NAME:

ORIGIN: *Charitable*

Portrait

GOAL:
COMMUNITY:
BELIEFS:

APPEARANCE:

INFLUENCE: You have a town, community or people that will help you when you ask. Once per struggle you can call on them for aid. They will shelter you from authorities, provide you food, clothing and necessities or information.

EXPERIENCE: When you help people out, they return it. Gain a Boon on all Social tests with people that you have done significant favors or free work for.

ASPIRATION: If you refuse a reward for completing a job or other similar task, you gain a Social, Willpower or Fortitude Grit token

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 entirely on sight.

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 1

HEFT 14

STRESS

ATTRIBUTES

	Grit
Force +1	
Fortitude 0	
Finesse -1	
Sense -1	
Reason -1	
Willpower +1	
Social +1	
Luck 0	

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
		_____
		_____
		_____
		_____
		_____

HEAD — Hitpoints 8 — Wounds

TORSO — HP 8 — W

RIGHT ARM — HP 8 — W

LEFT ARM — HP 8 — W

RIGHT LEG — HP 8 — W

LEFT LEG — HP 8 — W

CONDITIONS

PROTECTIVE GEAR

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.

DESCRIPTORS

Large

Force/Fortitude

Req: Force 1+, Fortitude 1+, Does not have the Small hindrance

You are exceptionally tall or exceptionally wide. Increase your size category by 1.

Agreeable

Social

Req: Social 1+

People just like you. When you fail a Social test while being kind, unassuming and honest, you may reduce the number of failures generated to one and gain a Luck point. In addition, every time you refuse a reward, donate a large sum or do a job for free make a mark on this descriptor.

WEAPONS

Pa's Lumber Axe

Traits & Flaws: Expensive (Weapon price is increased by 1 level), One Hand (can be held in one hand with Force 2+), Targeted (halve penalty for targeting limbs)

Damage: **3d6 + Force** | *Ammo:* **/**

Traits & Flaws:

Damage: | *Ammo:*

Traits & Flaws:

Damage: | *Ammo:*

EQUIPMENT

Pa's Lumber Axe	3
Hiking Backpack (+3Heft)	L
Woodcarving tool (Asset for crafting with wood)s	1
Tinderbox	L
50ft Rope	1
Manacles	1

Max Heft: 17

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*

Description:

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

Description:

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

Description: