



DIPLOMA SET I

Academy of Merelin

ABOUT THE GAME WORLD

Welcome to this introduction to the world of Tale. On the next page you will find an introduction to the game mechanics, after that a character creation guide, this page is dedicated to general information about the game world.

THE ACADEMY

All characters in this diploma set was educated at the Academy of Merelin. Merelin's king founded the Academy to combat the dark forces at his borders. At that point only one campus existed, in Merelin's capital, now there is fourteen schools around the world.

The Academy encourages its students to go out into the world, exploring and learning. At one time those practices and studies were popular. Now that its teachings have spread all across the world, the teaching styles and rigorous methods have changed and progressed.

Arcana	Ylaha's crest is tattooed on the left shoulder of the alumnus of the College of Arcana. The education is directed at responsible and efficient use of magic and knowledge of all things mystical.
Engineering	All members of the College of Engineering receive an ember-puzzle. Puzzles exists as a reminder that there is more to learn, no student has currently solved it. Education directs at a practical and theoretical understanding of the world and how to use your surroundings to solve problems.
Medicine	Nymnir is God Patron of the dead and dying. His name is shunned in most of the world, except within the College of Medicine. This college is dedicated to the research of healing and understanding of injury, disease and other ailments.
Anthropology	In every corner of the known world, different people have different customs, laws, languages and methods. The College of Anthropology serves as a bridge between cultures, kingdoms and history. They examine the specifics of each society: Old, new or obliterated.

REGIONS

Quest is divided into three main continents and several major islands. Below is a short introduction to important countries:

Akalek	This Kingdom has lasted for a millenium, the oldest still in existence. Banatek, the capital, is on the mainland. The country is known for its export of marble and also its yearly gladiator tournament.
Illar	The King of Illaria started a war against Merelin for reasons unknown. Illarias rulers made no effort to rebuild, after the war ended.
Merelin	Merelin's king disappeared years ago, many believe him dead. His daughter is the current regent of the realm. Under her the war with Illaria ended, and she has tried to rebuild a torn country.
Coprua	A collection of two-hundred and thirty four tribes in the temperate lands of Coprua. Their council of chieftains is so large they have created a song-like language for quick communication during debates called "Em-Sem-Du".
Sharor	The Sharori are a complex mix of Wood elf, Storm-elf and human. The harsh conditions of the Sharori wasteland suits them to survive.
Oden	The Empire of Oden has been the greatest civilization since the time of its founding. The First Emperor did not even need to conquer, he brought his people across the sea and followed the Triatan river until he found the perfect place for his capital.
Kelbas	A nation on edge of the world. The Kelbasians settled their capital around a large rock rumored to be from Astra. The city is a mixture of different cultures where anyone is welcome.
Beskar	For centuries it was home to the Beskar dwarves that emigrated from Oden. Now their numbers are dwindling, and their kingdom given to humans.

RELIGION

All gods are real, with enough followers an entity is elevated to deity. Almost all creatures of Tale owe their allegiance to something, in various degrees of religious fervor.

Ylaha	The God of Magic. There are no tenets in this religion, but the quest for knowledge and responsible use of power are desirable traits.
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Veiled One	Warps the words of power at its own whim, creating magic that was not intended.
Athad	The Great God of Dragons is called Athad. he is the patron to all dragons.
Anzotl	The scum of the lesser blood. His creed is war, destruction, and he is the god of all lesser dragonkin such as Kobolds, Draconides and Lizardfolk.
Spirits of the Forest	A collective term for the nameless spirits that roam the wilds. Respect for nature and harmony are important traits to these gods. Their power is immense by themselves, but together they are virtually omnipotent.
Linnea	Birtherd by the Spirits of the Forest as their emissary to the Mortals. She is the creator of the elves and protector of the plants and animals.
Spirits of the Mountain	A collective term for all the numberless and nameless spirits that dwell in the deep places and the high peaks. Strength, excellence and courage are important traits to these gods.
Fumbus	The God of Invention and crafting. His power lies in inspiration and motivation for hard work. He created the dwarves as a joke towards Linnea and her elves.
The Tide	The Tide is many things: A coming doom, a natural catastrophe to destroy the world. Destruction is its only creed.
Nymnir	For some he is just the guide that takes the spirits of the dead into the afterlife and to others, he is the one who wills death into existence. Common folk fear both his name and his followers.
The Traveler	She who walks. Depicted as an old lady walking from village to village. She is the matron of the sick, tired, keeper of paths and the lady of adventures.
Illar	Giver of warmth and kindness. The most popular god among humans to worship. Illar embodies respect and care for others.
Elana	The Joyful one. A master of games, songs and entertainment. Rarely taken as a serious faith by the more established temples.

COSMOLOGY

This chapter explains the relationship between the world and the other worlds, nature and supernature. What mortals experience is the natural world. Some learn to harness secrets and powers from other realms and from higher forms of nature.

Altera	Another version of the living world where the usual physical rules do not apply. Many entities live in this warped copy of the natural world. Altera is considered the cosmological home of the Soul.
Astra	A realm of mystery, utter madness awaits those who delve into its lore. Those who still keep their humanity speak of voices. Astra is considered the cosmological home of the Mind.
The Veil	A mystical boundary that separates the natural world from other worlds. Often depicted as a thin veil or a mirror-like substance, it is the metaphysical boundary keeping the worlds apart.
Supernature	High arcana is the language of the gods, their power. Arcana is a watered down version taught to mortals, often referred to as magic. The Voices of the Deep is the mystical magic used by spirits.
Elements	Fire, water, air, earth are the force elements. Salt, quicksilver and sulphur are the source elements.

ABOUT THE GAME MECHANICS

This is a simple introduction to the game mechanics in Tale. More information is found in the Core Rulebook. Each subject in the Player mechanics is summarized here.

BASICS

The game has two teams of players, one to five players and the gamemaster. Your aim is to play through a story written as you go, following a set of rules. The players describe their actions and communicate with each other and non-player characters played by the gamemaster.

- ▷ Starting character choice
- ◇ Action or skill effect

ACTIONS

Every character can perform these actions, different from labor in that they have fixed difficulty to perform and a table of outcomes decided by the players. The actions cover most tests of skill that do not require special training.

To perform an action: Roll 2D6 + Appropriate ability. General results table:

2X6	Critical success. All rolls of double sixes give the character a bonus choice, besides the choices available for the roll result. A character who rolls critical success may not fail his action even though he has modifiers that take his roll below 7.
10+	Unmitigated success. Your character performs the intended action, sometimes with a list of choices to decide the outcome of the action for the player to pick.
7-9	Partial success. Your character acts, but maybe not as planned. The diploma presents a list of choices; the player picks one.
1-6	Failure. Your character tries, but fails. There are no consequences to failing a roll, except missing opportunities. Sometimes you may choose between failing the action and re-rolling at a penalty.
2X1	Critical failure. Sometimes you do something that ruins everything for you. There are always dire consequences to these mistakes, some immediate and some that will haunt your character. Unless otherwise noted this results in +1 Mark.

Every action is summed up below, allong with the mechanics for Adrenaline, Eureka and Surge:

Adrenaline	Enhance actions by using a single point of either Body to gain +1 on that action.
Eureka	Same as Adrenaline, but for Mind.
Surge	Same as Adrenaline, but for Soul.
Attack	Uses your Strength against an NPC, PC or creature - intending to harm.
Strength	
Move	When trying to perform maneuvers out of the ordinary and under pressure.
Agility	
Larceny	Remain unnoticed while performing actions.
Agility	
Investigation	Search through an area for clues or information.
Wit	
Logic	When knowledge and skill can't help, solve problems by deduction.
Wit	
Knowledge	Tap into your memory to reveal relevant information about a subject.
Memory	
Perception	Notice hidden things and discover secrets.
Fortune	
Converse	Ask the right people the right way, lets the players get credible information from NPSs.
Charisma	
Subterfuge	When your character has to lie or conceal information in contact with an NPC or player.
Charisma	

QUALITY

These three key actions differ because they don't compare to a table. Qualities are tested as a part of an obstacle or encounter in the quest: Breaking down doors, cracking a code, resisting a poisonous gas. Difficulty is decided by the gamemaster beforehand.

To perform a quality: Roll 1D6 + Appropriate ability. Some qualities can be re-rolled for accumulated results. Qualities are summed up below:

Brawn	Can you lift that boulder? Can you carry your friend to safety?
Strength	Brawn is a test of bodily prowess.
Focus	Can you thread the needle? Can you pick that lock? Focus tests your ability to keep up concentration through interference.
Memory	
Center	Can you resist the effect of the poison? Can you stave off that disease?
Fortune	The ability to resist certain influences is key to surviving.

SKILLS

Your character's unique learned skills. Each diploma has five skill trees, Lore, Favour, Supply, major and basic. The skills in each tree are unique for each player.

General skill rules:

- ▷ Duration is one scene unless otherwise noted
- ▷ Re-rolls are not possible unless otherwise noted
- ▷ Skills are divided into tiers, only one effect per purchase
- ▷ Additional options on a skill dice roll are marked with ◇
- ▷ Skills without dice rolls are marked "passive"
- ▷ You may only cast one effect at a time

Trait skills	Each character has a skill tree that represents three of the five secondary traits, Lore, Favour and Supply. The standard roll for a skill is: Roll 2D6 + Trait spent. You may use between 1 and 3 of the designated trait. Each tree has four tiers, which can be unlocked in order Wit experience.
Major skills	Choose between three majors. A major enhances a specific trait skill tree. You may only pick one, buying more for experience points is not possible. Major skills can be upgraded to master and grandmaster level.
Basic skills	Basic skills are simple changes or boosts to your character's attributes, actions or skills. All skills carry one opportunity for an upgrade that can be bought once. Some characters receive starting skills in addition to their basic sit.

GEAR

Gear is more than mere items, most of what you have as possessions are items linked to the mechanics of the game. Gear has three quality descriptors: Poor, Normal and Good - they concern wether or not the item may inadvertently break during use.

Starting	All characters have a set of starting gear. See goods and services for a description of the gear and the starting gear heading on each diploma for more information.
Combat	Every adventurer needs a good weapon, or at least something to wave around in a fight while the strong does the work.
Goods and Services	When exploring the world, your backpack may fill up. Warm clothing? Food? A ladder? Every character has a starting pack of gear, but you may need to supply yourself before venturing into the unknown.
Quest items	Some items are relevant only because of their connection to the story. Some quest items also count as Clues.
Crafting	Anyone can create items. However, It requires knowledge and great Focus. Some are trained in craftsmanship with a large amount of new possibilities. 1. Define the craft 2. Define required materials 3. Define difficulty 4. Roll Focus.

COMBAT

In Tale you will be hurt at some point. When sticking your nose where it doesn't belong and going up against gods and kings, peaceful solutions will be few and far between. The next few headings concern combat mechanics, the first is flow of combat.

FLOW OF COMBAT

This rule may apply to other situations than combat if the multiple players want to do things that are mutually exclusive or change the situation.

