

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE:



Doing Nourishing activities NOURISHMENT

restores Fortitude

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

EXHAUSTED PUSHING IT DRAINED WEARY AWAKE TIRED (-1p) (-2D)INJURED (-3D) WOUNDED (-4D) MANGLED (-5D) CONDITION HEALTH BRUISED CRITICAL HURT SORE

FORTITUDE BURNED OUT

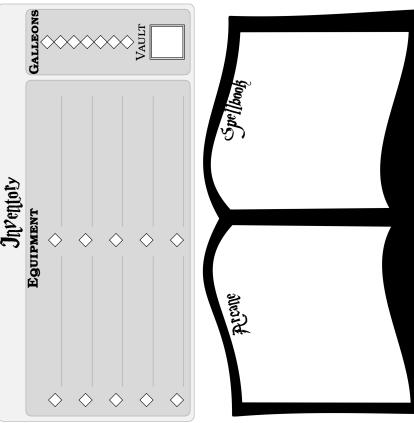
You lose health by taking DAMAGE. Fill in boxes equal to the level of damage, instead place a number of marks into the next available box equal to the harm level. When you have accumulated 4 marks in the box, it is considered full. Health is restored through healing magic, potions, medical LEVEL of damage taken. If you have already taken that attention, or simple rest.

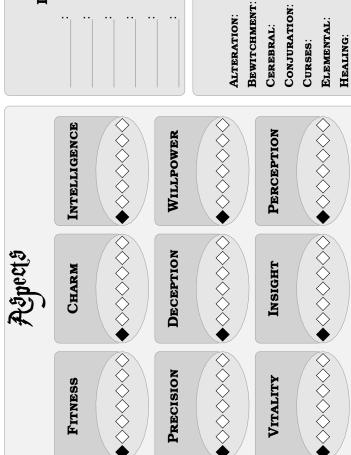
FORTITUDE

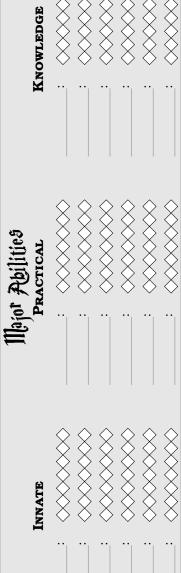
You can expend fortitude to:

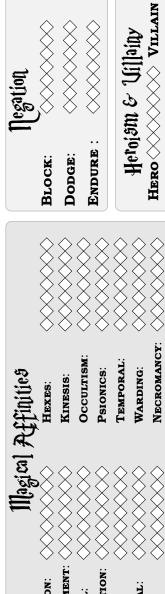
- Gain one automatic success (a roll of 12) on a check
 Get an extra action in a round of combat
- Cast magic one level higher than your current AFFINITY.
 Ignore all penalties due to injury for a short period of
- Negate a CATASTROPHIC FAILURE

Fortitude is restored by completing nourishing actions.









egation

Heroism & Uillain

