NAME:

ORIGIN: *Artisan*

Portrait

GOAL:
COMMUNITY:
BELIEFS:

APPEARANCE:

INFLUENCE: Once per struggle you can create a friendly npc with whom you have worked with, made goods for or learned from as part of your history as an Artisan.

EXPERIENCE: You may choose to take twice the required time when crafting an item to gain a Boon to the test.

ASPIRATION: When something you created receives unequivocal praise by a large group, sells for a significant sum or ends up being exactly what someone needed to solve a problem, you gain a Reason, Finesse or Sense Grit Token.

HINDRANCE: *Big Family*

You have a large family to take care of. Your family will require food, medicine and money regularly and are more likely to be at the receiving end of any problems where they live.

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

ATTRIBUTES

Force 0 (Grit)

Fortitude -1 (Grit)

Finesse +1 (Grit)

Sense 0 (Grit)

Reason -1 (Grit)

Willpower +1 (Grit)

Social -1 (Grit)

Luck +1 (Grit)

SKILLS

Spec	Train	Skill
◇	◆	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
◇		_____
◇		_____
◇		_____
◇		_____
◇		_____

HEAD — Hitpoints 6 (1) — Wounds

TORSO — HP 6 (4) — W

RIGHT ARM — HP 6 (4) — W

LEFT ARM — HP 6 (4) — W

RIGHT LEG — HP 6 — W

LEFT LEG — HP 6 — W

CONDITIONS

PROTECTIVE GEAR

Stealth Suit: Disguised (tests to notice take a **Bane**), Gloved, **Bane** to swimming

Shrouded Hood: Masked (Identity is concealed)

LUCK POINTS

Max 3

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.

DESCRIPTORS

Quiescent

Finesse

Req: Trained-Stealth

You gain a Boon to all stealth tests made while standing perfectly still. In addition, when you take damage, you can choose to make no noise.

Assassin

Finesse

Req: Quiescent

When you make an attack on a creature who you are Hidden from, your attack ignores 1 armor per success.

WEAPONS

Hidden Blade

Traits & Flaws: Finesse (use finesse attribute for attk & dmg, no off hand penalty), Disguised (**Boon** to test to hide), Targeted(penalties for targeting limbs are halved)

Damage: 1d6 + Finesse | *Ammo:* /

Traits & Flaws:

Damage: | *Ammo:*

Traits & Flaws:

Damage: | *Ammo:*

EQUIPMENT

Hidden Blade	L
Stealth Suit	3
Shrouded Hood	L
Small length of rope	L
Belt Pouches (+1 Heft)	L
Whittling Knife	L

Max Heft: 11

ARTIFACT: _____

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:

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*

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Name	*Attribute*	*Cost*
Type	*Range*	*Duration*

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Name	*Attribute*	*Cost*
Type	*Range*	*Duration*

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