

You may choose to take twice the required time when repairing or crafting to gain a Boon to the test.

you do not gain a spendy item. The GM may offer an Escalation to you where you will lose most/all of your currency once a Struggle.

GOAL:
COMMUNITY:
BELIEFS:

APPEARANCE:

Portrait

SKILLS

Spec Train

		Adroit
		Advanced Tech.
		Argument
		Art
		Brawl
		Climbing
		Courage
		Crafting
		Deft
		Discipline
		Fate
		Fortune
		Guile
		Health
		History
		Impression
		Initiative
		Leadership
		Martial
		Medicine
		Might
		Morale
		Navigation
		Personal
		Running
		Searching
		Shooting
		Stamina
		Stealth
		Swimming
		Tracking
		_____
		_____

LUCK POINTS

Max
0

Spend 1 Luck point to....

Lucky Break - Reroll a test you just made

But First - Take your turn in a Fight immediately

Consider This - Add a detail to the current scene

Opportunity Strikes - Use Luck(Fortune) for a test.

Lucky Find! - Test Luck(Fate) to gain an item.

ADVANCEMENTS



- +1 to an Attribute
- Gain 2 Trained skills
- Specialize 1 skill
- +2 max luck points
- +Personal Descriptor
- +Combat Descriptor
- +Interaction Descriptor
- +Arcane Descriptor

LEVEL

1

SIZE

0

HEFT

10

STRESS

CONDITIONS

PROTECTIVE GEAR

(shield) Triggered Action: Block - When you would take damage from an attack, you may apply 2 additional armor to the limb that it would damage.

DESCRIPTORS

Quick Fixer

Req: Trained-Crafting

You may attempt a “patch Job” on a broken machine even if you have no materials or tools to help. Make a Sense(Crafting) test, for each success the machine will function for 1 scene.

jinxed

Req: Luck < 0

When something bad happens, that's okay. Anytime that you are offered an escalation, you gain 2 luck points regardless of if you refuse it.

WEAPONS

Warhammer

Traits & Flaws:

Staggering (knock over opponents), Puncturing 1 (ignore armor per success), Crippling (deal attr damage to inflict wound)

Damage:

1d6+Force

-

Ammo:

Traits & Flaws:

Damage:

Ammo:

Traits & Flaws:

Damage:

Ammo:

EQUIPMENT

Round Shield-----

Hiking Backpack-----

Trail Ration -----

clawhammer-----

Warhammer-----

2

1

L

L

L

Max Heft:

10

ARTIFACT

TITLE:

DESCRIPTION:

FIRST AWAKENING

SECOND AWAKENING

THIRD AWAKENING

LEGACY

Level 1

advancement

advancement

advancement

advancement

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

ARCANE ORIGIN:

MANA

Max

RECOVERY

☐ 1 minute ☐ 2 hours

☐ 1 hour ☐ 4 hours

RECOVERY DIE

Name	Attribute	Cost
Type	Range	Duration
Description:		

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Description:		

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