

BACKGROUND: Student

When you roll 2 or less Stress Die and the total is not 6 or 12, you may reduce the total on the stress die by 1.

HINDRANCE: One Eye

When making a ranged attack you take a -1 to your test per range beyond short. You also take a -1 to all other Sense tests that rely on sight.

ATTRIBUTES

Force

+1

Fortitude

0

Finesse

-1

Sense

-1

Reason

+1

Willpower

-1

Social

+1

Luck

0

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
-
-
-
-
-
-

SKILLS

NAME: Jacob Reynaud

GOAL:

COMMUNITY:

BELIEFS:

APPEARANCE:

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

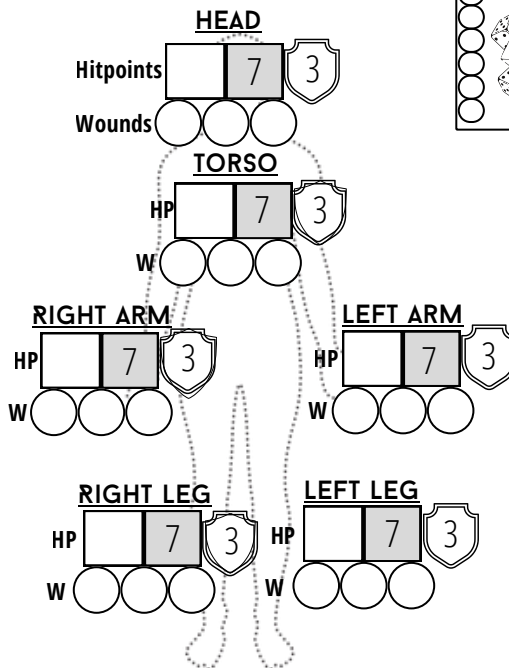
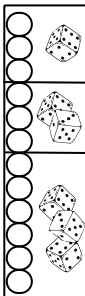
SIZE

0

HEIGHT

11

STRESS



CONDITIONS

PROTECTIVE GEAR

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

Complicated - Repairing this armor is a difficult(-4) test.

Gauntleted, Greived, Helmed (Covers full body)

DESCRIPTORS

Defensive

Once per round, when you use the Triggered Action from a shield, you gain another Triggered Action.

Inspiring

Once per scene, as an action, you may speak to inspire your companions. Make a Social(Leadership) test and grant a Boon on their next test to a number of creatures equal to the successes you roll.

LUCK POINTS

Max	
2	

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.

WEAPONS

Longsword		Level 1	advancement
<i>Traits & Flaws:</i> Martial (if force >= 1, use one handed), Targeted (halve penalty for targeting limbs)			advancement
<i>Damage:</i> 2d6+Str	<i>Ammo:</i> -		advancement
			advancement
<i>Traits & Flaws:</i>		Level 2	
<i>Damage:</i>	<i>Ammo:</i>		
<i>Traits & Flaws:</i>			
<i>Damage:</i>	<i>Ammo:</i>	Level 3	
EQUIPMENT		Level 4	
Knights Shield-----	2		
Longsword -----	1		
Scale Armor-----	3		
Bottle of Wine -----	L	Level 5	
Fur Cloak -----	1		
Lantern -----	L		
<u>Max Heft:</u> 11		Level 6	
ARTIFACT		Level 7	
TITLE:			
DESCRIPTION:			
FIRST AWAKENING			
SECOND AWAKENING			
THIRD AWAKENING			

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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Type	Range	Duration
Description:		

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Type	Range	Duration
Description:		

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Description:		

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