Order	Wit+Agility-speed. Consider the speed of the weapon only when your weapon is drawn. The gamemaster keeps a list of the combat orders. When tied, the one with the highest Agility acts first.
Combat rounds	Combat rounds are approximately three seconds long. To keep the combat flowing, always pressure the players to make quick decisions. Example round uses: Perform an action, Perform a skill or quality. Move around, Defend self, Defend someone else, Talk (combine with other actions), Use an item.

DAMAGE

Damage has one of three types: Body, Mind and Soul. Regular weapons cause Body damage, i.e. physical damage.

Dealing damage Suffering damage	Damage Dealt = Base damage (0) + weapon damage (varies) + modifiers - Resist 1. You get hit and the guilty player or gamemaster announces how much damage they deal and what type. 2. Subtract the Resist (BR/MR/SR) from damage dealt. 3. Roll 2D6 + damage suffered for injury 4. Subtract the total damage suffered from the primary trait tree. 5. Adjust any stat loss from injury
Injury	The goal is to get a low a number as possible. 2x1 - Quick recovery, -1 damage suffered 1-9 - No injury 9-12 - Pick one from the list below 13+ - Pick two from the list below 2x6 - Looming shadow, +1 Mark gained
Trauma	The first has a penalty, the second expands that penalty, and the third makes the penalty permanent. Injury from trauma does not change your primary traits.
Death	Once at -3, either from heart arrest, brain death or the expelling of her Soul, a character dies. Exceptions from death dealing damage: Trauma occurs instead of death when characters: - Are simply dealt damage that would take them from -2 and above to -3 or below. - Have been stabilized by another player to survive beyond one scene. To prevent death a character may be: - Healed to -1 or above. - Stabilized with first aid or medicine kit, difficulty 5. - Held in stasis by magic. Death occurs when characters: - Has spent a full scene at -2 in any trait - Suffers a death blow - Suffers damage equal to five times their total trait value after resist mitigation. - Suffers a failed attempt to stabilize them. - Use Adrenaline, Eureka or Surge at -2 in any trait

HEALTH

Damage has one of three types: Body, Mind and Soul. Regular weapons cause Body damage, i.e. physical damage.

Sickness	General health issues caused by internal problems.
Disease	he characters contract diseases without them knowing, and they roll for resistance by Center only to hinder the disease from advancing further.
Poison	Poisons, also includes venom. Doses vary, but only one dose applies in the rules. Roll Center to resist the effects.

MANEUVERS

Players should have freedom of movement as long as balance is maintained. There are three types of maneuvers in Tale, when in combat or a sticky situation: offensive, defensive and passive.

Pace	Pace = 8 + Agility (meter/round)
Offensive	Examples: Charge, All-out, Riposte. Taunt, Disarm, Grapple
Defensive	Examples: Defend other, Parry, Withdraw, Defensive stance
Passive	Examples: Pick up or drop an item, Stand up, Run, Read a scroll, Speak, Draw weapon

HEALING AND RECOVERY

Cuts, bruises, boils and broken bones - ordinary ingredients of a quest into the unknown. Methods are usually through Skills, Magic or Deep Magic. These are the four types of recovery:

Healing	Removes damage to Body, Mind or Soul. First aid and medicine kits can be used to heal damage.
Curing	Removes diseases and poison. Can be cured by “crafting” antidotes.
Therapy	Removes Trauma and Sickness. Can be cured by “crafting” an operation.
Natural	One night of rest heals 1 Body, Mind and Soul.
Recovery	Diseases, with the exception of the common cold, does not naturally recover. Poisons dissipate after one day and night. Trauma and Sickness stage 1 recovers with one week of bedrest, stage 2 degrades with one week of bedrest

MAGIC

Magic in may look complicated at first, but it is customizable and non-restrictive.

Auras	Auras are the residual energies left when magic has been used. An aura has three different properties: source, flavor and magnitude.
Spells	Players cast spells using their qualities, through scrolls, others items or learned spells.
Rituals	Ritual magics calls upon the power of higher beings. A ritual has three different properties: magnitude, entity and performance.
Magic items	Magic items are identifiable by their aura, glow or other mysterious quality.
Deep magic	Includes herbs, compounds and elixirs. Usable by all players, but certain characters have an advantage in the ability to refine and create.

SURVIVAL

Rules for travel and survival on the road:

Essentials	Your character needs this: A set of clothes, A place to sleep, A portion of food, A portion of water.
Comfort	The system works like this, before leaving on your journey, you calculate your comfort rating, per character. 1-2 Bare minimum. 3-4 Amenities. 5-9 Comfortable. 10+ Exquisite
Encumbrance	Add together the weight of your gear, this is your total encumbrance. Traveling at total capacity causes tiredness, over- encumbrance causes exhaustion
Merriment	When your character prepares for travel have a plan for what to do during downtime or around the campfire, or receive a penalty.
Base camp	Necessities for campsites: - Campfire or other source of heat - Tent or other shelter One of the party members will have to roll Focus to organize the camp, no re-rolls.

SPECIAL RULES

Small additions to the ruleset.

Mark	The gamemaster can not perform actions or manipulate the game situation without letting the players act first by asking “what do you do?” By spending a Mark the Gamemaster can circumvent this rule.
Clue	This rule represents the physical objects tied to a specific plot point.

CHARACTER CREATION GUIDE

Welcome to this guide on how to create your player character for Tale. Together with your gamemaster you will have picked both a campaign set and a diploma set by now. You may be wondering: what are the next fifteen convenient steps?

1. Pick any diploma from the Diploma set

Here is a short introduction to each character:

Loremaster (Arcana)	You are a walking library with a fun fact or tip to solve any situation. Less focus on spell-casting, more on an understanding of the arcane arts.
Clairvoyant (Arcana)	Use your connection to the Astra - the voices of the stars and connection to the voices of the deep. Scrying, detecting auras and deep insight are essential skills.
Channeler (Arcana)	Use a form of blood magic developed by the Academy. Sacrifice your physical well-being to gain magical advantages and effects.
Tinkerer (Engineering)	Study the mechanics of nature and how to use your surroundings to solve any problem. Combine practical knowledge, intuition and physics as your skill set.
Prospector (Engineering)	Experienced as explorers and investigators in the service of mining companies, historians and archeologists. Your skill set is indispensable for an adventuring party.
Smith (Engineering)	You are educated to promote good metalwork and to inspire artisanship. Your education is focused on the practical use of magical runes and mystical metals.
Anatomist (Medicine)	You are the most feared Alumni of the College because they practice their art on dead bodies. Your art of surgery breaks the norm of many religious conventions in several of the large cultures.
Alchemist (Medicine)	Alchemists are regarded both inside and outside the Academy. Your command of elixirs, elements and precious metals is seen as miracles that help and inspire.
Herbalist (Medicine)	There is one in every village, responsible for healing and curing. At the Academy the herbalists are trained in stress management, due to their foreseeable career paths in healing.
Globetrotter (Anthropology)	You are adventure-driven and curious. Your field is the understanding and documentation of different cultures.
Linguist (Anthropology)	You are the master of languages, dead and new. You excel at understanding, speaking, reading and writing different languages.
Dancer (Anthropology)	You study the ritualistic arts of dance and ceremony. They are experts in different styles of martial arts and combat techniques.

2. Choose the general characteristics

You'll find them under the heading "Character". Here is a short explanation to each category.

Name	Six roman-inspired names. Pick one that you like, underline it.
Title	Three prefix titles and suffix titles, more or less deserved. Pick only one, either prefix or suffix.
Clothes	Four options of clothing - pick to your liking, you may buy new sets of clothes later.
Religion	Pick one deity you put before the others. See the previous page for more information.
Age	You know what to do, but be serious about it. The Academy accepts all ages, general lifespan is 60 years.
Build	Four different body types to choose from , pick one you feel will fit your character.
Face	Pick one face out of the four supplied.
Eyes	Pick one set of eyes to compliment your character.

3. Choose your Ability Set

Under the "Ability" heading. Each set adds up to +4 in total. Fill in the Ability table column marked Ability Set. Here is a short explanation of each Ability:

Strength	Strength is raw physical power. Influences your Attack and Brawn rolls.
Agility	Agility is speed, nimbleness and reaction time. Influences combat order, pace and the Move and Larceny rolls.
Wit	Wit is your characters mental aptitude. Influences combat order, Logic and Investigation.
Memory	Memory is your characters ability to absorb information. Influences your Focus and Knowledge rolls.

Charisma	Charisma is how other people filter information and signals from you. Influences your Converse and Subterfuge rolls.
Fortune	Fortune is in a way your standing with the gods and fate. Influences your Center and Perception rolls.

4. Choose your Personality

Still under the "Ability" heading. Each type has its own modifiers to ability that adds up to a total of +0. Fill in the Ability table column marked Personality. A brief introduction to each Personality type:

Analyst	Intuition and thinking. They embrace rationality, excelling in intellectual and technological pursuits. Analysts are relentless self-improvers - once they have recognized a flaw, they make it right.
Explorer	Observant and prospecting. They are creative and adventurous leading them to great accomplishments, at great risk. Explorers are not detail-oriented and do not dwell on the past. To be free to indulge in their interest is important.
Sentinel	Practicality and cooperation. Sentinels work to conserve traditions and to maintain a balance which often will put them as party leaders. They seek order and balance in their surroundings.
Diplomat	Warmth and generosity.. Their caring nature creates an atmosphere of cooperation and harmony around them. They can read emotions in others and use it to their advantage.

5. Choose your Ambition

Still under the "Ability" heading. Your ambitions give your strengths and weaknesses, one +1 and one -1 of your choosing. Fill in the Ability table column marked Modifier. A droplet of insight into your character:

Need	Why is your character willing to risk its life adventuring? Give yourself one -1 Ability penalty.
Desire	What does your character yearn for? Love? Fame? Peace? Power? Give yourself one +1 Ability bonus.

Important! If you get an Ability that exceeds the maximum of +3/-3, repick either Ability Set, Personality or Ambition.

6. Choose your Gear

Find the "Gear" heading, still on the front page. The first row lays out your starting gear, you'll be needing that later. First, pick two pieces of Gear from the four options on the second row.

7. Choose your Skills

Flip the sheet, nevermind the empty traits and adventuring sections. The right column of the sheet is dedicated to your character's skills. These are unique to your diploma. A brief introduction to Skills:

Major	Only one allowed per character. These are your character's main method of gathering secondary traits, which are important for Trait skills (below).
Trait	Pick one of three Skill trees, Lore, Favour or Supply, which is consumed with each use of these skills (Unless the descriptor is <i>Passive</i>). It is smart to pick a Trait Skill that corresponds with your Major. Starting characters unlock the first tier I of the chosen Skill Tree. If the Skill has several tier I's, pick one of them.
Basic	One per starting character. Simple skills that aid your character. May be upgraded with experience points at a later point.

8. Calculate your Abilities

Flip the sheet again, locate the Ability table. Fill in all modifiers from Gear and Skills, if any. Calculate the total value from the instructions above the table.

