

## Attributes

Body	1	Wits	1	Spirit	1	Preser	1
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## Skills

<b>Melee</b>	0	___
<b>Stealth</b>	0	___
<b>Arcana</b>	0	___
<b>Medicine</b>	0	___
<b>Craft</b>	0	___

<b>Athletics</b>	0	___
<b>Survival</b>	0	___
<b>Lore</b>	0	___
<b>Diplomacy</b>	0	___
<b>Performance</b>	0	___

Command	0	—
Skullduggery	0	—
Insight	0	—
Tactics	0	—

## Talents

**Talent Name:** \_\_\_\_\_ **Cost:** \_\_\_\_\_ XP

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## 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:**

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## Extended Background

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

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**Defining Moment:** When was your first bond formed?

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

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**Personal Goals:** What does this character want to achieve?

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## 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

## 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 =  $\text{Cap}^2$  XP
- Assist bonus: up to  $\min(\text{Cap}, \text{relevant Skill})$ , max +3 total
- Risk: 2+ CP can endanger assisting followers

## 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 × 3 XP (Downtime = new rating in days)
- **Skills:** New level × 2 XP (Downtime = new level in days)
- **Followers:** Cap<sup>2</sup> 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

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## Campaign Clocks

**Supply Clock:** \_\_\_\_\_/4 segments

**Mandate Clock:** \_\_\_\_\_/6 segments

**Crisis Clock:** \_\_\_\_\_/6 segments

**Personal Clock:** \_\_\_\_\_/6 segments