



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	<ul style="list-style-type: none">Shortsword (Damage 2, Speed -1, Weight 1)Good notes, +1D6 SupplyInheritance, +1D6 x 10 LootAmulet, +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.
<i>Passive</i>	◇ 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.
<i>Passive</i>	◇ Upgrade: add longsword.
Concentration	◇ Gain +1 MR.
<i>Passive</i>	◇ Upgrade: Additional +1 MR.
Meditation	◇ Gain +1 SR.
<i>Passive</i>	◇ Upgrade: Additional +1 SR.
Medical training	◇ Restock first aid kit, see page X.
<i>Passive</i>	◇ Upgrade: - 1 Crafting material cost.