

EDGAR

I like to think that what we have today was not a gift from the Gods.

PRONOUNS: HE/HIM

1 ATTRIBUTES & STATUS EFFECTS

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

2 TRAITS

IDENTITY: YOUNG INVENTOR WHO SURVIVED

THEME: HOPE

ORIGIN: PEMBLE

We can make this world a better place.

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 8

-  **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: 70



4 HIT POINTS & MIND POINTS

MAX CURRENT

HP 40

MP 45




5 INITIATIVE & DEFENSES

INITIATIVE MODIFIER: -1

DEFENSE: 13

MAGIC DEFENSE: 11

5 EQUIPMENT

-  **Pistol (ranged):** Accuracy Check **[DEX + INS] +1**; deals **[HR + 8]** physical damage.
-  **Travel Garb:** Defense equal to **Dexterity +1** and M. Defense equal to **Insight +1**; -2 to Initiative (already added).
-  **Runic Shield:** +2 to Defense and +2 Magic Defense (already added).

5 SKILLS

BARRAGE

When you attack with your **pistol**, you may spend 10 Mind Points. If you do, you may attack **two** creatures at the same time: perform a single Accuracy Check and compare it to the Defense of both targets to determine which of them are hit by the attack; the effects of the attack are the same for each target.

WARNING SHOT

After you hit one or more creatures with your **pistol**, you may choose to have the attack deal no damage. If you do, choose one option: each creature hit by the attack suffers **shaken**; or each creature hit by the attack suffers **slow**; or each creature hit by the attack loses 20 Mind Points.

5 ACTIONS

ATTACK

Perform an attack with your **pistol**. Combine this with **Barrage** if you want to attack two creatures at once.

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.

7 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**.

8 POTION RAIN

When you spend Inventory Points to create and use a **remedy** or **elixir**, you may choose to use that item on two creatures instead of one. If you do, the item only restores half the normal amount of Hit Points or Mind Points to each creature.