NAME:

ORIGIN: *Created*

Portrait

GOAL:
COMMUNITY:
BELIEFS:

APPEARANCE:

INFLUENCE: Something or someone made you. When a Struggle begins you can choose to call upon them or avoid them. If you call upon them, they will come to your aid, demand something of you but otherwise help you as an ally. If you avoid them, nothing else happens.

EXPERIENCE: When you make a test with either of the two chosen Attributes, once per session per attribute you can give yourself a Boon on that test.

ASPIRATION: Choose two attributes, you can never increase those attributes with the Personal Improvement advancement. However, you can take any advancement twice per level instead of only once.

HINDRANCE: *Stiff*

When you take the Dodge triggered action you always fall prone. In addition, you trigger an Escalation when generating two failures on a Finesse test.

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

Grit

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 4
W

RIGHT ARM
HP 8 4
W

LEFT ARM
HP 8 4
W

RIGHT LEG
HP 8 4
W

LEFT LEG
HP 8 4
W

CONDITIONS

PROTECTIVE GEAR

Sturdy Body Armor
Gauntleted (covers arms), Grieved (Covers legs), Obvious (easily noticed and unique/distinct), Resistant (armor applies to Energy damage)

LUCK POINTS

Max 1

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

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

Traits & Flaws:	
Damage:	*Ammo:*
Traits & Flaws:	
Damage:	*Ammo:*
Traits & Flaws:	
Damage:	*Ammo:*

EQUIPMENT

Sturdy Body Armor	3
Crowbar (asset for leverage)	1
Map of surroundings (asset for Navigation in specific area)	1
Blanket	L
Ration x2	L
Max Heft: 10	

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:

Gifted

the Gifted learns a single Potence Power. The Gifted cannot learn Strike or change Powers. Potence Powers used by the Gifted do not cost any energy to activate. When using a Flare for a Potence Power, the Gifted instead expends a recovery roll to activate it.

MANA

/

/

RECOVERY

◯ *1 minute* ◯ *2 hours*

◯ *1 hour* ◯ *4 hours*

RECOVERY DIE /

Bolster	Fortutude	0 Energy
Potence	Close Range	Continuous

Description:

You exert an aura of protective energy. Whenever a creature within range is dealt normal damage, they take 1 less damage (minimum of 0).

Flare: As a Triggered Action, reduce one instance of damage to an ally by 3 (minimum of 0).

Flare: Without an action, Until the end of the scene, your aura also reduces Energy damage.

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: