NAME:

ORIGIN: *Scholar*

GOAL:
COMMUNITY:
BELIEFS:

APPEARANCE:

INFLUENCE: Academics will welcome you into the fold no questions asked. Once per Struggle you can make up a fellow scholar with whom you have an existing rapport who may be willing to assist.

EXPERIENCE: When you succeed on a test to recall knowledge, you may spend a Luck point to ask the Archivist a specific question regarding the test that they must answer truthfully.

ASPIRATION: When you learn a critically important piece of information you gain a Reason, Luck or Sense Grit token.

Portrait

HINDRANCE: *Addict*

Every day you must acquire, consume or perform some action that you are addicted to. For each day that you do not, you become Distracted until you can sate your addiction.

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 9

STRESS

ATTRIBUTES

		Grit
Force	-1	
Fortitude	-1	
Finesse	+1	
Sense	0	
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
◇	◆	Riding
◇	◇	_____
◇	◇	_____
◇	◇	_____
◇	◇	_____

HEAD
Hitpoints 6
Wounds

TORSO
HP 6
W

RIGHT ARM
HP 6
W

LEFT ARM
HP 6
W

RIGHT LEG
HP 6
W

LEFT LEG
HP 6
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

On Guard

Sense

Req: Trained-Initiative

During the first round of combat, apply a **Bane** to attacks made against you.

Fabulist

Social

Req: Specialized - guile

When telling a lie you may attempt to weave a complicated and unbelievable tale. If you do so, your Social(Guile) test to lie gains a Boon, but if you fail you gain 1 additional failure.

WEAPONS

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

EQUIPMENT

Set of Apothecary Tools (Asset for tests on chemicals and medicine)	3
Riding Horse	-
Fine Saddle	-
Tent	3
Blanket	L
Bedroll	L

Max Heft: 9

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

RECOVERY

◯ *1 minute* ◯ *2 hours*

◯ *1 hour* ◯ *4 hours*

RECOVERY DIE

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*

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