9. Calculate your Primary Traits

Under the "Primary Traits" heading. These are your "Hit points" for the lack of a better term. Fill in the results to the left of "Total", minimum 1. The numbers below total are used when you suffer damage. A description of the traits:

Body	Describes your character's toughness, health, endurance. Calculate your Body score by adding together your Strength and Agility scores.
Mind	Describes your character's mental focus and psychic stability. Calculate your Mind score by adding together your Memory and Wit scores.
Soul	Describes your character's metaphysical ties to the mortal world. Calculate your Soul score by adding together your Charisma and Fortune scores.

10. Calculate your Resist Traits

Still under the "Primary Traits" heading, below the main table. You might not have received any resistances yet. They would either be from Gear (Armor) or Skills. Leave status, injury and trauma empty.

Body resist	Armor, natural damage reduction or in some situations magic shields. Abbreviated "BR"
Mind resist	Mental aptitude and resistance to influence and exhaustion. Abbreviated "MR"
Soul resist	Faith, hope or spiritual vigor to keep dark forces from draining your Soul. Abbreviated "SR"

11. Calculate your Secondary Traits

Under the "Secondary Traits" heading. All starting values are 1, except Loot which is 1D6. You also gain an additional 1D6 in the relevant Trait to your Major (Lore, Favour or Supply).

Loot	Money and or valuables. Has no specific monetary value, it is a simple way of viewing transactions to maximize their utility in-game. Starting value: 1D6.
Favour	A measurement of your characters connection to his or hers deity or religion. Use points of Favour as a part of your skill tree and for some spells or rituals.
Lore	Lore is an intangible measure of useful knowledge that the characters have accumulated. Use as a part of your skill tree and some spells or rituals.
Supply	Different to each character. Use as a part of your skill tree or item creation. Define what the traits are to each character in the different diplomas.
Trust	Essentially a way for you to assist or hinder the other players without having to roll. One point of Trust spent gives the player in question a +1 or -1 Next on her roll.

12. Fill in your Adventuring table

Under the "Adventuring" heading.

Weapon	Information found under "Gear". Characters start with a dagger, some have extra options. Fill in the relevant statistics (Damage, Speed, Weight).
Armor	Information found under "Gear". Some characters can pick an armor. Fill in the relevant statistics (Resist, Penalty, Weight).
Order	Your place in the order of combat. Add together your Wit and Agility scores, then subtract the Speed from a weapon.
Pace	How fast your character moves on average in combat. Add 8 to your Agility score to calculate your Pace.
Essentials	Information found under "Gear". Characters start with 1D6 rations and a waterskin which can hold one portion of water.
Comfort	How Comfortable are you while traveling? Under starting gear your gear's total bonus is summed up. Skills can add to that bonus.
Encumbrance	How much are you weighed down by your Gear? Under starting gear your gear's total carry penalty and weight carried is summed up. Skills can add to that bonus.
Experience	During you travels your gamemaster will award you with experience points, which can be used to advance skills or abilities and even heal trauma.

13. Fill in the rest

Fill in the line before each action and quality with your ability value. The "Other" section is for your convenience. Below is a list of all the actions and qualities, for information:

14. Character web

The player characters know eachother, and they are also traveling together for the time being. Take the time to answer these questions:

How do we know eachother?
Why are we on the road?
Why are we together?
Why do we seek adventure?

You are allowed to lie about your characters intentions. Answer all questions in the light of the chosen starting condition.

15. Other

The "Other" heading is reserved for notes. Fill in the name of the other characters and other relevant info after game start.



LOREMASTER

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name	<input type="checkbox"/> Caius <input type="checkbox"/> Titus <input type="checkbox"/> Amulius <input type="checkbox"/> Icilius <input type="checkbox"/> Vitula <input type="checkbox"/> Axia
Title	Prefix: <input type="checkbox"/> Master <input type="checkbox"/> Sire <input type="checkbox"/> Knower Suffix: <input type="checkbox"/> The sage <input type="checkbox"/> The brilliant <input type="checkbox"/> The learned
Clothes	<input type="checkbox"/> Pristine academy robes <input type="checkbox"/> Family colors <input type="checkbox"/> Travelers outfit <input type="checkbox"/> Worn robes
Religion	
Age	
Build	<input type="checkbox"/> Stocky <input type="checkbox"/> Obese <input type="checkbox"/> Scrawny <input type="checkbox"/> Thin
Face	<input type="checkbox"/> Gaunt <input type="checkbox"/> Harrowed <input type="checkbox"/> Innocent <input type="checkbox"/> Thoughtful
Eyes	<input type="checkbox"/> Observant <input type="checkbox"/> Weary <input type="checkbox"/> Glassy <input type="checkbox"/> Tired

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Clever (0 Str, 0 Agi, +2 Wit, +1 Mem, +1 Cha, 0 For)
- ▷ Reserved (0 Str, +1 Agi, 0 Wit, +2 Mem, 0 Cha, +1 For)
- ▷ Quick (0 Str, +2 Agi, +2 Wit, +1 Mem, 0 Cha, -1 For)
- ▷ Smart (0 Str, +1 Agi, +1 Wit, +2 Mem, 0 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need	
Desire	

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.
Complete this step last.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit+Agility-Speed		
Pace	Agility+8	(meter/round)	
Essentials	Food	(days)	Water
Comfort	Bonus		
Encumbrance	Carry capacity	Weight carried	
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3			
e				
s				
			Death	

Resist BR MR SR

Status	
Injury	
Trauma	

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)
Favour	(Start 1D6)
Lore	(Start 1D6)
Supply	(Start 1D6)
Trust	(Start 1)

GEAR

Starting gear	Bedroll, Candle holder with candle, Coffee pot, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Roll of parchments, Satchel, Starting outfit, Soap, Waterskin, Writing tools. 1D6 Ration (Adventurer) Carry capacity 3, Weight carried 2, Comfort 3
Pick two	▷ Shortsword (Damage 2, Speed -1, Weight 1) ▷ Good notes, +1D6 Supply ▷ Inheritance, +1D6 x 10 Loot ▷ Amulet, +1D6 Favour

OTHER

Misc items	
People	
Notes	

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

BRAWN (ROLL+STRENGTH)

Vigor

FOCUS (ROLL+MEMORY)

Concentration

CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Notebook, Insight, Favour. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Puzzle pieces (Supply) Gain +1 Supply when solving a puzzle, riddle or obstacle.
Dangerous minds (Lore) Gain +1 Lore when killing a creature, NPC or player.
Contact (Favour) Gain +1 Favour when discovering a new entity or creature.

NOTEBOOK (SUPPLY)

The trusty notebook of an exited adventurer. Who knows what secrets hide in these frantic scribbles?

I Bestiary ◇ Subtype, reveal subtypes.
◇ Trait, reveal target Body, Mind or Soul.
◇ Resist, reveal target BR, MR or SR.
◇ Skill, reveal 1 target quality.
II Arcaneum ◇ Reveal aura magnitude.
◇ Reveal aura flavor.
◇ Reveal aura source.
III Compendium ◇ Reveal spell function.
◇ Reveal ritual function.
IV Reference library ◇ Identify magic item.
◇ Cast ritual with no consequence.

INSIGHT (LORE)

Intuition based on a wealth of knowledge and quick thinking. Powers that help or hinder others.

I Hypothesis ◇ Tip, +1 NEXT on target.
II Concept ◇ Technique, +1BR on target.
◇ Knowing, +1MR on target.
◇ Calming +1SR on target.
III Theory ◇ Chink, -1BR on target .
◇ Confuse, -1MR on target.
◇ Break, -1SR on target.
IV Thesis ◇ Action, ally rerolls any action at -1.
◇ Quality, ally rerolls any quality at -1.

ARCANA (FAVOUR)

A deep understanding of the world and how it works, inner peace and control follows.

I Philosophy ◇ Simple, +1 Comfort.
Passive ◇ Diet, Requires 1/2 rations.
II Ideology ◇ Heal self +1BP. MP or SP.
◇ Cure tiredness on self.
◇ Cure infection on self.
III Doctrine ◇ Become Unseen.
◇ Become Enlarged.
IV Axiom ◇ Become incorporeal.
◇ Levitate at normal speed.

BASIC

Attack finesse ◇ Roll Attack using Agility when using a short sword or dagger.
Passive ◇ Upgrade: add longsword.
Concentration ◇ Gain +1 MR.
Passive ◇ Upgrade: Additional +1 MR.
Meditation ◇ Gain +1 SR.
Passive ◇ Upgrade: Additional +1 SR.
Medical training ◇ Restock first aid kit, see page X.
Passive ◇ Upgrade: - 1 Crafting material cost.



CLAIRVOYANT

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name	<input type="checkbox"/> Kaeso <input type="checkbox"/> Spurius <input type="checkbox"/> Flavius <input type="checkbox"/> Verania <input type="checkbox"/> Papia <input type="checkbox"/> Atia
Title	Prefix: <input type="checkbox"/> Seer <input type="checkbox"/> Listener <input type="checkbox"/> Noble Suffix: <input type="checkbox"/> the dreamer <input type="checkbox"/> the sighted <input type="checkbox"/> the clean
Clothes	<input type="checkbox"/> White Robes <input type="checkbox"/> Patched Academy Robes <input type="checkbox"/> Fur Robes or Adventuring Clothes
Religion	
Age	
Build	<input type="checkbox"/> Corpulent <input type="checkbox"/> Thin <input type="checkbox"/> Full <input type="checkbox"/> Balanced
Face	<input type="checkbox"/> Pained <input type="checkbox"/> Friendly <input type="checkbox"/> Plain <input type="checkbox"/> Gaunt
Eyes	<input type="checkbox"/> Hollow <input type="checkbox"/> Intense <input type="checkbox"/> Glaring <input type="checkbox"/> Exciting

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Connected (-1 Str, +1 Agi, 0 Wit, +1 Mem, +1 Cha, +2 For)
- ▷ Likeable (+1 Str, -1 Agi, 0 Wit, +1 Mem, +2 Cha, +1 For)
- ▷ Academic (0 Str, 0 Agi, +1 Wit, +2 Mem, 0 Cha, +1 For)
- ▷ Versatile (+1 Str, +1 Agi, 0 Wit, 0 Mem, +1 Cha, +1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need
Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills. Complete this step last.

Weapon	Damage	Speed	Weight
A armor	Resist	Pentalty	Weight
Order	Wit+Agility-Speed		
Pace	Agility+8	(meter/round)	
Essentials	Food	(days)	Water
Comfort	Bonus		
Encumbrance	Carry capacity	Weight carried	
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3			
e				
s				
			Death	

Resist BR MR SR
Status		
Injury		
Trauma		

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)
Favour	(Start 1D6)
Lore	(Start 1D6)
Supply	(Start 1D6)
Trust	(Start 1)

GEAR

Starting gear	Bedroll, Bottle (Wine), Chalk, Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Lantern, Paper, Satchel, Scroll case, Starting outfit, Waterskin, Writing tools. 1D6 Ration (Traveler) Carry capacity 3, Weight carried 2, Comfort 3
Pick two	▷ Lucky Charm, +1D6 Favour ▷ Shortsword (Damage 2, Speed -1, Weight 1) ▷ Worked as seer, +1D6 x 10 Loot ▷ An old horse (Carry capacity 7)

OTHER

Misc items
People
Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Entrails, Crystal Ball, Astra. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Culling (Supply)	Gather up animal parts. 1 Soul grants 1D6 Supply. Cannot be healed until Supply is spent
Voidgazing (Lore)	Stare into the void. 1 Mind grants 1D6 Lore. Cannot be healed until Lore gained is spent
Devotion (Favour)	Passive. +1 to MR and SR. No Favour gained.

