Character Name

XP: 0

Profession   Culture

Tier: I - Rookie   Play

Attributes

Body	1		Wits	1		Spirit	1		Preser	1

Skills

Melee	0	___		Athletics	0	___		Command	0	___
Stealth	0	___		Survival	0	___		Skullduggery	0	___
Arcana	0	___		Lore	0	___		Insight	0	___
Medicine	0	___		Diplomacy	0	___		Tactics	0	___
Craft	0	___		Performance	0	___				

Talents

Talent Name: _____   Cost: _____ XP

Talent Name: _____   Cost: _____ XP

Talent Name: _____   Cost: _____ XP

Resources

Boons	0	★★★★★
Assets		
Followers		

Minor Assets (4 XP): _____

Standard Assets (8 XP): _____

Major Assets (12 XP): _____

Follower 1 (Cap ___): _____

Follower 2 (Cap __): _____

Follower 3 (Cap __): _____

Bonds

With _____**:**
"_____"

With _____**:**
"_____"

With _____**:**
"_____"

Background

Affinity: _____   **Archetype:** _____

Motivation: _____

Quirk: _____

 Story Notes:

_____

_____

_____

Character Name

Profession   Culture

Extended Background

The Final Straw: What event in Silkstrand led to exile?

_____
_____

Defining Moment: When was your first bond formed?

_____
_____

A Sliver of Hope: Why does Millhaven matter to you?

_____
_____

Personal Goals: What does this character want to achieve?

_____
_____
_____

Combat Reference

Making Rolls:

- Choose Attribute + Skill combination
- Roll d10s equal to total rating
- Count 6+ = 1 Success, 1 = 1 Complication Point (CP)

Position States:

- **Controlled:** Advantageous position, minor consequences
- **Risky:** Even odds, moderate consequences
- **Desperate:** Disadvantaged, severe consequences

Outcome Matrix:

Result	Success vs DV	Effect
Clean Success	$S \geq DV$, 0 CP	Intent achieved crisply
Success & Cost	$S \geq DV$, 1+ CP	Intent achieved, GM spends CP
Partial	$0 < S < DV$	Progress with fork
Miss	$S = 0$	No progress, GM spends CP, player earns a Boon

Resource Management

Boons (Max 5):

- ★Re-roll one die after seeing the pool
- ★Activate an Off-Screen Asset
- ★Convert 2 Boons → 1 XP (once per session)

Assets:

- Minor (4 XP): Safehouse, small shop
- Standard (8 XP): Noble title, guild section
- Major (12 XP): City license, fortress lease
- Free effect once per session
- Spend 1 Boon to reshape current scene

Followers:

- Cost = Cap^2 XP
- Assist bonus: up to min(Cap, relevant Skill), max +3 total
- Risk: 2+ CP can endanger assisting followers

Character Name

Profession   **Culture**

Experience Tracking

Earning XP:

- **Attendance:** +2 XP (just showing up)
- **Objectives Reached:** +2-4 XP (completing major goals)
- **Discoveries:** +1-2 XP (learning new things)
- **Hard Choices:** +1-2 XP (making difficult moral decisions)
- **Complication Spotlight:** +1-3 XP (embracing narrative twists)
- **Bond/Flag Driven Play:** +1-2 XP (engaging personal storylines)

Spending XP:

- **Attributes:** New rating $\times$ 3 XP (Downtime = new rating in days)
- **Skills:** New level $\times$ 2 XP (Downtime = new level in days)
- **Followers:** Cap^2 XP (Downtime = 1-3 days to recruit)
- **Assets:** Minor 4XP, Standard 8XP, Major 12XP

Character Tiers:

- **I - Rookie:** 0-40 XP
- **II - Seasoned:** 41-90 XP
- **III - Veteran:** 91-150 XP
- **IV - Paragon:** 151-220 XP
- **V - Mythic:** 221+ XP

Magic Reference

Casting Loop:

1. **Channel:** Roll Wits + Arcana
2. Each Success = 1 Potential
3. Each 1 = 1 CP immediately
4. **Weave:** Roll Wits + (Art)
5. Shapes Potential into effect
6. Backlash CP spent by GM

Backlash Severity:

- 1-2 CP: Minor nuisance or tell
- 3-4 CP: Noticeable setback
- 5+ CP: Major turn

Common Magical Arts: Pyromancy, Umbramancy, Stormcraft, Geomancy, Hydromancy, Vitalism, Thaumaturgy

Condition Tracks

Fatigue: _____/4 levels
On next roll, re-roll one success per level.

Harm: _____/3 levels
Minor (-): 1 CP next 2 rolls
Moderate (=): 1 CP next roll, -1 die
Severe (): 2 CP next roll, -2 dice
Critical (†): 3 CP next roll, out of action

Follower Conditions: Exposure: _____/2-4
Harm: _____/1-2

Quick Reference Notes

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Campaign Clocks

Supply Clock: _____/4 segments
Mandate Clock: _____/6 segments
Crisis Clock: _____/6 segments
Personal Clock: _____/6 segments