Character

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE :

EXPERIENCE

Experience Triggers:

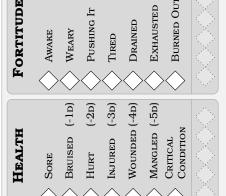- • • • • •

NOURISHMENT

Doing NOURISHING activities restores **FORTITUDE**

Nourishment Triggers:
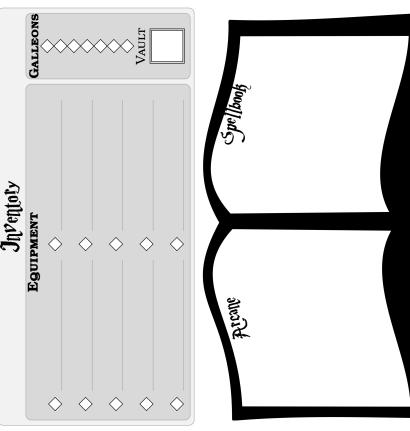
- • SLEEPING (1/DAY)
- • EATING (2/DAY)
- • • • •

Inventory

EQUIPMENT

Spellbook

Arcane

GALLEONS

VAULT

HEALTH

	SORE
	BRUISED (-1D)
	HURT (-2D)
	INJURED (-3D)
	WOUNDED (-4D)
	MANGLED (-5D)
	CRITICAL CONDITION

FORTITUDE

	AWAKE
	WEARY
	PUSHING IT
	TIRED
	DRAINED
	EXHAUSTED
	BURNED OUT

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.
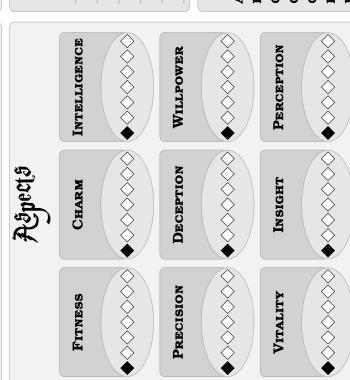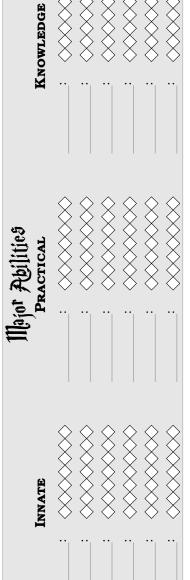
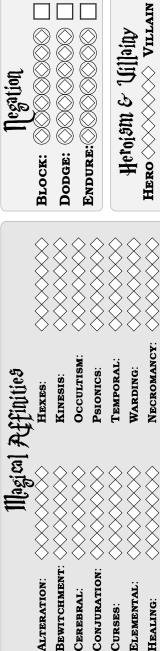## FORTITUDE

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.

Major Abilities

PRACTICAL

INNATE

KNOWLEDGE

Negation

BLOCK:

DODGE:

ENDURE:

Heroism & Villainy

HERO   VILLAIN

Magical Affinities

ALTERATION:

BEWITCHMENT:

CEREBRAL:

CONJURATION:

CURSES:

ELEMENTAL:

HEALING:

HEXES:

KINESIS:

OCCULTISM:

PSIONICS:

TEMPORAL:

WARDING:

NECROMANCY:

Aspects

FITNESS

CHARM

INTELLIGENCE

PRECISION

DECEPTION

WILLPOWER

VITALITY

INSIGHT

PERCEPTION

Status Effects

Minor Abilities

KNOWLEDGE

PRACTICAL

INNATE

Full Inventory

Full Spell List

Character Notes

Character Feats and Abilities