

Character

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE :

EXPERIENCE

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Experience Triggers:

- _____
- _____
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- _____
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NOURISHMENT

Doing Nourishing activities restores **FORTITUDE**

Nourishment Triggers:

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

Inventory

EQUIPMENT

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GALLEONS

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VAULT

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Magical

Spellbook

HEALTH
You lose health by taking DAMAGE. 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 4 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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CHARM

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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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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:

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ELEMENTAL:

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WARDING:

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HEALING:

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NECROMANCY:

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Defence

BLOCK: ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

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DODGE: ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

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ENDURE: ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

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Current Status

Minor Abilities

INNATE

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PRACTICAL

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KNOWLEDGE

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Full Ability List

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

Full Spell List

Full Inventory

Character Tests and Abilities

Character Notes