# Circumstances

*Jasrica Chaudhry (she/her)*      *Iori*      *Mortal*

Character Name      Player Name      Tier

*Hume (Vivma), Far-Maha Yoljanian, burgundy skintones, vivid eyes*      *Short*

Background      Size

*Daughter of an Elder, Nagapujaka turned Yatumat magician, dark hair, full figure*      *Mature*

Foreground      Age

*Villager, Supplicant, Pupil, Student*

Lifepaths

## Abilities

| Mental | Rank | Score | Physical | Rank | Score |
|---|---|---|---|---|---|
| *Appeal* | Si | + 0 | *Endurance* | Br | + 2 |
| *Resolve* | Br | + 2 | *Finesse* | Br | + 1 |
| *Wits* | Br | + 1 | *Swiftness* | Br | + 1 |

## Capabilities

| Optional | Rank | Score |
|---|---|---|
| *Links* | Br | + 1 |
| *Vigilance* | Br | + 2 |
| | | + |

- Perform checks by adding the appropriate ability / capability score and any other bonuses to the result of a d20 roll.
- Up to four additional difficulty factors may be added to the target, including an opponent's ability score (if there is one).
- You pass the check if your total roll meets or exceeds the target; and auto-pass on a natural 20, or auto-miss on a 1.

CHECKS

## Special Attribute

*Elder Blood (Tn) – Able to conjure magic innately*

An asset, feature, or specialty that is uniquely yours

## General Attributes

*Compact of Solace (In), Magical Conduit (Gr),*
*Inherited Land (Mt)*

Assets

## Kith & Kin

| Name | Relation / Status |
|---|---|
| *Zaivalita (Academy Vaidya)* | Mentor |
| *Sush Ranesh (Fellow Student)* | Pining Lover |
| *Mrnati (Bright-tailed Nightjar)* | Familiar |

*Feisty Attitude (As), Seer (Tn), Near-sighted (Lm),*
*Melodramatic (As), Quick-Witted (Tn), Idealistic (As)*

Features

*Livestock (Ex), Library (Sc), Fire Magic (Kn)*

Specialties

## Jobs

| Job | lvl | Inherit | | Job | lvl | Inherit |
|---|---|---|---|---|---|---|
| *Shepherd* | 2 | End/Wit | | *Demonologist* | 1 | Res/Wit |
| exp ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | | | exp ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | |
| *Scullion* | 1 | End/Fin | | *Conjurer* | 4 | End/Res |
| exp ◆◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | | | exp ◆◆ ◆◆ ◆◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | |
| *Writer* | 2 | App/Res | | *Seer* | 3 | Res/Wit |
| exp ◆◆ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | | | exp ◆◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | |
| *Historian* | 2 | Res/Wit | | *Interpreter* | 0 | App/Res |
| exp ◆◆ ◆◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | | | exp ◆◆ ◆◆ ◆◆ ◆◆ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | |
| *Astrologer* | 3 | App/Wit | | | | |
| exp ◆◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | | | exp ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ | | |

- Perform tasks with a job by rolling D10's equal to the sum of it's lvl and inherited ability score, plus any aiding dice.
- The base success threshold (ST) is set by how appropriate your jury think the chosen job is to meet your agenda: 1 – 4.
- Then count your passes by looking for numbers rolled within the pass range (PR) of the inherited ability rank of the job:

| Bronze PR = 7-10 | Silver PR = 6-10 | Gold PR = 5-10 | Platinum PR = 4-10 |
|---|---|---|---|

- Any dice that fall out of their PR may be re-rolled by KISSing them: using kismet, insights, stunts or specialties.
- If your total passes meets or exceeds the ST, then you succeed; but if you fail, then you mark exp for the chosen job.

TASKS