

Character

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE :

EXPERIENCE

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Experience Triggers:

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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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STATUSES & FEATS

Affinities

ALTERATION:

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HEX:

◆ ◆ ◆ ◆ ◆

BEWITCHMENT:

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KINESIS:

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CEREBRAL:

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OCCULTISM:

◆ ◆ ◆ ◆ ◆

CONJURATION:

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PSIONICS:

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CURSES:

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TEMPORAL:

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ELEMENTAL:

◆ ◆ ◆ ◆ ◆

WARDING:

◆ ◆ ◆ ◆ ◆

HEALING:

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NECROMANCY:

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Respects

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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Abilities

PRACTICAL

ACROBATICS:

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ARCANE:

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BRAWL:

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GENERAL:

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COVERT:

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HISTORY:

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CRAFT:

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INVESTIGATION:

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IMBUE:

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MEDICINE:

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MARKSMANSHIP:

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MUGGLE:

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PERFORMANCE:

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NATURE:

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PILOT:

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SCIENCE:

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SKIRMISH:

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TECHNOLOGY:

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SURVIVAL:

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WORLD:

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