ENTRAILS (SUPPLY)

Combines ancient techniques to get occult knowledge and other simple rituals. Fortune must be equal to or higher than targets MR, unless willing.

I Rodent bones	◇ Detect invisible, subtype unseen. ◇ Detect life, son-soulless. ◇ Detect un-life, soulless.
II Bird skulls	◇ Lullaby,target falls asleep, if calm or unaware. ◇ Nightmare, Mind dealt to sleeping target equal to Fortune.
III Intestines	◇ Devoir, give one simple command. ◇ Familiar, target thinks you are long-time friend.
IV Grey matter	◇ Fate's design, chance to dodge killing blow with successful Move.

CRYSTAL BALL (LORE)

Use the arts of reflection by the means of a trinket. The Academy uses crystal balls, most students can't afford one after graduating. Wit must be equal to or higher than targets MR, unless willing.

I Divination	◇ Guidance, point to objective momentarily. ◇ Warning, know distance to nearest threat. ◇ Ardor, know last moments of creature's life.
II Scrying	◇ Access to targets hearing, sight or emotion.
III Oracular	◇ Peering, gain +1 BR, MR and SR against target. ◇ Meld, read targets surface thoughts.
IV Telepath	◇ Create permanent bond to willing creature, send and receive messages, undetectable. ◇ Break, paralyze and deal 1 Mind per round to target, concentration.

ASTRA (FAVOUR)

The entities that live beyond the stars share their knowledge at a great price. Become a source creature of the Mind..

I Vostra <i>Passive</i>	◇ Gain elemental affinity (Quicksilver). ◇ -1 Charisma.
II Gaix <i>Passive</i>	◇ Gain elemental affinity, greater. ◇ -1 Strength..
III Caelina <i>Passive</i>	◇ Gain elemental aura. ◇ Gain elemental projectile.
IV Supreme <i>Passive</i>	◇ Gain elemental barrier. ◇ Gain elemental projectile, greater, damage equal to Fortune +1.

BASIC

Vessel	◇ Roll Logic using Memory, gain +1 Lore each success. ◇ Upgrade: +1 Memory.
Unflinching <i>Passive</i>	◇ Gain +1 Comfort. ◇ Upgrade: +1 Comfort.
Focused <i>Passive</i>	◇ Gain +1 MR. ◇ Upgrade: Additional +1 MR.
Empathic	◇ Roll Converse using Fortune, gain +1 Trust each success. ◇ Upgrade: +1 Fortune.



CHANNELER

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Cispia ☐ Lucilia ☐ Calavia ☐ Tullus ☐ Canus ☐ Decius
Title Prefix: ☐ Arcanist ☐ Magae ☐ Noble
Suffix: ☐ The Ashen ☐ The Blessed ☐ The Elder
Clothes ☐ Tattered academy robes ☐ stained robes
☐ tunic and cloak ☐ ceremonial garbs.
Religion
Age
Build ☐ Muscled ☐ Veiny ☐ Bony ☐ Slender
Face ☐ Handsome ☐ Stretched ☐ Scarred ☐ Plain
Eyes ☐ Piercing ☐ Flickering ☐ Distant ☐ Wide

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Strong (+2 Str, +1 Agi, 0 Wit, -1 Mem, +1 Cha, +1 For)
- ▷ Energetic (+2 Str, -1 Agi, 0 Wit, 0 Mem, +2 Cha, +1 For)
- ▷ Reserved (0 Str, +1 Agi, 0 Wit, +2 Mem, 0 Cha, +1 For)
- ▷ Knowing (+1 Str, 0 Agi, +1 Wit, +2 Mem, +1 Cha, -1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need
Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.
Complete this step last.

Weapon Damage Speed Weight
Armor Resist Penalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	5	<input type="text"/>	<input type="text"/>	<input type="text"/>
m	4	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	3	<input type="text"/>	<input type="text"/>	<input type="text"/>
g	2	<input type="text"/>	<input type="text"/>	<input type="text"/>
e	1	<input type="text"/>	<input type="text"/>	<input type="text"/>
s	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
c	-1	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	-2	<input type="text"/>	<input type="text"/>	<input type="text"/>
l	-3	<input type="text"/>	<input type="text"/>	<input type="text"/>
e			Death	
s				

Resist BR MR SR

Status
Injury
Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot 1 Weight per 100 Loot
(Start 1D6 x 10)
Favour (Start 1D6)
Lore (Start 1D6)
Supply (Start 1D6)
Trust (Start 1)

GEAR

Starting gear Backpack, Bedroll, Bottle (Wine), Campfire cooking set, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Lamp, Starting outfit, Waterskin. 1D6 Ration (Adventurer).
Carry capacity 5, Weight carried 5, Comfort 4
Pick two
▷ Meditation blanket, (+1 Comfort, Weight 0)
▷ First aid kit, basic (Weight 0)
▷ Wallet +1D6 x10 Loot
▷ Friendly +1D6 Trust

OTHER

Misc items
People
Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Force, Balance, Altera. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Siphoning (Supply)	Craft materials from own blood. 1 Body grants 1D6 Supply. Cannot be healed until Supply gained is spent.
Bloodletting (Lore)	Sacrifice your blood. 1 Body grants 1D6 Favour. Cannot be healed until Favour gained is spent.
Ritual carving (Favour)	Ritualistic scarring. 1 Body grants 1D6 Lore. Cannot be healed until Lore gained is spent.

FORCE (SUPPLY)

Manipulating the energy of reality into force.

I Telekinesis	◇ Projectile, hurl object towards enemy. Deal Body equal to Strength ◇ Grip, lift object from afar. Brawn re-roll.
II Force fields	◇ Armor, increase BR on self by Fortune ◇ Shield, Barrier 5 meter radius from caster ◇ Wall, Wall of force 9x3 meters
III Energy warp	◇ Lightning, deals Wit to target Body, no BR. ◇ Pyroclastic, deals Wit to target Mind, no MR
IV Energy vortex	◇ Warping, Change target size 1 category. ◇ Metamorphosis, gain single subtype.

BALANCE (LORE)

Changing the flow of living energy to suit your needs.

I Osmosis	◇ Purify water, one daily ration per Wit. ◇ Freeze, deal Fortune to target Body.
II Current	◇ Blood shift, lowers target BR by casters Wit. ◇ Brain tap, lowers target MR by casters Wit. ◇ Soul drain, lowers target SR by casters Wit.
III Equivalence	◇ Dispel, remove mag 4 or lower aura and effect ◇ Banish, banish lower Alteral being, costs 1 Body
IV Assimilation	◇ Greater Dispel, remove mag 9 or lower aura and effect, costs 1 Mind. ◇ Stasis, removes MR on target and caster (conc).

ALTERA (FAVOUR)

Tapping into the unseen other world of the Altera.

I Heightened senses	◇ Darkvision, see in the dark. ◇ Aura vision, see auras of all magnitudes ◇ Scent, track by smell page X, Core book.
II Shifting	◇ Graft, gain claws +1 Body, venom. ◇ Sustenance, eat or drink nothing one day ◇ Gland morphing, exchange 1 Mind or Soul to 1 Body.
III Conjuraton	◇ Abhorrence, summon and control sample abhorrence. ◇ Shadow being, summon and control sample shadow being.
IV Veilwalking	◇ Spectral jaunt, teleport short distances. ◇ Veiled, invulnerable but can't affect anything physical.

BASIC

Dodge	◇ Roll Move to gain +1 BR for one scene. ◇ Upgrade: Additional +1 BR.
Unity	◇ Gain +1 Fortune
Passive Coherence	◇ Upgrade: Additional +1 SR
Passive Familiar	◇ Gain +1 Memory
Passive	◇ Additional +1 MR
	◇ Aberration as pet for basic tasks (Size 1)
	◇ Additional +1 Size



TINKERER

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Aulus ☐ Hoius ☐ Gnaeus ☐ Dexsia ☐ Accoleia ☐ Naevia
Title Prefix: ☐ Master ☐ Prime ☐ Chief
Suffix: ☐ The tinkerer ☐ The mechanic ☐ The fixer
Clothes ☐ White robes ☐ Academy robes ☐ Imported robe ☐ Patchwork
Religion
Age
Build ☐ Lean ☐ Lithe ☐ Full ☐ Athletic.
Face ☐ Melancholic ☐ Refined ☐ Gaunt ☐ Long.
Eyes ☐ Distant ☐ Friendly ☐ Sad ☐ Brilliant.

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

- Choose one
- ▷ Creative (0 Str, 0 Agi, +1 Wit, 0 Mem, +2 Cha, +1 For)
 - ▷ Talkative (0 Str, 0 Agi, +2 Wit, +1 Mem, +2 Cha, -1 For)
 - ▷ Fast (+1 Str, +2 Agi, +2 Wit, 0 Mem, -1 Cha, 0 For)
 - ▷ Vigorous (+2 Str, 0 Agi, -1 Wit, +1 Mem, +1 Cha, +1 For)

PERSONALITY

- Choose one
- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
 - ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
 - ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
 - ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need	
Desire	

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills. Complete this step last.

Weapon Damage Speed Weight
Armor Resist Pentalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		<i>BODY</i> STR + AGI	<i>MIND</i> MEM + WIT	<i>SOUL</i> CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3			
e				
s				
			Death	

Resist BR MR SR
Status			
Injury			
Trauma			

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)
Favour	(Start 1D6)
Lore	(Start 1D6)
Supply	(Start 1D6)
Trust	(Start 1)

GEAR

- Starting gear** Ember Puzzle, Tinkerer toolkit, Backpack, Bedroll, Bottle (Wine), Campfire cooking set, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Lamp, Starting outfit, Waterskin. 1D6 Ration (Adventurer)
Carry capacity 5, Weight carried 6, Comfort 4
- Pick two**
- ▷ Large bags, +1D6 x 10 Loot
 - ▷ Leather armor (1 BR, -, 1 Weight)
 - ▷ Shortsword (Damage 2, Speed -1, Weight 1)
 - ▷ Superior Tinkerers toolkit +1

OTHER

Misc items	
People	
Notes	

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Mechanics, Tricks, Momentum. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Salvage (Supply)	Spend one MIND point to gain 1D6 SUPPLY. There must be at least some debris or items present to salvage.
Reversal (Lore)	Gain a point of Lore after successfully performing a skill in a new situation.
Fumbarian (Favour)	Gain a point of Favour from each Mind-based success.

MECHANICS (SUPPLY)

How to create mechanical solutions from everyday objects. Area effects are 3 meter radius.

