

Character

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE :

EXPERIENCE

◆ ◆ ◆ ◆ ◆

Experience Triggers:

- OVERCOME OBSTACLE
- CHARACTER GROWTH
- _____
- _____

NOURISHMENT

Doing *NOURISHING* activities restores **FORTITUDE**

Nourishment Triggers:

- SLEEPING (1 / DAY)
- HOT MEAL (1 / DAY)
- _____
- _____

CURRENT STATUS

Inventory

EQUIPMENT

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GALLEONS

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VAULT

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EXPERIENCE

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Experience Triggers:

- OVERCOME OBSTACLE
- CHARACTER GROWTH
- _____
- _____

NOURISHMENT

Doing *NOURISHING* activities restores **FORTITUDE**

Nourishment Triggers:

- SLEEPING (1 / DAY)
- HOT MEAL (1 / DAY)
- _____
- _____

CURRENT STATUS

HEALTH

You lose health by taking HARM. 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 5 marks in the box, it is considered full. Health is restored through healing magic, potions, medical attention, or simple rest.

◆ SORE

◆ BRUISED (-1d)

◆ HURT (-2d)

◆ INJURED (-3d)

◆ WOUNDED (-4d)

◆ MANGLED (-5d)

◆ CRITICAL CONDITION

FORTITUDE

◆ AWAKE

◆ WEARY

◆ PUSHING IT

◆ TIRED

◆ DRAINED

◆ EXHAUSTED

◆ BURNED OUT

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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.

Magical

Spellbook

Aspects

FITNESS

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Major Abilities

PRACTICAL

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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:

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HERMETICS:

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NECROMANCY:

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Defence

BLOCK: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DODGE: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

ENDURE: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Movement Speeds

Minor Abilities

INNATE	PRACTICAL	KNOWLEDGE
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Full Ability List

INNATE	PRACTICAL	KNOWLEDGE
Alertness Bravery Conviction Eloquence Intimidation Kindness Kinship Logic Speed Strength	Acrobatics Brawl Covert Craft Imbue Marksmanship Performance Pilot Skirmish Survival	Arcane First Aid History Investigation Linguistics Muggle Nature Science Un-nature World
+1 from archetype	+1 from archetype	+1 from archetype

Character Background

Notes

Character Profession

Ability	Exp Cost
Increase Aspect Rating	= 2 × new attribute score
Increase Affinity Rating	= 3 × new affinity score
Increase Major Ability Rating	= New ABILITY score
Increase Minor Ability Rating	= 1 + New ABILITY score
Swap Major and Minor Ability	= 1 Exp
Gain New Feat	= 7 Exp
Increase Health or Fortitude	= 10 + 4 for each previous purchase

CHARACTER CREATION

At character creation, decide on a PERSONALITY, FAMILY and an ARCHETYPE. Then:

- **ASPECTS:** All start at 1 + plus bonuses, plus 8 free dots
- **ABILITIES:** Choose 5 major abilities: All start at 0 + bonuses, then rate IN-NATE/PRACTICAL/KNOWLEDGE, assigning 10, 5 and 3 dots to each field respectively
- **ARCHETYPE ABILITIES:** All start at 1 + 3 free dots
- **AFFINITIES:** Choose 2 fields for 2-dot rating, 5 fields for 1-dot rating. All others zero.

At creation, you should not exceed a 4 dot rating in any field.

COMBAT ACTIONS

During combat, you may take a full MOVEMENT on your turn, and either 1 MAJOR or two MINOR ACTIONS:

MAJOR ACTIONS: Make an ATTACK, Perform a COMBAT MANOEUVRE, cast a SPELL, Use an ITEM, prepare a Full-Round DEFENSE, Hide from sight, INTERACT with the creatures or the environment, or perform an additional MOVEMENT.

MINOR ACTIONS: Take STROCK, COMMUNICATE among allies, move again with HALF-MOVEMENT, use a SMALL ITEM, Reload your weapon, or BOLSTER DEFENCES

Artificing

ARTIFICING is the process whereby you can create new objects, both magical and mundane. More magical acts of creation (i.e. **ENCHANTING** and **ALCHEMY**) are governed by the **IMBUE** ability, whilst less magical creation (**CRAFTING** or **ART**) uses the **CRAFT** ability.

By design, artificing is left open ended and beyond the scope of the rules to encompass. You must work directly with your GM to design the mechanics and properties of your creations.

After describing the type of object you wish to create, and the type and potency of any magical or physical effects the item possesses, the GM determines if the crafting is possible, and if so, the Difficulty and Complexity of the crafting. The Difficulty determines the DV, whilst the Complexity determines the number of successes required for the project to complete. Artificing checks are carried out after every 6 hours spent working on the project. When you meet the required number of successes, you gain the use of the item.

