
SELF	1
WANDTIP	+1 per target
RANGED	+2 per target
MASS	+4 and up

Every spell has a BASE POWER equal to their POWER LEVEL. This is used to the strength of the spell (i.e. the damage dealt). Every additional success after the minimum number can be used to increase this power by 1 (OVERPOWER), increase the DV for resisting the spell (DEFY) by one, or increase the duration of a time-limited spell (EXTEND).

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						
ITEM RARITY		1	2	3	4	5	6	7
	ABUNDANT	8	7	6	5	4	3	2
	COMMON	9	8	7	6	5	4	3
	SINGULAR	10	9	8	7	6	5	4
	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

ABUNDANT: Always on hand

COMMON: 20 samples = £1

SINGULAR: 10 samples = £1

UNUSUAL: 3 samples = £1

RARE: 1 sample = £1

EXTRAORDINARY: 1 sample = £3

MYTHICAL: 1 sample = £10+

Harvested Ingredients

Mixing Potions

All magical and alchemical ingredients have innate properties. By choosing at least three ingredients with complimentary or magically significant properties, you may mix them together to produce a potion of some kind. Doing so requires a **ALCHEMICAL TOOLSET**, as well as having the necessary ingredients to hand. Describe to the GM the effects of the potion you wish to brew, and argue why your selected ingredients spin an alchemical narrative resulting in your design. The **RARITY** (i.e. the potency and level of effect) of a potion is almost always limited by the maximum **RARITY** of the ingredients used. Most potions are brewed in small batches of 1-3 samples, which are consumed when using them. You may brew larger batches by increasing the **COMPLEXITY**.

Ingredients

Ingredients can be harvested from magical creatures and plants throughout the world, and stored in your pouch. When purchasing ingredients you can buy them 'anonymously', deciding retroactively exactly what ingredient was purchased.

Enchanting

CONTROL RUNES

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

- ◆ **ANIMAX**, the SENTIENCE rune
- ◆ **FABULUM**, the ARCANES rune
- ◆ **IUXTA**, the PROXIMITY rune
- ◆ **MENTIS**, the MENTAL rune
- ◆ **OCULUM**, the VISUAL rune
- ◆ **SALTO**, the MOVEMENT rune
- ◆ **SECULUM**, the TIMED rune
- ◆ **SESSIO**, the PASSIVE rune
- ◆ **VOX**, the VOCAL 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.

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.

- ◆ **DISPLOS**, the INSTANT rune
- ◆ **VELOX**, the RAPID rune
- ◆ **LENTUS**, the LONG rune
- ◆ **AETERNUM**, the ETERNAL rune

DOMAIN RUNES

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

- ◆ **AEVUM**, the TEMPORAL rune
- ◆ **ANIMUS**, the CEREBRAL rune
- ◆ **BASIORUM**, the HEXES rune
- ◆ **CANTO**, the BEWITCHMENT rune
- ◆ **CLYPUS**, the WARDING rune
- ◆ **GENERO**, the CONJURATION rune
- ◆ **LUES**, the NECROMANCY rune
- ◆ **MORBUS**, the CURSES rune
- ◆ **MOTU**, the KINESIS rune
- ◆ **MUTO**, the ALTERATION rune
- ◆ **PRIMUM**, the ELEMENTAL rune
- ◆ **RITUS**, the OCCULTISM rune
- ◆ **SARCO**, the HERMETICS rune
- ◆ **VINCO**, the PSIONICS rune