

NAME:

FAMILY:

PERSONALITY:

## ARCHETYPE:



# NOURISHMENT

Doing Nourishing activities restores Fortitude

Nourishment Triggers:

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

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

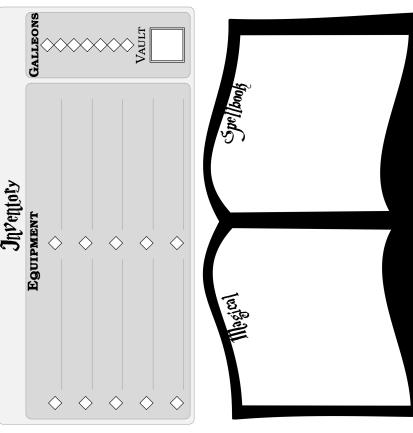
 $\Diamond$  $\Diamond$  $\Diamond$  $\Diamond$ FORTITUDE BURNED OUT

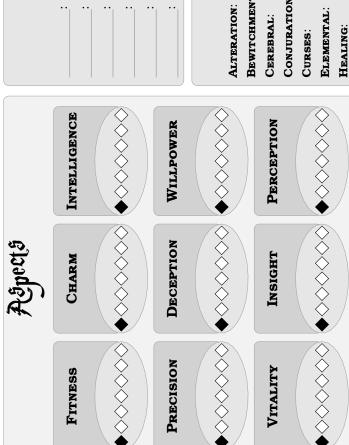
You lose health by taking DAMAGE. Fill in boxes equal to the LEVEL of damage taken. If you have already taken that level of damage, instead place a number of marks into the next available box equal to the harm level. When you have accumulated 4 marks in the box, it is considered full. Health is restored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

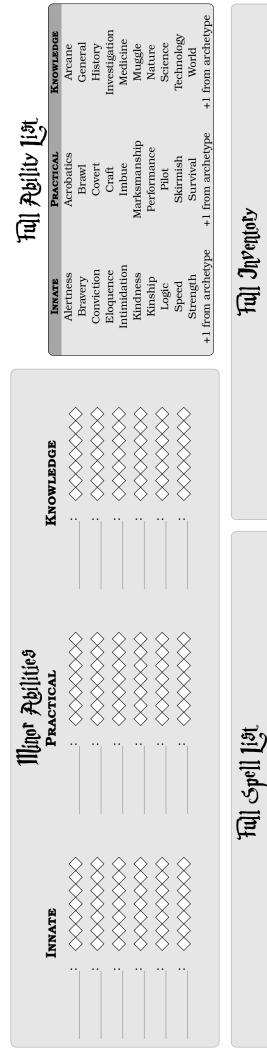
Fortitude is restored by completing nourishing actions. Negate a CATASTROPHIC FAILURE





Knowledge			
Major Abilities Practical			
Innate	\$	\$	

Defence	BLOCK: OCCO	Dodge:	ENDURE:	Authont Ltatus	Current Status					
	\$		\$	\$	\$	\$	\$			
Magical Affinities	HEXES:	KINESIS:	OCCULTISM:	Psionics:	TEMPORAL:	WARDING:	NECROMANCY:			
Magica]				\$						



Full Inventory

Character Feats and Abilities

Character Notes