The full artificing rules can be found on page 98 of the Core Rulebook.

ARTIFICING DV TABLE:

		ARTIFICING ABILITY						
		1	2	3	4	5	6	7
ITEM RARITY	ABUNDANT	8	7	6	5	4	3	2
	COMMON	9	8	7	6	5	4	3
	SINGULAR	10	9	8	7	6	5	4
	UNUSUAL	11	10	9	8	7	6	5
	RARE	-	11	10	9	8	7	6
	EXTRAORDINARY	-	-	11	10	9	8	7
	MYTHICAL	-	-	-	11	10	9	8

Potion Making

Ingredient Pouch

ABUNDANT: Always on hand

COMMON: 20 samples = £1

SINGULAR: 10 samples = £1

UNUSUAL: 3 samples = £1

RARE: 1 sample = £1

EXTRAORDINARY: 1 sample = £3

MYTHICAL: 1 sample = £10+

Harvested Ingredients

Mixing Potions

As described on page 100, all magical and alchemical ingredients have innate properties. By choosing at least three ingredients with complimentary or magically significant properties, you may mix them together to produce a potion of some kind.

Doing so requires a **ALCHEMICAL TOOLSET**, as well as having the necessary ingredients to hand. Describe to the GM the effects of the potion you wish to brew, and argue why your selected ingredients spin an alchemical narrative resulting in your design. The **RARITY** (i.e. the potency and level of effect) of a potion is almost always limited by the maximum **RARITY** of the ingredients used. Most potions are brewed in small batches of 1-3 samples, which are consumed when using them. You may brew larger batches by increasing the **COMPLEXITY**.

Ingredients

Ingredients can be harvested from magical creatures and plants throughout the world, and stored in your pouch. When purchasing ingredients you can buy them 'anonymously', deciding retroactively exactly what ingredient was purchased.

Enchanting

CONTROL RUNES

Used to determine what triggers the enchantment, and how the effect is controlled and manipulated.

- ◆ **ANIMAX**, the SENTIENCE rune
- ◆ **FABULUM**, the ARCANES rune
- ◆ **IUXTA**, the PROXIMITY rune
- ◆ **MENTIS**, the MENTAL rune
- ◆ **OCULUM**, the VISUAL rune
- ◆ **SALTO**, the MOVEMENT rune
- ◆ **SECULUM**, the TIMED rune
- ◆ **SESSIO**, the PASSIVE rune
- ◆ **VOX**, the VOCAL rune

Enchantment Ritual

ENCHANTING allows you to use your **IMBUE** ability to infuse physical objects with magical effects. To enchant an item, you need **RUNIC TOOLS**, and an item to enchant. Then you must describe to the GM the effect you wish to create, and pick at least 3 runes (1 from each category), describing why they combine to produce your effect.

The GM uses the description to determine a **DIFFICULTY** (DV) and **COMPLEXITY** (number of successes). Every 6 hours you may roll an **IMBUE** check to add towards the project.

With an appropriate rune-tome, runes take 8-hours to memorise, -1 hour for each success on a DV7 **INTELLIGENCE** (INVESTIGATION) check. More enchanting rules can be found on page 106.

DURATION RUNES

Used to determine how long the enchantment is active for, after being triggered. Shorter bursts produce more powerful effects, whilst longer durations have a more diluted power.

- ◆ **DISPLOS**, the INSTANT rune
- ◆ **VELOX**, the RAPID rune
- ◆ **LENTUS**, the LONG rune
- ◆ **AETERNUM**, the ETERNAL rune

DOMAIN RUNES

Used to determine the resonance of the magical **NEXUS** and tune it to magic from a specific school.

- ◆ **AEVUM**, the TEMPORAL rune
- ◆ **ANIMUS**, the CEREBRAL rune
- ◆ **BASIORUM**, the HEXES rune
- ◆ **CANTO**, the BEWITCHMENT rune
- ◆ **CLYPUS**, the WARDING rune
- ◆ **GENERO**, the CONJURATION rune
- ◆ **LUES**, the NECROMANCY rune
- ◆ **MORBUS**, the CURSES rune
- ◆ **MOTU**, the KINESIS rune
- ◆ **MUTO**, the ALTERATION rune
- ◆ **PRIMUM**, the ELEMENTAL rune
- ◆ **RITUS**, the OCCULTISM rune
- ◆ **SARCO**, the HERMETICS rune
- ◆ **VINCO**, the PSIONICS rune