

# Character

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE :

## EXPERIENCE

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Experience Triggers:

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## NOURISHMENT

Doing Nourishing activities restores **FORTITUDE**

Nourishment Triggers:

- SLEEPING (1 / DAY)
- EATING (2 / DAY)
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

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

# Inventory

## EQUIPMENT

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◆ \_\_\_\_\_

◆ \_\_\_\_\_

◆ \_\_\_\_\_

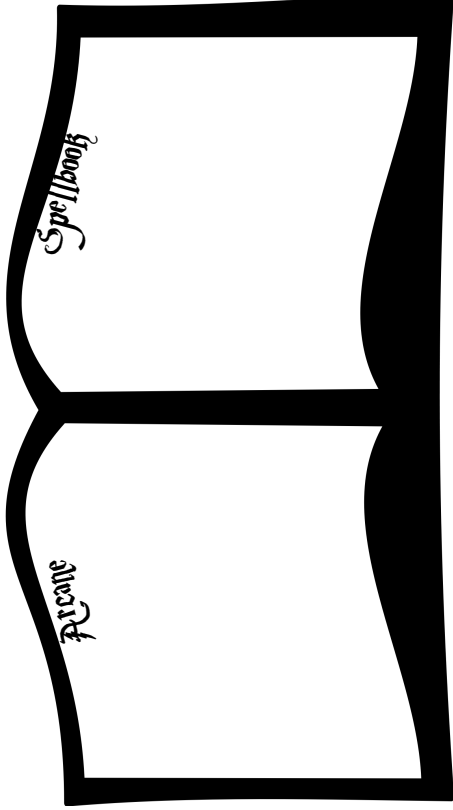
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## GALLEONS

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## VAULT

□



# Aspects

## FITNESS

◆ ◆ ◆ ◆ ◆

## CHARM

◆ ◆ ◆ ◆ ◆

## INTELLIGENCE

◆ ◆ ◆ ◆ ◆

## PRECISION

◆ ◆ ◆ ◆ ◆

## DECEPTION

◆ ◆ ◆ ◆ ◆

## WILLPOWER

◆ ◆ ◆ ◆ ◆

## VITALITY

◆ ◆ ◆ ◆ ◆

## INSIGHT

◆ ◆ ◆ ◆ ◆

## PERCEPTION

◆ ◆ ◆ ◆ ◆

# Major Abilities

## PRACTICAL

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\_\_\_\_\_ : ◆ ◆ ◆ ◆ ◆

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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:

◆ ◆ ◆ ◆ ◆

## HEALING:

◆ ◆ ◆ ◆ ◆

## NECROMANCY:

◆ ◆ ◆ ◆ ◆

# Negation

## BLOCK:

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## DODGE:

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## ENDURE :

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# Heroism & Villainy

HERO ◆ ◆ ◆ ◆ ◆ VILLAIN