BLAIR CLARIMONDE

PRONOUNS: THEY/THEM

Words are only as good as the actions that follow them.

① ATTRIBUTES & STATUS EFFECTS

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

☐ ENRAGED

☐ POISONED

② TRAITS

IDENTITY: HEIR TO THE THRONE OF DUNOVA

THEME: DUTY **ORIGIN: DUNOVA**

There is something I must do.

② BONDS

☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ 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	45	
MP	60	

⑤ INITIATIVE & DEFENSES

INITIATIVE MODIFIER: **−2**

DEFENSE: **9**

MAGIC DEFENSE: **12**

⑤ EQUIPMENT

🗡 **Steel Dagger (melee):** Accuracy Check 【DEX + INS】 +1; deals 【HR + 4】 **physical** damage.

🟦 **Sage Robe:** Defense equal to **Dexterity +1** and M. Defense equal to **Insight +2**; -2 to Initiative (already added).

🛡 **Bronze Shield:** +2 to Defense (already added).

⑤ SKILLS

ENCOURAGE

During a conflict scene, you may use an action and spend 5 Mind Points to choose another creature that is able to hear and understand you. That creature regains 10 Hit Points and chooses **Dexterity**, **Insight**, **Might**, or **Willpower**. The creature treats the chosen Attribute as being one die size higher (up to a maximum size of **d12**) until the start of your next turn (or until the end of the scene, whichever happens first).

LUX (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】 **light** damage.

⑧ FLASH OF INSIGHT

If you roll a **13 or higher** when performing the **Study** action, you may ask the Game Master a single question about the target of your investigation. The GM answers truthfully — if there was no predetermined answer, the GM invents one on the spot and that answer becomes truth from this point on.

HEAL (SPELL)

Target: Up to three creatures, **Cost:** 10 MP per target
Each target immediately recovers 40 Hit Points.

⑤ ACTIONS

ATTACK
Attack with your **steel dagger**.

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.

SKILL
Use your **Encourage** Skill to heal an ally and improve their stats until 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**.

John Hussath (Order #41403281)