I Quality of life	◇ Conbiquator, Meals ready with utensils. ◇ Persinticator, Heats a small room or tent. ◇ Dalbinquator, Convert 1 Supply to 1D6 Loot.
II Skillmaster	◇ Gadgeteer, Add Wit to Move rolls. ◇ Flexometer, Add Wit to Body dealt, one Attack.
III Practical	◇ Aquifier, water breathing. ◇ Springy boots, add Wit to Pace.
IV Powerful	◇ Blackener bomb, deal 1D6 Body, blinding. ◇ Begone bomb, deal 1D6 Soul to Malicious. ◇ Smoke bomb, deal 1D6 Mind to breathing creatures.

TRICKS (LORE)

Tinkerers have a lot up their sleeves to make the day easier. This skill allows for accumulative -1 re-rolls, up until Memory score in total rolls.

I Mechanising <i>Passive</i>	◇ Open locks and activate mechanisms using Focus. Special toolkit required.
I Trapmaking <i>Passive</i>	◇ Create and disarm tarps using Focus. Special toolkit required.
I Sleight of hand <i>Passive</i>	◇ Combine dexterity with larceny to steal or hide objects. Roll Focus after successful Larceny to complete unlikely acts of nimbleness.
II Adept <i>Passive</i>	◇ Spend Lore for additional re-rolls Focus at no penalty for Trapmaking, Mechanising and Sleight of hand.

MOMENTUM (FAVOUR)

Use the laws of physics mixed with a little luck, to great effect.

I Mass	◇ Heavy lifting, allows accumulative -1 Brawn re-rolls, up until Memory score in total rolls. ◇ Might, gain carry capacity equal to Wit one travel.
II Velocity	◇ Missile, thrown weapons. Create 1D6, deals Fortune to Body. ◇ Plunge, find a solution to a Move roll. If the plunge fails, roll Move without penalty.
III Pressure	◇ Atmospheric, reduce damage from area effects by double resist. ◇ Vertex, deal 1 Mind per round while grappling, -1 accumulative penalty to Brawn.
IV Energy	◇ Equal and opposite, all Body mitigated by BR is reflected back at the attacker. ◇ Entropy, -1 BR to targets after successful Attack. Activate after each use.

BASIC

Tinkering <i>Starting skill</i>	◇ Crafting skill, Tinkering: see page 55. Gain 2D6 crafting materials ◇ Upgrade: -1 Crafting material cost.
Dodge <i>Passive</i>	◇ Gain +1 BR.
Exercise <i>Passive</i>	◇ Upgrade: +1 Agility. ◇ Gain +1 SR.
Charming	◇ Upgrade: +1 Fortune. ◇ Roll Subterfuge using Wit, gain +1 Trust each success. ◇ Upgrade: +1 Wit



PROSPECTOR

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Cordius, ☐ Magnen ☐ Catian ☐ Varia ☐ Sabella ☐ Eriana
Title Prefix: ☐ Elder ☐ Surveyor ☐ Cartographer
Suffix: ☐ The explorer ☐ The traversing ☐ The sage.
Clothes ☐ Travelers gear ☐ Work uniform ☐ Leather scraps ☐ Exotic outfit.
Religion
Age
Build ☐ Athletic ☐ Weary ☐ Rugged ☐ Veiny.
Face ☐ Attractive ☐ Plain ☐ Rugged ☐ Meek ☐ Full.
Eyes ☐ Glassy ☐ Knowing ☐ Searching ☐ Tired.

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)

Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Tough (+2 Str, 0 Agi, +1 Wit, 0 Mem, 0 Cha, +1 For)
- ▷ Mighty (+2 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +1 For)
- ▷ Inquisitive (+1 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +2 For)
- ▷ Determined (0 Str, +1 Agi, +2 Wit, 0 Mem, +1 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need	
Desire	

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills. Complete this step last.

Weapon Damage Speed Weight
A armor Resist Pentalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		<i>BODY</i> STR + AGI	<i>MIND</i> MEM + WIT	<i>SOUL</i> CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e				
s				
			Death	

Resist BR MR SR
Status			
Injury			
Trauma			

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)
Favour	(Start 1D6)
Lore	(Start 1D6)
Supply	(Start 1D6)
Trust	(Start 1)

GEAR

Starting gear Ember puzzle, Backpack, Bedroll, Bottle (Spirits), Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Rope, Shovel, Starting outfit, Tent, Torches, Waterskin. 1D6 Ration (Adventurer)
Carry capacity 5, Weight carried 7, Comfort 4

Pick two

- ▷ Day job, +1D6 x 10 Loot
- ▷ Fishing Rod
- ▷ Short Bow (Damage 2, Speed -1, Weight 1)
- ▷ Amulet, +1D6 Favour

OTHER

Misc items	
People	
Notes	

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Survival, Navigation, Always prepared. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Forager (Supply)	Gain +1D6 Supply per distance traveled. One roll per travel.
Explorer (Lore)	Gain +1 Lore whenever discovering a new location.
Traveler (Favour)	Gain +1 Favour whenever discovering a new location.

SURVIVAL (SUPPLY)

Fill up your backpack with all the necessities. Am I the boring one? Only if you think it's boring to save everyone all the time. All skills encompass the entire party.

I Trust me	◇ Instructor, Adopt other players' Survival rolls, on per situation. Successful rolls grant +1 Trust. ◇ Camper, establish base camp. Successful rolls grant +1 Trust. ◇ Shelter, create shelter from scratch.
II Hearty meal	◇ Stew, once per quest, counts as daily food, heals 1 Body, Mind or Soul. ◇ Pie, same as above, but +1 Next instead.
III First aid	◇ Gurgleweed, re-roll one Center to resist poison. ◇ Bristlebush, re-roll one Center to resist disease.
IV Savior	◇ Scrounging, donate your Supply to other characters in need Amount equal to Wit. ◇ Knowing, donate your Lore to other characters in need. Amount equal to Fortune.

NAVIGATION (LORE)

The science of finding the way through thicket and cave. Has a lot of functionality outside travel.

I All terrain <i>Passive</i>	◇ Tracker, find trails and hidden paths, allows for accumulative -1 re-rolls, up until Memory score in total rolls.
I Bushling <i>Passive</i>	◇ Fleet to foot, add Fortune to Pace
I Unhindered <i>Passive</i>	◇ Fleet to foot, add Charisma to
II Fierce	◇ No penalty from wearing armor. ◇ Wear armor as if +1 Strength. ◇ Use Lore to overcome a tier 1 trauma on self after a scene of meditation.

ALWAYS PREPARED (FAVOUR)

No more being caught unaware. Impromptu tips and tricks on the fly.

I Safety-minded	◇ Spelunking, re-roll Move on behalf of other players. Successful rolls grant +1 Trust. ◇ Quick-witted, know correct action to avoid an activated trap. Solution can be communicated to other players.
II Backpackery	◇ Repack, all characters gain +1 Carry capacity for the duration of one travel distance. ◇ Stashed, find a minor item you need among your belongings.
III Expertise	◇ Offensive, lower own BR, also feint one opponent to an equal penalty to their BR. ◇ Defensive, give BR to ally, can be activated during an attack against that ally.
IV Toughness	◇ Badgering, ignore damage penalties. ◇ Perseverance, remove degrade exhaustion or remove tiredness for the duration of one scene.

BASIC

Content <i>Passive</i>	◇ Gain +1 SR
Medical training <i>Passive</i>	◇ Upgrade: Additional +1 SR ◇ Restock first aid kit, see page X.
Packing <i>Passive</i>	◇ Upgrade: - 1 Crafting material cost.
Calm <i>Passive</i>	◇ Gain +1 Carry capacity ◇ Upgrade: +1 Strength ◇ Gain +1 MR ◇ Upgrade: Additional +1 MR



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Curius ☐ Belisar ☐ Mancimu ☐ Sennia ☐ Catulla ☐ Ativa
Title Prefix: ☐ Master ☐ Wright ☐ Artisan
Suffix: ☐ The blacksmith ☐ The specialist ☐ The maker
Clothes ☐ Ragged uniform ☐ Pristine academy robes
☐ Armored ☐ Tailored outfit.
Religion
Age
Build ☐ Heavy ☐ Muscled ☐ Robust ☐ Thin.
Face ☐ Rugged ☐ Scarred ☐ Plain ☐ Full.
Eyes ☐ Keen ☐ Awake ☐ Friendly ☐ Wild.

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Mighty (+2 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +1 For)
- ▷ Hardy (+1 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +2 For)
- ▷ Vigorous (+2 Str, 0 Agi, -1 Wit, +1 Mem, +1 Cha, +1 For)
- ▷ Creative (0 Str, 0 Agi, +1 Wit, 0 Mem, +2 Cha, +1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need
Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.
Complete this step last.

Weapon Damage Speed Weight
Armor Resist Penalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3		Death	<input type="checkbox"/>
e				
s				

Resist BR MR SR
Status	<div></div>		
Injury	<div></div>		
Trauma	<div></div>		

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10) <div></div>
Favour	(Start 1D6) <div></div>
Lore	(Start 1D6) <div></div>
Supply	(Start 1D6) <div></div>
Trust	(Start 1) <div></div>

GEAR

Starting gear Ember Puzzle, Smith's toolkit, Backpack, Bedroll, Bottle (Wine), Campfire cooking set, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Lamp, Starting outfit, Waterskin. 1D6 Ration (Adventurer)
Carry capacity 5, Weight carried 6, Comfort 4
Pick two

- ▷ Day job, +1D6 x 10 Loot
- ▷ Shortsword (Damage 2, Speed -1, Weight 1)
- ▷ Shield (1 BR, -1 Attack, 1 Weight)
- ▷ Superior Smith's toolkit +1

OTHER

Misc items	<div></div>
People	<div></div>
Notes	<div></div>

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Master Crafter, Runic Pommel, Sacred Crest. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Dismantling (Supply)	After a battle, a Smith may rummage through the remains to gather Supply. Gain +1 Supply from a battlefield.
Master at arms (Lore)	Gain a point of Lore if a self-made weapon successfully kills an enemy. Only one point of Lore per Battle.
Protector (Favour)	Gain a point of Favour if a self-made armor successfully protects an ally during a battle. Only one point of Favour per Battle.

MASTER CRAFTER (SUPPLY)

Create items of use from what you carry without following the standard ruleset. Additional Supply costs are not added to the Roll + Supply to perform the Skill.

I Maintenance	◇ Weapons, repair a broken weapon. Additional Supply cost is weapon damage -1, minimum 1. ◇ Armor, repair a broken armor. Additional Supply cost is BR bonus of armor -1, minimum 1. ◇ Items, repair mundane items.
I Gambit	◇ Appraisal, Find Loot value of an item or substance. ◇ Identify, Identify the magical properties and use of weapons and armor.
I Create	◇ Manufacture, create simple metal objects from description. Additional Supply cost for objects larger than a dagger.
II Upgrade	◇ Permanently upgrade the gear quality of one item. Costs +5 Loot per upgrade.

