

LAVIGNE FALLBRIGHT

Today you shall know the full extent of my suffering.

PRONOUNS: SHE/HER

1 ATTRIBUTES & STATUS EFFECTS

| | | | |
|-----------|-----|---------------------------------|-----------------------------------|
| DEXTERITY | d8 | <input type="checkbox"/> SLOW | <input type="checkbox"/> ENRAGED |
| INSIGHT | d6 | <input type="checkbox"/> DAZED | |
| MIGHT | d10 | <input type="checkbox"/> WEAK | <input type="checkbox"/> POISONED |
| WILLPOWER | d8 | <input type="checkbox"/> SHAKEN | |

2 TRAITS

IDENTITY: PRINCESS WITHOUT A KINGDOM

THEME: GUILT

ORIGIN: ARMORICA

There is something I cannot forgive myself for...

2 BONDS

| | | |
|--------------------------------------|-----------------------------------|------------------------------------|
| <input type="checkbox"/> Admiration | <input type="checkbox"/> Loyalty | <input type="checkbox"/> Affection |
| <input type="checkbox"/> Inferiority | <input type="checkbox"/> Mistrust | <input type="checkbox"/> Hatred |
| <input type="checkbox"/> Admiration | <input type="checkbox"/> Loyalty | <input type="checkbox"/> Affection |
| <input type="checkbox"/> Inferiority | <input type="checkbox"/> Mistrust | <input type="checkbox"/> Hatred |
| <input type="checkbox"/> Admiration | <input type="checkbox"/> Loyalty | <input type="checkbox"/> Affection |
| <input type="checkbox"/> Inferiority | <input type="checkbox"/> Mistrust | <input type="checkbox"/> Hatred |

3 FABULA POINTS

Gain 1 Fabula Point when you roll a **fumble** and whenever instructed by the scenario.




GLOSSARY

- ✦ **HR (High Roll):** The highest of the two numbers shown by the dice in a Check.
- ✦ **Fumble:** A Check where both dice rolled a 1.
- ✦ **Critical Success:** A Check where both dice rolled the same number, and that number is **6 or higher** (double 6, double 7, double 8, double 9, double 10, etc.).
- ✦ **Die Size:** The number of faces on a die. Ranked from minimum to maximum: **d6, d8, d10, d12**.
- ✦ **Vulnerability:** HP loss is doubled.
- ✦ **Resistance:** HP loss is halved (round down).

6 INVENTORY POINTS

MAX CURRENT

IP 6

-  **Remedy (3 IP):** One creature recovers **50 HP**.
-  **Elixir (3 IP):** One creature recovers **50 MP**.
-  **Tonic (2 IP):** One creature recovers from **one** status effect.

6 ZENIT

Starting zenit: 120

4 HIT POINTS & MIND POINTS

MAX CURRENT

HP 70

MP 45

5 INITIATIVE & DEFENSES

INITIATIVE MODIFIER: -3

DEFENSE: 11

MAGIC DEFENSE: 7

5 EQUIPMENT



Greatsword (melee): Accuracy Check **[DEX + MIG] +1**; deals **[HR + 10]** physical damage.



Runic Plate: Defense equal to **11** and Magic Defense equal to **Insight +1**; -3 to Initiative (already added).

5 SKILLS

ADRENALINE

As long as you have **35** Hit Points or less, your attacks deal 6 additional damage.

SHADOW STRIKE

During a conflict scene, if you have at least 6 Hit Points, you may use an action and spend 5 Hit Points to perform a **shadow strike**: you perform a normal attack with your **greatsword**, but this attack deals 6 additional damage and all damage dealt by the attack becomes of the **dark** type.

8 PROTECT

PROTECT

When another creature becomes the target of an **attack**, **spell**, or other **danger**, you may take their place (any Checks that are part of the danger, such as Accuracy Checks or Magic Checks, will be performed against you instead of the original target; you may declare the use of this Skill **before or after** the Checks have been made). If the danger already affected you, it affects you **twice** (resolve both instances separately); you also cannot protect multiple creatures from the same danger. If you use this Skill during a conflict, you cannot use it again until the start of your next turn.

5 ACTIONS

ATTACK

Perform an attack with your **greatsword**.

GUARD

Gain **Resistance** to all damage types until the start of your next turn. You may also choose to **cover** another creature (provided that creature is not covering someone); that creature cannot be targeted by **melee** attacks until the start of your next turn.

SKILL

Use **Shadow Strike** and sacrifice HP to increase the damage of your greatsword.

7 INVENTORY

INVENTORY

Spend Inventory Points to create and use a **remedy**, **elixir**, or **tonic** (on yourself or someone else).

OBJECTIVE

Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

STUDY

Make an **[INS + INS]** Check to examine a creature. **10+**: reveals **Species**, **maximum HP**, **maximum MP**. **13+**: also reveals **Traits**, **Attributes**, **Defense**, **Magic Defense**, **Vulnerabilities**, **Resistances**. **16+**: also reveals **attacks** and **spells**.