

Character

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE :

EXPERIENCE

Experience Triggers:

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NOURISHMENT

Doing Nourishing activities restores **FORTITUDE**

Nourishment Triggers:

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

EQUIPMENT

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GALLEONS

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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

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INTELLIGENCE

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PRECISION

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DECEPTION

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WILLPOWER

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VITALITY

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INSIGHT

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PERCEPTION

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Major Abilities

PRACTICAL

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Magical Affinities

ALTERATION:

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BEWITCHMENT:

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CEREBRAL:

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CONJURATION:

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PSIONICS:

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NECROMANCY:

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Defence

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DODGE: ○ ○ ○ ○ ○ ○ ○ ○

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ENDURE: ○ ○ ○ ○ ○ ○ ○ ○

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Current Status

Minor Abilities

INNATE

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Full Ability List

INNATE

Alertness
Bravery
Conviction
Eloquence
Intimidation
Kindness
Kinship
Logic
Speed
Strength

+1 from archetype

PRACTICAL

Acrobatics
Brawl
Covert
Craft
Imbue
Marksmanship
Performance
Pilot
Skirmish
Survival

+1 from archetype

KNOWLEDGE

Arcane
General
History
Investigation
Medicine
Muggle
Nature
Science
Technology
World

+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

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

Successful Recipes + Potion Notes