RUNIC POMMEL (LORE)

Ancient runes serve to create pommels of mystic energies for your weapons.

I Force	◇ Fed, +1 Body dealt ◇ Sha, +1 Mind dealt ◇ Vam, +1 Soul dealt
II Destruction	◇ Lai, +1 Attack
III Bane	◇ Esh, -1 BR to target after first attack.
IV Arcana	◇ Nin, Add wielders Fortune to damage against specified sub-type.

SACRED CREST (FAVOUR)

The art of enhancing armor and protective items by adding crests of different deities.

I Protection	◇ Illar +1 BR. ◇ Ylaha+1 MR. ◇ Linnea+1 SR.
II Excellence	◇ Elana, +1 Agility ◇ Anzotl, +1 Charisma ◇ The Veiled One, +1 Wit
III Power	◇ Athad, +1 Strength ◇ Nymnir, +1 Memory ◇ The Tide, +1 Fortune
IV Arcana	◇ First fire, deal wielders Wit to Body, Mind or Soul to attackers ◇ Fires of retribution, deal wielders Fortune to Body, Mind or Soul to attackers ◇ Last fire, deal wielders Strength to Body, Mind or Soul to attackers

BASIC

Tinkering <i>Starting skill</i>	◇ Crafting skill, Smithing: see page 55. Gain 2D6 crafting materials ◇ Upgrade: -1 Crafting material cost.
Trick of the trade <i>Passive</i>	◇ One weapon has -1 Speed penalty
Faithful <i>Passive</i>	◇ Upgrade: Same weapon deals +1 Body ◇ Gain +1 SR
Unflinching <i>Passive</i>	◇ Upgrade: Additional +1 SR ◇ Gain +1 MR ◇ Upgrade: +1 Wit



ANATOMIST

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Gordio ☐ Murena ☐ Cantia ☐ Vedia ☐ Ruso ☐ Bruccius
Title Prefix: ☐ Master ☐ Doctor ☐ Curer
Suffix: ☐ The healer ☐ The specialist ☐ The mender
Clothes ☐ Academy robes ☐ Stained outfit ☐ Worn robes ☐ Exotic robes.
Religion
Age
Build ☐ Lean ☐ Skeletal ☐ Wiry ☐ Stocky
Face ☐ Narrow ☐ Scowling ☐ Weathered ☐ Chiseled
Eyes ☐ Intense ☐ Weak ☐ Clever ☐ Distant

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Knowing (+1 Str, 0 Agi, +1 Wit, +2 Mem, +1 Cha, -1 For)
- ▷ Hardy (+1 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +2 For)
- ▷ Fast (+1 Str, +2 Agi, +2 Wit, 0 Mem, -1 Cha, 0 For)
- ▷ Determined (0 Str, +1 Agi, +2 Wit, 0 Mem, +1 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need	
Desire	

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills. Complete this step last.

Weapon Damage Speed Weight
Armor Resist Penalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3			
e				
s				
			Death	

Resist BR MR SR
Status			
Injury			
Trauma			

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)
Favour	(Start 1D6)
Lore	(Start 1D6)
Supply	(Start 1D6)
Trust	(Start 1)

GEAR

Starting gear Surgeon's tools, Bedroll, Bottle (Wine), Chalk, Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Lantern, Paper, Satchel, Scroll case, Starting outfit, Waterskin, Writing tools. 1D6 Ration (Traveler)
Carry capacity 3, Weight carried 2, Comfort 3
Pick two
▷ Heirloom, +1D6 x 10 Loot
▷ 1D6 Waterbug husks
▷ A hand cart (+3 Carry capacity on roads)
▷ Superior Surgeon's tools, +1

OTHER

Misc items	
People	
Notes	

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK

2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Surgery, Anatomy, Funeral Rites. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Harvesting (Supply)	Harvest organs, tissue and fluids from corpses. Convert into 1D6 per combat, lose a point of Trust or gain +1 Mark.
Curiosity (Lore)	Given enough time with a set of corpses, an Anatomist may gain 1D6 Lore, lose a point of Trust or gain +1 Mark.
Undertaking (Favour)	Gains 1 Favour from correctly burying a creature, only 1 Favour per set of creatures buried at once.

SURGERY (SUPPLY)

The controversial lore debated by anyone who has heard of it. Helps recovery from injury and trauma. Removal of traumas causes exhaustion one day per tier.

I Suture	◇ Treatment, removes one tier I trauma. ◇ Styptic, removes waning.
II Arthrodesis	◇ Intensive care, degrades one tier II trauma. ◇ Emergency care, keeps creature at -2 Body, Mind or Soul alive.
III Transplant	◇ Transfusion, stabilize creature at -2 Body, Mind or Soul at -1. ◇ Gland, re-roll Center against disease or Poison.
IV Graft	◇ Vessels, blood clotting grants 1D6 Body in future healing at the permanent cost of 1 Charisma. ◇ Vestige, degrades one tier III trauma.

ANATOMY (LORE)

A deeper knowledge of the structure of creatures, dead and living.

I Phylogeny	◇ Death knell, reveal creature's remaining Body, Mind or Soul. ◇ Weak points, lower targets BR one point combined with successful Attack.
II Joints	◇ Analysis, reveal creature's special feature. ◇ Jab, reduce creature's pace to 1/10.
III Nerve cluster	◇ Scrutiny, reveal a creature's BR, MR or SR. ◇ Stabbing pain, paralyze a creature 1D6 rounds.
IV Vital organs	◇ Phlebotomize, ongoing +1 Body damage per round for 1D6 rounds, not mitigated by BR ◇ Cranial rupture, same as above, except with MInd damage.

FUNERAL RITES (FAVOUR)

Techniques of correct burial which also include a lot of hidden knowledge of death and the process of dying.

I Embalming	◇ Fumes, gain +1 MR and +1 SR. ◇ Anointing, gain +1 BR.
II Undertaker	◇ Afterthought, use Logic without expending a Clue when treating a carcass. ◇ Autopsy, gain a Clue from dissecting a found carcass.
III Obsequies	◇ Blessing, weapon deals +1 Soul to Malicious sub-types. ◇ Visitation, experience the last few moments of dead creatures life.
IV Pyre	◇ Rebirth, call creature from its grave. Acs as a Gravener at character level, see page X). ◇ Immolation, light 1D6 body parts, dealing Soul equal to Fortune when thrown. No damage to caster.

BASIC

Treatment <i>Starting skill</i>	◇ Crafting skill, Therapy: see page 55. Gain 2D6 crafting materials. ◇ Upgrade: -1 Crafting material cost.
At the ready <i>Passive</i>	◇ Knives deal +1 Body
Focused <i>Passive</i>	◇ Upgrade: Roll Attack with Agility ◇ Gain +1 MR
Medical training <i>Passive</i>	◇ Upgrade: Additional +1 MR ◇ Restock first aid kit, see page X. ◇ Upgrade: -1 Crafting material cost



ALCHEMIST

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Sestius ☐ Caelus ☐ Virius ☐ Asinia ☐ Caprenia ☐ Rufria
Title Prefix: ☐ Master ☐ Sire ☐ Theriac
Suffix: ☐ The chemist ☐ The sane ☐ The miracoulus
Clothes ☐ Stained robes ☐ Hole-filled robes ☐ Academy robes
☐ Tunic and cloak
Religion
Age
Build ☐ Slim ☐ Full ☐ Trim ☐ Heavy
Face ☐ Pinched ☐ Serious ☐ Calm ☐ Gaunt
Eyes ☐ Beady ☐ Wide ☐ Clever ☐ Tired.

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exeptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Resolved (0 Str, 0 Agi, +1 Wit, +2 Mem, -1 Cha, +2 For)
- ▷ Practical (0 Str, +2 Agi, +1 Wit, 0 Mem, +1 Cha, 0 For)
- ▷ Academic (0 Str, 0 Agi, +1 Wit, +2 Mem, 0 Cha, +1 For)
- ▷ Trained (+1 Str, +2 Agi, +1 Wit, -1 Mem, +1 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need
Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.
Complete this step last.

Weapon Damage Speed Weight
Armor Resist Pentalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	5	<input type="text"/>	<input type="text"/>	<input type="text"/>
m	4	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	3	<input type="text"/>	<input type="text"/>	<input type="text"/>
g	2	<input type="text"/>	<input type="text"/>	<input type="text"/>
e	1	<input type="text"/>	<input type="text"/>	<input type="text"/>
s	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
c	-1	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	-2	<input type="text"/>	<input type="text"/>	<input type="text"/>
l	-3		Death	<input type="text"/>
e				
s				

Resist BR MR SR
Status
Injury
Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot 1 Weight per 100 Loot
(Start 1D6 x 10)

Favour (Start 1D6)

Lore (Start 1D6)

Supply (Start 1D6)

Trust (Start 1)

GEAR

Starting gear Alchemist kit, Bedroll, Candle holder with candle, Coffee pot, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Parchments, Satchel, Starting outfit, Soap, Waterskin, Writing tools. 1D6 Ration (Adventurer)
Pick two Carry capacity 3, Weight carried 2, Comfort 3
▷ Shortspear (Damage 1, Speed -1, Weight 1)
▷ Salt (+1 Comfort)
▷ Bag of materials, +1D6 Crafting Materials
▷ Superior Alchemist kit

OTHER

Misc items
People
Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Elixirs, Precious Metals, Elements. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Components (Supply)	Gain +1D6 Supply per distance traveled. One roll per travel.
Alloy (Lore)	Gain +1 Lore when examining a new material: wood types, minerals, fabrics etc. applies.
Prima Materia (Favour)	Devote your mind. 1 Mind grants 1D6 Favour. Cannot be healed until Favour gained is spent.

ELIXIRS (SUPPLY)

Schooled in the nature of all materials and elements, can create supernatural from the natural.

I Fortify	◇ Tonic, +1 Brawn ◇ Tincture, +1 Focus ◇ Brew, +1 Center
II Strengthen	◇ Corpus, +1 Strength or Agility ◇ Animo, +1 Wit or Memory ◇ Anima, +1 Charisma or Fortune
III Invigorate <i>Passive</i>	◇ Upgrade “Strengthen” from one bonus ability to both available.
IV Vitalize <i>Passive</i>	◇ Upgrade “Invigorate” to additional +1 bonus to abilities.

PRECIOUS METALS (LORE)

Knowledge of precious metals and their effect in nature. Used to synthesize mystical materials from ordinary objects.

I Silver	◇ Pure, Attack ignores SR of sub-type Undead.
II Obsidian	◇ Natural, Attack ignores MR of sub-type Altered. ◇ Strange, Attack ignores MR of sub-type Astral. ◇ Bizarre, Attack ignores MR of sub-type Arcane.
III Xixian	◇ Unnatural, create Gravenor from corpse. ◇ Abnormal, deals Body equal to Wit against Undead.
IV Azoth	◇ Horrid, create Revenant from corpse (conc). Attacks caster if concentration is broken.

ELEMENTS (FAVOUR)

Unleash the power of the force and source elements. At the behest of the gods, these volatile arts are at the alchemists disposal.

