

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

You have a large family . Your family will require food, medicine and money regularly and are more likely to be at the receiving end of any problems in their city.

GOAL: Get out under the thumb of my father
COMMUNITY: West Salteesh, hometown in the Vents
BELIEFS: Everyone around me is an idiot

<u>ADVANCEMENTS</u>	<u>LEVEL</u>	<u>SIZE</u>	<u>STRESS</u>
○○○○○ • +1 to an Attribute • Gain 2 Trained skills • Specialize 1 skill • +2 max luck points • Personal Descriptor • Combat Descriptor • Interaction Descriptor • Arcane Descriptor	1	0	
		<u>HEFT</u> 11	

SKILLS

1

-1

0

1

-1

-1

1

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 |
|  |  | Cyberlink |
|  |  | |
|  |  | |
|  |  | |
|  |  | |

Max

1

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.

Hitpoints

7

Wounds

TORSO

HA

7

RIGHT ARM:

H

7

LEFT ARM

HA

—

RIGHT LEG

H

7

LEFT LEG

HP

7

DESCRIPTORS

Waggish

You gain the ability to joke and use witty humor to put people at ease. When making a Social test to ease tension, make people laugh or lighten the mood you gain a Boon and if you succeed, your next test gains a Boon as well.

Portrait

WEAPONS

Vulcan Technologies A-Series Cutter			Level 1	advancement
<i>Traits & Flaws:</i> One Handed, Crippling (use 2 successes to not roll damage dice and add 1 injury to limb), Slow (when making an attack, move down 2 spaces in initiative), Targeted (halve penalties for targeting limb)				advancement
<i>Damage:</i> 2d6 + Force		<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	
<i>Damage:</i>		<i>Ammo:</i>	Level 4	
<i>Damage:</i>		<i>Ammo:</i>	Level 5	
<i>Damage:</i>		<i>Ammo:</i>	Level 6	
<i>Damage:</i>		<i>Ammo:</i>	Level 7	

ARCANE ORIGIN: Artificer

- Each Power is also a physical object called an Artificer Item with a heft of Light.
- Artificers may spend Energy to use their own Artificer items as long as they are carrying them.
- Artificer items can be handed to someone else for them to use. You must put Energy into the item and decide how much when it is given. As an action the Artificer can put more Energy into an Item. When a rest is finished, all Energy in Artificer items is lost.
- Others using your Artificer Items make tests using the Artificer skill and the appropriate Attribute.
- If an Artificer Item is broken, the Power it represents cannot be used. An Artificer Item can be built or repaired with 1 hour of work.
- Multiple crafted versions of the Artificer Item become inert and lose their Energy.

ENERGY

6

RECOVERY

☐ 1 minute

☐ 2 hours

☐ 1 hour

☐ 4 hours

RECOVERY DIE

d6

Detect	<i>Sense</i>	Cost: 1
Change	Range: Short	Duration: Instant
<i>Description:</i> You gain a sudden burst of awareness in the area around you. Make a Sense(Arcane Origin) test, for each success you learn about an important feature, potential hazard or hidden creature in your zone or adjacent zones. It does not reveal specifics, like who the hidden creature is, only if it is there and which zone it is in. Flare(1): increase the range of this Power to medium.		

Name		Attribute		Cost
Type	Range		Duration	
Description:				

Name		Attribute	Cost
Type	Range	Duration	
Description:			

Embolden	<i>Willpower</i>	Cost: Varies
Change	Range: Self	Duration: Limited
<i>Description:</i> Make a Willpower(Arcane Origin) test. On a success, choose a creature within short range to increase one of their attributes by 3 plus 1 per Energy spent to a maximum of +3. Reduce the Energy cost by the number of successes.		

Name		Attribute	Cost
Type	Range		Duration
Description:			

Name		Attribute	Cost
Type	Range	Duration	
Description:			