

MAKO

Power without harmony shall only bring suffering.

PRONOUNS: HE/HIM

1 ATTRIBUTES & STATUS EFFECTS

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

2 TRAITS

IDENTITY: KEEPER OF THE CRIMSON FOREST

THEME: VENGEANCE

ORIGIN: CRIMSON FOREST

I cannot forgive them for what they did.

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: 270

4 HIT POINTS & MIND POINTS

MAX CURRENT

HP 50

MP 65

5 EQUIPMENT

- 🪵 **Staff (melee):** Accuracy Check **[WLP + WLP]**; deals **[HR + 6]** physical damage.
- 👤 **Sage Robe:** Defense equal to **Dexterity +1** and M. Defense equal to **Insight +2**; -2 to Initiative (already added).

5 SKILLS

IGNIS (OFFENSIVE SPELL)

Target: Up to three creatures, **Cost:** 10 MP per target
Magic Check: **[INS + WLP]**
 Each target hit by this spell suffers **[HR + 15]** fire damage.

SPELL MIMIC

When you see a creature of the **beast, monster, or plant** species cast a spell, you may immediately learn that spell (the Game Master tells you its cost and effects). You may have up to **four** spells memorized this way. If a spell learned this way requires a Magic Check, you always use **[INS + WLP]**.

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INDOMITABLE SPIRIT

When you spend a Fabula Point, you also gain one of the following benefits (in addition to that Fabula Point's normal effect): recover 10 Hit Points; **or** recover 10 Mind Points; **or** recover from a single status effect of your choice.

SPILLS YOU HAVE LEARNED (MAX 4):

5 INITIATIVE & DEFENSES

INITIATIVE MODIFIER: -2

DEFENSE: 7

MAGIC DEFENSE: 10

5 ACTIONS

ATTACK

Attack with your **staff**.

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.

SPELL

Cast one of the spells you know.

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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**.