I Flux	◇ Salt, lowers target BR by -1. ◇ Quicksilver, lowers target MR by -1. ◇ Sulfur, lowers target SR by -1.
II Confluence	◇ Blaze, deals 1 body to target fire elemental damage, no BR mitigation. ◇ Breath, as Blaze with air elemental damage. ◇ Soil, as Blaze with earth elemental damage. ◇ River, as Blaze with water elemental damage.
III Finesse <i>Passive</i>	◇ Upgrade, “Flux”, penalty is equal to caster Charisma.
IV Excellence <i>Passive</i>	◇ Upgrade, “Confluence”, damage is equal to caster Charisma.

BASIC

Alchemy	◇ Crafting Skill, Alchemy
Starting skill	◇ Upgrade: -1 Crafting material cost.
Inoculated	◇ Gain +2 Center against diseases.
Passive	◇ Upgrade: additional +2 Center against disease.
Exposed	◇ Gain +2 Center against poison.
Passive	◇ Upgrade: additional +2 Center against poison.
Guarded	◇ Gain +1 MR
Passive	◇ Upgrade: Gain +1 SR



HERBALIST

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Casea ☐ Theodon ☐ Gelasia ☐ Anndra ☐ Iona ☐ Tullus
Title Prefix: ☐ Brewer ☐ Noble ☐ Artisan
Suffix: ☐ The Healer ☐ The Curer ☐ The Learned
Clothes ☐ Practical wear ☐ Old Academy robes ☐ Gatherers outfit ☐ Tunic
☐ Belts and pouches.
Religion
Age
Build ☐ Lean ☐ Fat ☐ Athletic ☐ Wiry
Face ☐ Refined ☐ Somber ☐ Thoughtful ☐ Fleeting
Eyes ☐ Sharp ☐ Probing ☐ Flickering ☐ Wild

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Inquisitive (+1 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +2 For)
- ▷ Quick (0 Str, +2 Agi, +2 Wit, +1 Mem, 0 Cha, -1 For)
- ▷ Smart (0 Str, +1 Agi, +1 Wit, +2 Mem, 0 Cha, 0 For)
- ▷ Trained (+1 Str, +2 Agi, +1 Wit, -1 Mem, +1 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need	
Desire	

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills. Complete this step last.

Weapon Damage Speed Weight
Armor Resist Penalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3		Death	<input type="checkbox"/>
e				
s				

Resist BR MR SR

Status	
Injury	
Trauma	

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)
Favour	(Start 1D6)
Lore	(Start 1D6)
Supply	(Start 1D6)
Trust	(Start 1)

GEAR

Starting gear Herbology kit, Bedroll, Candles, Coffee pot, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Roll of parchments, Satchel, Starting outfit, Soap, Waterskin, Writing tools. 1D6 Ration (Adventurer)
Carry capacity 3, Weight carried 3, Comfort 3
Pick two
▷ Brewers kit, +1 (Weight 1)
▷ First aid kit, basic (Weight 0)
▷ Good bags +2 Carry capacity
▷ Superior Herbology kit, +1

OTHER

Misc items	
People	
Notes	

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK

2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Poison, Healing, Curing. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Improvisation (Supply)	Convert 1D6+1 herbalism crafting materials to 1 Supply.
Gatherer (Lore)	Convert 1D6+1 herbalism crafting materials to 1 Lore.
Seeker's quest (Favour)	Convert 1D6+1 herbalism crafting materials to 1 Favour.

POISON (SUPPLY)

Not every part of the Herbalists life is good-natured. Some deal with death and maiming of others. Chance of self-infliction, roll Focus in combat situation, difficulty 4. See page X for poisons.

I Assassin blade	◇ Venomous blade, inflicts target with Venom after successful Attack. ◇ Veiled Blade, inflicts target with Scarlet veil after successful Attack. ◇ Silent blade, inflicts target with Mask of Silence after successful Attack. ◇ Quantity, Blades can be used twice.
II Potence <i>Passive</i>	◇ Quality, poisons can be masked in food or drink
III Constitution <i>Passive</i>	◇ Gain immunity to all poison.
I Varkas	◇ Upgrade Assassins blade, combine two poisons.

HEALING (LORE)

Concerns the well-being of living things. Herbs are the main source of healing available to the common man. Brews can be shared between players, contains 1D6 uses. Keeps fresh one scene.

I Brewing	◇ Red Clover, brew heals Body. ◇ Silphium, brew heals Mind. ◇ Silverfang, brew heals Soul.
II Distilling	◇ Gajun, brew increases Body trait. ◇ Mores, brew increases Mind trait. ◇ Savan, brew increases Soul trait.
III Perfection <i>Passive</i>	◇ Upgrade, brews contain additional portions equal to caster Fortune.
IV Infusion	◇ Madroot, willing target is healed to 0 in all traits, loses next round.

CURING (FAVOUR)

Diseases are everywhere. Herbs are used in various fashion to help combat them. Some of these herbs also have other uses.

I Immunization	◇ Red Scorpio, allows accumulative re-rolls against poison. ◇ Blue Scorpio, allows accumulative re-rolls against disease.
II Remedy	◇ Yellow Varese, remedies one sickness. ◇ Green Varese, remedies one poison. ◇ Blue Moss, remedies one disease.
III Panacea <i>Passive</i>	◇ Gain immunity to all diseases.
IV Balance	◇ Krand, willing target is immune against all magic effects for a number of rounds equal to caster Fortune.

BASIC

Herbalism <i>Starting skill</i>	◇ Crafting skill, Herbalism: see page 55. Gain 2D6 crafting materials. ◇ Upgrade: -1 Crafting material cost.
Herb fumes <i>Passive</i>	◇ Gain +1 SR
Medicinal herbs <i>Passive</i>	◇ Upgrade: additional +1 SR
Medical training <i>Passive</i>	◇ Restock medicine kit, see page X. ◇ Upgrade: -1 Crafting material cost. ◇ Restock first aid kit, see page X. ◇ Upgrade: -1 Crafting material cost.



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Vel ☐ Nonus ☐ Marcus ☐ Calera ☐ Trebelia ☐ Camelia
Title Prefix: ☐ Teacher ☐ Master ☐ Liason
Suffix: ☐ The Wanderer ☐ The Sage ☐ The Traveled
Clothes ☐ Formal wear ☐ Culture-mixed garments
☐ Pristine uniform and adventuring garb.
Religion
Age
Build ☐ Slim ☐ Fat ☐ Energetic ☐ Bony.
Face ☐ Tired ☐ Hard ☐ Pretty ☐ Gaunt
Eyes ☐ Sharp ☐ Understanding ☐ Innocent ☐ Wide.

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Connected (-1 Str, +1 Agi, 0 Wit, +1 Mem, +1 Cha, +2 For)
- ▷ Practical (0 Str, +2 Agi, +1 Wit, 0 Mem, +1 Cha, 0 For)
- ▷ Artistic (0 Str, 0 Agi, 0 Wit, 0 Mem, +2 Cha, +2 For)
- ▷ Likeable (+1 Str, -1 Agi, 0 Wit, +1 Mem, +2 Cha, +1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need
Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.
Complete this step last.

Weapon Damage Speed Weight
Armor Resist Penalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3		Death	<input type="checkbox"/>
e				
s				

Resist BR MR SR

Status
Injury
Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot 1 Weight per 100 Loot
(Start 1D6 x 10)
Favour (Start 1D6)
Lore (Start 1D6)
Supply (Start 1D6)
Trust (Start 1)

GEAR

Starting gear Backpack, Bedroll, Bottle (Spirits), Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Rope, Shovel, Starting outfit, Tent, Torches, Waterskin. 1D6 Ration (Adventurer)
Carry capacity 5, Weight carried 7, Comfort 4
Pick two
▷ Large bags, (+1D6 x 10 Loot)
▷ Tea leaves (+1 Comfort)
▷ Shortbow (Damage 2, Speed -3, Weight 1)
▷ Bracelets (+1D6 Favour)

OTHER

Misc items
People
Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK

2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Foreign Relics, Tradition, Servitude. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Improvisation (Supply)	Gain +1D6 Supply when bartering with a representative from a new culture or faction.
Guru (Lore)	Gain +1D6 Lore when meeting a new culture or faction.
Emissary (Favour)	Gain +1D6 Favour when successfully Conversing with a new culture or faction.

FOREIGN RELICS (SUPPLY)

All cultures have their own tradition in creating relics to show their devotion to their deities, some of them are useful. 1D6 relics per use, create once per quest, usable by all, activate when needed.

I Utensils	◇ Wooden, worth 10 Loot per piece. ◇ Bone, darts deal 1 Body as ranged weapon.
II Bracelet	◇ Amber beads, gain +1 BR ◇ Rose Quartz beads, gain +1 MR ◇ Agate beads, gain +1 SR
III Necklace	◇ Amulet, +1 to single Skill ◇ Talisman, +1 to single Action ◇ Pendant, +1 to single Quality
IV Reliquary	◇ Upgrade, create additional relics equal to caster Charisma.

Passive

TRADITION (LORE)

The knowledge of traditions and rites. Includes the skill to perform some mystical song rites. These rituals may be performed once per quest.

I Akalekian	◇ Hymn of Elana, PCs gain +1 Comfort. ◇ Hymn of Travel, PCs gain +1 Carry capacity.
II Odenite	◇ Songs of a Tailor, PCs gain +1 Trust ◇ Great mountain chant, players gain +1 Next
III Sheshy	◇ Hymn of Linnea, detect nearby living creatures, learn amount and one sub-type. ◇ Song of Ash, activate PCs Major Skill at no cost.
IV Copruan	◇ Wanderers lament, absorbs Secondary traits from dead PC not killed by other PCs or self. ◇ Song of the Watcher, PCs are magic immune.

SERVITUDE (FAVOUR)

About religions, devotion and their practices. Some practices are also usable by the Globetrotter.

I Prayer	◇ Response, identify entity in cast ritual or aura. ◇ Calling, see and identify ritual auras.
II Chant	◇ Repentance, let one ritual caster re-roll without cost failed performance roll. ◇ Inigation, let one ritual caster perform without cost.
III Dance	◇ Passion, gain +1 to ritual performance rolls.
IV Devotion	◇ No consequences from ritual performance, used in advance of ritual.

BASIC

Archaeology	◇ Roll Knowledge with Fortune, identify culture on failed roll.
<i>Passive</i>	◇ Upgrade: gain +1 Fortune
Pipeweed	◇ Gain +1 SR
<i>Passive</i>	◇ Upgrade: gain +1 Charisma
Focusing	◇ Gain +1 MR
<i>Passive</i>	◇ Upgrade: gain +1 Wit
Medicinal herbs	◇ Restock medicine kit, see page X.
<i>Passive</i>	◇ Upgrade: - 1 Crafting material cost.



