

Character

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE :

EXPERIENCE

Experience Triggers:

• _____

• _____

• _____

• _____

• _____

NOURISHMENT

Doing Nourishing activities restores **FORTITUDE**

Nourishment Triggers:

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

HEALTH	FORTITUDE
<input type="checkbox"/> SORE	<input type="checkbox"/> AWAKE
<input type="checkbox"/> BRUISED (-1d)	<input type="checkbox"/> WEARY
<input type="checkbox"/> HURT (-2d)	<input type="checkbox"/> PUSHING IT
<input type="checkbox"/> INJURED (-3d)	<input type="checkbox"/> TIRED
<input type="checkbox"/> WOUNDED (-4d)	<input type="checkbox"/> DRAINED
<input type="checkbox"/> MANGLED (-5d)	<input type="checkbox"/> EXHAUSTED
<input type="checkbox"/> CRITICAL CONDITION	<input type="checkbox"/> 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)

Fortitude is restored by completing nourishing actions.

Aspects

FITNESS

◆ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARM

◆ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

INTELLIGENCE

◆ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

PRECISION

◆ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DECEPTION

◆ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILLPOWER

◆ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VITALITY

◆ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

INSIGHT

◆ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

PERCEPTION

◆ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Inventory

EQUIPMENT

◆ _____

◆ _____

◆ _____

◆ _____

◆ _____

GALLEONS

◆ _____

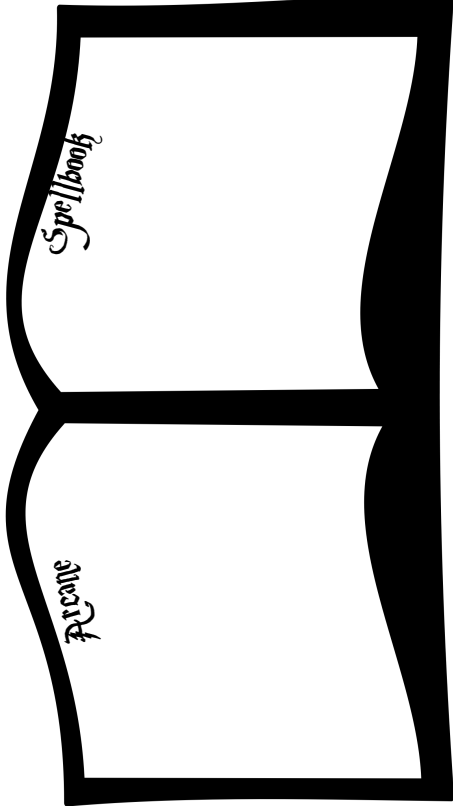
◆ _____

◆ _____

◆ _____

◆ _____

VAULT



Major Abilities

PRACTICAL

_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆

INNATE

_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆

KNOWLEDGE

_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆
_____ :	◆ ◆ ◆ ◆ ◆ ◆

Magical Affinities

ALTERATION:

◆ ◆ ◆ ◆ ◆ ◆

HEXES:

◆ ◆ ◆ ◆ ◆ ◆

BEWITCHMENT:

◆ ◆ ◆ ◆ ◆ ◆

KINESIS:

◆ ◆ ◆ ◆ ◆ ◆

CEREBRAL:

◆ ◆ ◆ ◆ ◆ ◆

OCCULTISM:

◆ ◆ ◆ ◆ ◆ ◆

CONJURATION:

◆ ◆ ◆ ◆ ◆ ◆

PSIONICS:

◆ ◆ ◆ ◆ ◆ ◆

CURSES:

◆ ◆ ◆ ◆ ◆ ◆

TEMPORAL:

◆ ◆ ◆ ◆ ◆ ◆

ELEMENTAL:

◆ ◆ ◆ ◆ ◆ ◆

WARDING:

◆ ◆ ◆ ◆ ◆ ◆

HEALING:

◆ ◆ ◆ ◆ ◆ ◆

NECROMANCY:

◆ ◆ ◆ ◆ ◆ ◆

Negation

BLOCK:

◆ ◆ ◆ ◆ ◆ ◆

DODGE:

◆ ◆ ◆ ◆ ◆ ◆

ENDURE :

◆ ◆ ◆ ◆ ◆ ◆

Heroism & Villainy

HERO ◆ ◆ ◆ ◆ ◆ ◆ VILLAIN

Minor Abilities

INNATE

_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇

PRACTICAL

_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇

KNOWLEDGE

_____	:	◇◇◇◇◇◇◇◇
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_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇
_____	:	◇◇◇◇◇◇◇◇

Status Effects

Full Spell List

Full Inventory

Character Tests and Abilities

Character Notes