

CASSANDRA

PRONOUNS: SHE/HER

Ignore the warnings of this World at your own risk.

1 ATTRIBUTES & STATUS EFFECTS

DEXTERITY d10 ☐ SLOW ☐ ENRAGED
INSIGHT d6 ☐ DAZED
MIGHT d8 ☐ WEAK ☐ POISONED
WILLPOWER d8 ☐ SHAKEN

2 TRAITS

IDENTITY: FORMER SKYRIDER CAPTAIN

THEME: DOUBT

ORIGIN: STORMKEEP

There is something I must know...

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: 170

4 HIT POINTS & MIND POINTS

MAX CURRENT

HP 50

MP 50

5 EQUIPMENT

- Heavy Spear (melee):** Accuracy Check **[DEX + MIG] +1**; deals **[HR + 12]** physical damage.
- Sage Robe:** Defense equal to **Dexterity +1** and M. Defense equal to **Insight +2**; -2 to Initiative (already added).

5 SKILLS

BONE CRUSHER

After you hit a creature with your **heavy spear**, you may choose to deal no damage. If you do, choose one option: that creature suffers **dazed**; or that creature suffers **weak**; or that creature loses 20 Mind Points.

SOARING STRIKE (SPELL)

Target: Yourself, **Cost:** 10 MP

As part of the same action used to cast this spell, you may perform an attack with your **heavy spear**. This attack is a **melee** attack, but it may target **flying** enemies and will deal 5 additional damage.

8 ELEMENTAL WEAPON (SPELL)

ELEMENTAL WEAPON (SPELL)

Target: One weapon equipped by you or by one of your allies, **Cost:** 10 MP

Choose a damage type (**air**, **bolt**, **earth**, **fire**, or **ice**). All damage dealt by the targeted weapon becomes of the chosen element until the end of the scene (you may end this effect whenever you want). If you cast this spell on the same weapon again, the new element overwrites the previous one.

If you cast this spell on your **heavy spear**, you may perform an attack with it as part of the same action used to cast this spell.

5 INITIATIVE & DEFENSES

INITIATIVE MODIFIER: -2

DEFENSE: 11

MAGIC DEFENSE: 8

5 ACTIONS

ATTACK

Attack with your **heavy spear**.
If you are fighting a flying enemy, you should instead perform the **Spell** action to cast **Soaring Strike** on yourself.

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.

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**.