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Sidon ☐ Arruns ☐ Corbulo ☐ Marcia ☐ Fufia ☐ Orania
Title Prefix: ☐ Master ☐ Teacher ☐ Speaker
Suffix: ☐ The Savant ☐ The Sage ☐ The Keen
Clothes ☐ Academy robes ☐ Adventuring clothes ☐ Clerical gown
☐ Travelers outfit.
Religion
Age
Build ☐ Compact ☐ Thin ☐ Full ☐ Energetic
Face ☐ Weathered ☐ Scarred ☐ Energetic ☐ Plain
Eyes ☐ Piercing ☐ Inquisitive ☐ Glossy ☐ Weary

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Versatile (+1 Str, +1 Agi, 0 Wit, 0 Mem, +1 Cha, +1 For)
- ▷ Talkative (0 Str, 0 Agi, +2 Wit, +1 Mem, +2 Cha, -1 For)
- ▷ Resolved (0 Str, 0 Agi, +1 Wit, +2 Mem, -1 Cha, +2 For)
- ▷ Clever (0 Str, 0 Agi, +2 Wit, +1 Mem, +1 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need	
Desire	

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills. Complete this step last.

Weapon Damage Speed Weight
Armor Resist Penalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
	Total
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3		Death	<input type="checkbox"/>
e				
s				

Resist BR MR SR

Status	
Injury	
Trauma	

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)
Favour	(Start 1D6)
Lore	(Start 1D6)
Supply	(Start 1D6)
Trust	(Start 1)

GEAR

Starting gear Bedroll, Bottle (Wine), Chalk, Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Lantern, Paper, Satchel, Scroll case, Starting outfit, Waterskin, Writing tools. 1D6 Ration (Traveler)
Carry capacity 3, Weight carried 2, Comfort 3
Pick two
▷ Inheritance (+1D6 x 10 Loot)
▷ Ancient untranslated book (+1D6 Lore)
▷ Local map
▷ Spices (+1 Comfort)

OTHER

Misc items	
People	
Notes	

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

___ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

___ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

___ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

___ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

___ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

___ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

___ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

___ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

___ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

___ BRAWN (ROLL+STRENGTH)

Vigor

___ FOCUS (ROLL+MEMORY)

Concentration

___ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Words of Power, Polyglot, Tattooes. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Inks (Supply)	Gain +1D6 Supply per distance traveled. One roll per travel.
Learner (Lore)	Gain a point of Lore whenever exposed to a new language, written or spoken.
Testament (Favour)	Passive. +1 to MR and SR. No Favour gained.

WORDS OF POWER (SUPPLY)

The layman's version of Arcana, certain words carry power, but only when written correctly in special types of ink.

I Understanding	◇ Ink speaks, identify Deep Magic effect ◇ Ink guides, identify Magic Item source ◇ Ink knows, identify Magic Item flavor
II Conception <i>Passive</i>	◇ Calligraphy, +1 when casting spells from scroll, gain +1 Supply when casting from new scroll.
III Grasp	◇ Notary, preserve scroll after cast spell. Spell can be cast twice from same scroll on success. ◇ Paint, use one less charge when casting from Foci (minimum 1).
IV Mastery	◇ Eternal, Magic Items (Weapons, Armor, Accessories) do not deplete naturally. Skill applies per item. ◇ Studied, Create scroll from known spell. Additional cost, 3 experience points.

POLYGLOT (LORE)

A linguist is equipped to understand or decipher any written or spoken language. This skill allows for accumulative -1 re-rolls, up until Wit score in total rolls.

I Read	◇ Intuitive, read a foreign language using Focus. ◇ Social, understand foreign spoken language using Focus. ◇ Decipher, crack codes and hidden messages, using Focus.
II Comprehend	◇ Crafty, help target re-roll one crafting roll. ◇ Sorcerer, help target re-roll one spellcasting roll. ◇ Clerical, help target re-roll one ritual roll.
III Command	◇ Stop, make hostile creature stop its current action, self-preservation defeats command. ◇ Help, make non-hostile creature help with a simple non-threatening task. ◇ Show, tell non-hostile creature to lead the way to a destination, if that creature has seen it.
IV Arcanist	◇ Spend Lore for additional re-rolls Focus at no penalty for Read and Command.

TATOOES (FAVOUR)

Runic tattoos covering the body. The writings honor the gods and grant enhancements to the Linguist.

I Skada <i>Passive</i>	◇ Gain alternal deflection ◇ -1 Memory.
II Lag <i>Passive</i>	◇ Gain alternal sight ◇ -1 Wit.
III Bukr <i>Passive</i>	◇ Gain alternal touch. Deals Wit in Soul per round.
IV Tale <i>Passive</i>	◇ Gain alternal affinity

BASIC

Archaeology <i>Passive</i>	◇ Roll Knowledge with Fortune, identify culture on failed roll. ◇ Upgrade: gain +1 Fortune
Poetry recital <i>Passive</i>	◇ Gain +1 MR ◇ Upgrade: gain +1 SR
Medical training <i>Passive</i>	◇ Restock first aid kit, see page X. ◇ Upgrade: -1 Crafting material cost.
Communicative	◇ Roll Converse with Memory. Gain additional point of Trust on critical success. ◇ Upgrade: gain +1 Memory.



DANCER

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

Name ☐ Herius ☐ Cnaeus ☐ Galerius ☐ Vatinia ☐ Arria ☐ Gellia
Title Prefix: ☐ Master ☐ Coryphée ☐ Premier
Suffix: ☐ The Nimble ☐ The Dancer ☐ The Devoted
Clothes ☐ Copruan combat gear ☐ Dancing robes ☐ Traveling outfit
☐ Practical gown ☐ Worn combat gear
Religion
Age
Build ☐ Trained ☐ Toned ☐ Full ☐ Wiry.
Face ☐ Plain ☐ Smug ☐ Pensive ☐ Curious
Eyes ☐ Exited ☐ Wide ☐ Exotic ☐ Probing

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Energetic (+2 Str, -1 Agi, 0 Wit, 0 Mem, +2 Cha, +1 For)
- ▷ Tough (+2 Str, 0 Agi, +1 Wit, 0 Mem, 0 Cha, +1 For)
- ▷ Artistic (0 Str, 0 Agi, 0 Wit, 0 Mem, +2 Cha, +2 For)
- ▷ Strong (+2 Str, +1 Agi, 0 Wit, -1 Mem, +1 Cha, +1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability. Describe your characters desire, gain +1 to fitting ability.

Need
Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.
Complete this step last.

Weapon Damage Speed Weight
Armor Resist Pentalty Weight
Order Wit+Agility-Speed
Pace Agility+8 (meter/round)
Essentials Food (days) Water (days)
Comfort Bonus
Encumbrance Carry capacity Weight carried
Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	5	<input type="text"/>	<input type="text"/>	<input type="text"/>
m	4	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	3	<input type="text"/>	<input type="text"/>	<input type="text"/>
g	2	<input type="text"/>	<input type="text"/>	<input type="text"/>
e	1	<input type="text"/>	<input type="text"/>	<input type="text"/>
s	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
c	-1	<input type="text"/>	<input type="text"/>	<input type="text"/>
a	-2	<input type="text"/>	<input type="text"/>	<input type="text"/>
l	-3	<input type="text"/>	<input type="text"/>	<input type="text"/>
e			Death	
s				

Resist BR MR SR

Status
Injury
Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot 1 Weight per 100 Loot
(Start 1D6 x 10)
Favour (Start 1D6)
Lore (Start 1D6)
Supply (Start 1D6)
Trust (Start 1)

GEAR

Starting gear Backpack, Bedroll, Bottle (Spirits), Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Rope, Shovel, Starting outfit, Tent, Torches, Waterskin. 1D6 Ration (Adventurer)
Carry capacity 5, Weight carried 7, Comfort 4
Pick two
▷ Amulet, +1D6 Favour
▷ Old horse (+7 Carry capacity)
▷ Shortsword (Damage 2, Speed -1, Weight 1)
▷ Keepsake (+1D6 x 10 Loot)

OTHER

Misc items
People
Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered.

__LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention.

__INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__BRAWN (ROLL+STRENGTH)

Vigor

__FOCUS (ROLL+MEMORY)

Concentration

__CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from War Paints, Martial Arts, Ritual Dance. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Paints (Supply)	Gain +1D6 Supply per distance traveled. One roll per travel.
Sparring (Lore)	Gain a point of Lore whenever participating in a fight unarmed and unarmed.
Morning prayer (Favour)	Gain +1D6 Favour per distance traveled. One roll per travel.

WAR PAINTS (SUPPLY)

Ritual enhancements to own power, traditions passed through generations now appropriated by scholars.

I Animal guide	◇ Feral, use 1 Soul to negate incoming injury. ◇ Hibernate, trade 1st tier trauma with Exhaustion. ◇ Protector, grant +1 BR to ally.
II Spirit guide	◇ Kribble, trade Body dealt from single Attack with Mind dealt. ◇ Vasa, trade Body dealt from single Attack with Soul dealt.
III Void whisper	◇ Vavrix, add Charisma to Body dealt against Arcane, Alteral and Astral sub-types. ◇ Marmiru, add Fortune to Body dealt against Undead sub-type.
IV Marked <i>Passive</i>	◇ Bane, regain 1 Body, Mind or Soul whenever a character (including self) gains a Mark.

MARTIAL ARTS (LORE)

Arts gathered around the world and studied as a means of warfare and an expression of culture. Skill Tree activates as one ability, Tier IV can be used throughout scene. Be unarmed and unarmored.

I Initiate	◇ Weave, deal Charisma in Body with Attack. Gain +1 BR. Use Surge to boost Body dealt.
II Warrior	◇ Gymnast, Gain Charisma to Pace and Speed.
III Instructor	◇ Hardened, Gain Memory to BR, does not stack with Weave.
IV Grandmaster	◇ Grip, trade Attack for Charisma in BR penalties. ◇ Punch, trade Attack for Wit in MR penalties. ◇ Jab, trade Attack for caster Wit in SR penalties.

RITUAL DANCE (FAVOUR)

Dances meant to increase the power of rituals and familiarity with performing. Effects combine once per quest with one ritual, depends on casting success.

I Sun's Greeting	◇ Gifts, PCs gain +1D6 of selected skill trait ◇ Exploits, PCs gain +1D6 x 10 extra Loot from quest reward. ◇ Learning, gain +1 Clue ◇ Ritual cost is Magnitude - casters Charisma.
II Certainty <i>Passive</i>	
III Guidance	◇ Leading, roll Ritual performance roll on behalf of other participant. ◇ Performer, change Quality rolled for one ritual casting, Dancer receives -1 to ritual performance.
IV Devotion <i>Passive</i>	◇ Gain +1 to BR, MR and SR one scene after ritual casting. Also gain Charisma +1 to one Attack.

BASIC

Student	◇ Roll Perception using Wit, gain +1 Lore each success. ◇ Upgrade: +1 Wit.
Balanced <i>Passive</i>	◇ Gain +1 Carry capacity ◇ Upgrade: Additional +2 Carry capacity
Spiritual <i>Passive</i>	◇ Gain +1 SR ◇ Upgrade: Additional +1 SR
Critical thinker <i>Passive</i>	◇ Gain +1 MR ◇ Upgrade: Additional +1 MR