

BACKGROUND: Wanderer

When taking a rest you are always treated as having at least adequate comfort as long as there is no inclement weather.

HINDRANCE: Altruist

You can't leave a poor soul in need and will always consider the plights of those less fortunate, no matter the personal cost.

NAME: Bashar**GOAL:****COMMUNITY:****BELIEFS:****APPEARANCE:**

Portrait

ATTRIBUTES**Force****-1****Fortitude****1****Finesse****0****Sense****1****Reason****-1****Willpower****1****Social****-1****Luck****0**Spec Train

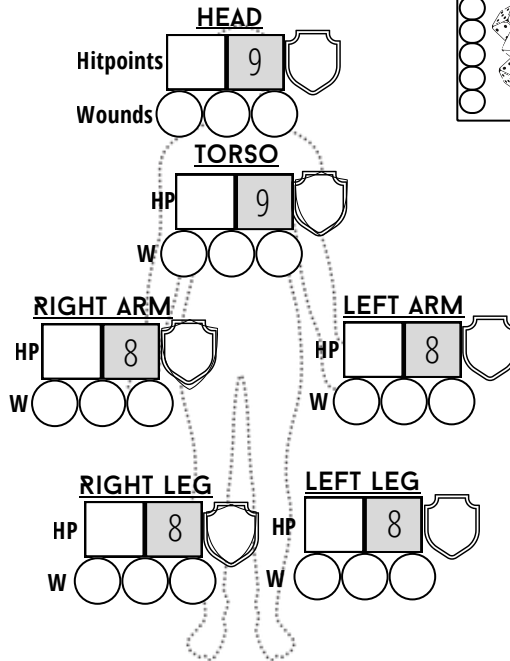
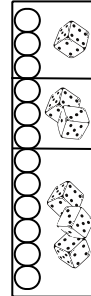
- Adroit
- Advanced Tech.
- Argument
- Art
- Brawl
- Climbing
- Courage
- Crafting
- Deft
- Discipline
- Fate
- Fortune
- Guile
- Health
- History
- Impression
- Initiative
- Leadership
- Martial
- Medicine
- Might
- Morale
- Navigation
- Personal
- Running
- Searching
- Shooting
- Stamina
- Stealth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

LUCK POINTS

Max

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****HEIGHT****9****STRESS****CONDITIONS****PROTECTIVE GEAR**

Parry: When you are attacked in melee, you may apply a Bane to the attack.

DESCRIPTORS**Managing It**

Once per scene, when you Stress Dice activate, you may reduce the total among the Stress dice by the number of Stress dice rolled.

WEAPONS

Staff		Level 1	advancement
<i>Traits & Flaws:</i> Finesse (use Finesse for attack and damage), Parry (Gain a triggered action: apply a Bane to an attack)			advancement
<i>Damage:</i> 2d6+Dex	-		ammo:
Acid Flask			advancement
<i>Traits & Flaws:</i> Expendable (destroyed on use), Energy (Deals Energy Damage), Persistent (deal damage for turns equal to successes), Blast (apply to entire zone), Throwing (short range)		Level 2	
<i>Damage:</i> 2d6+Dexterity			ammo: 1
<i>Traits & Flaws:</i>			
<i>Damage:</i>		ammo:	
EQUIPMENT		Level 3	
Hunter's Cloak (Asset - Tracking)-----	2		
Staff -----	1		
Acid Flask -----	L		
Crowbar -----	1	Level 4	
Fishing Tackle -----	L		
Traveling Pack (+3 max Heft) -----	L		
<u>Max Heft:</u> 12		Level 5	
ARTIFACT		Level 6	
TITLE:			
DESCRIPTION:			
FIRST AWAKENING			
		Level 7	
SECOND AWAKENING			
THIRD AWAKENING			

ARCANE ORIGIN:

Thaumaturge

All spells that the thaumaturge casts are done with a Willpower (Thaumaturge) test instead of whatever ability and Skills they use.

MANA

6

RECOVERY

☐ 1 minute

☐ 2 hours

☐ 1 hour

☐ 4 hours

RECOVERY DIE

d4

Bile	Willpower	Cost 2
Static	Self	Continuous
Your body secretes a damaging substance. When you would be damaged by an attack from an Engaged enemy, deal 1 energy damage to one of their limbs at random. Additional Effect(2): You can make a Dexterity(Arcane Origin) to attack a creature within close range with this substance. It deals 1d6 energy damage and has the Persistent trait.		

Damage Zone	Willpower	Cost 2
Attack	Short Range	Limited
Target a zone within range and make a Fortitude(Arcane Origin) spell attack to turn the zone into a damaging area. Creatures that begin their turn inside that zone or who move into the zone during their turn take 1 general Energy damage per success rolled. Additional Effect(1): creatures in the zone are considered Hobbled. Additional Effect(2): a creature who ends their turn in the area must make a Willpower(courage) test or else gain one Stress. Additional Effect(1): at the end of each round each character in the zone makes a Fortitude(Stamina) or else gains one level of Cold or Hot.		

Deteriorate	Willpower	Cost: 2
Attack	Close	Limited
Draw the power away from your opponent. Make an opposed Willpower(Arcane Origin) vs Fortitude(Stamina) against a single creature within range. On a success, reduce one of their attributes by 1 point per success for the duration Additional Effect (2): remove a chosen skill from that attribute for the same duration. Additional Effect (3): you gain the attribute points drained by the attribute for the duration.		

Name	Attribute	Cost
Type	Range	Duration
Description:		

Name	Attribute	Cost
Type	Range	Duration
Description:		

Name	Attribute	Cost
Type	Range	Duration
Description:		

Name	Attribute	Cost
Type	Range	Duration
Description:		

Name	Attribute	Cost
Type	Range	Duration
Description:		