

# CHARACTER NAME, TITLE

Might	Agility	Will	Defence	Health
+0	+0	+0	10	50
Movement Points	Equipment Slots	Ability Slots	Command Capacity	Ancestry
6	5	5	10	~
Chosen Styles	~, ~			

## Equipped Items & Artefacts

Item Name	Slots	Weapon Range
Sword	1	Melee, 1 square
<b>Effect:</b> Channeled attacks gain a +1/+1 bonus.		
<b>Effect:</b>		
<b>Effect:</b>		
<b>Effect:</b>		
<b>Effect:</b>		

## Equipped Abilities

Ability Name	Slots	Ability Type
		Active, Passive, Hybrid
<b>Effect:</b> First effect		
<b>Effect:</b> Second effect (if any)		
<b>Effect:</b> First effect		
<b>Effect:</b> Second effect (if any)		
<b>Effect:</b> First effect		
<b>Effect:</b> Second effect (if any)		
<b>Effect:</b> First effect		
<b>Effect:</b> Second effect (if any)		

## Movement Abilities

Ability Name	Ability Type
Run	Active
<b>[Movement]</b> During your turn while earthbound, you may spend 1 movement point to move 1 square.	
Jump	Active
<b>[Movement]</b> During your turn while earthbound, you may spend 3 movement points to become airborne and move 1 square.	
Fall	Active
<b>[Movement]</b> During your turn you may spend 3 movement points to become earthbound and move 1 square.	

## Artefact Abilities

Ability Name	Artefact	Ability Type
		Hybrid
<b>Effect:</b> First effect		
<b>Effect:</b> Second effect (if any)		
		Hybrid
<b>Effect:</b> First effect		
<b>Effect:</b> Second effect (if any)		

# Deck List


# Taken Benefits

- ◆ [Primary attributes]
- ◆ [Secondary Attributes]
- ◆ [Fighting Styles]
- ◆ [Items & Artefacts]
- ◆ [Dae’s Gambit (if any)]

## Character Generation Quick Reference

**Step 1:** Divide 8 points as you choose among your Might, Agility, Will, and Defence. Each point invested increases that attribute by +1. You cannot spend more than 3 points on any single attribute.

**Step 2:** Choose one permanent bonus:

- ◆ +25 Health Points
- ◆ +1 Equipment Slot
- ◆ +1 Ability Slot
- ◆ +2 Command Capacity

**Step 3:** You gain 6 style points that you must spend. Major styles cost 2 points, minor styles and Dae’s gambit costs 1 point.

*Whenever you obtain a spare card, you may exchange it for any single card from the Arcanist Artes.*

**Step 4:** You can equip as many mundane items as you want, and you get 2 points you must spend on Artefacts.

*Mundane items can be found in the core rulebook in the Personal Equipment section. Artefacts can be found in the Arcane Compendium.*

**Step 5:** Construct a deck that has at least 21 cards, and with no more than 3 copies of the same card.