NAME:

ORIGIN: *Soldier*

Portrait

GOAL:
COMMUNITY:
BELIEFS:

APPEARANCE:

INFLUENCE: People look to you when it comes to the demands of battle. When a group of people with whom you are in good standing forms a group in preparation for a fight, you can take command of that group without any test required. They will follow your lead.

EXPERIENCE:
You do not gain a Stress point after a combat scene ends.

ASPIRATION:
When you lead a group of people to victory against a superior foe, gain a Force, Fortitude or Finesse Grit token.

HINDRANCE: *Trauma*

When you gain this hindrance you must choose a specific situation that your Trauma originates from or is triggered by. When this Trauma reappears in the story you automatically gain 1 stress.

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 11

STRESS

ATTRIBUTES

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

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 9 5/7
Wounds

TORSO
HP 9 5/7
W

RIGHT ARM
HP 8
W

LEFT ARM
HP 8
W

RIGHT LEG
HP 8
W

LEFT LEG
HP 8
W

CONDITIONS

PROTECTIVE GEAR

Well Worn Cuirass: Obvious (contains clear markers of rank & history), Ballistic (+2 armor against ranged attacks), Helmed (covers Head), Hardened (+1 armor value)

LUCK POINTS

Max 0

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

Ferocious

Fortitude

Req: Fortitude 1+

When you make a melee attack you may take a point of damage to one of your limbs to deal two additional points of damage on your attack.

Defiant

Willpower

Req: Trained-Courage

When you roll a critical failure (2 on the dice) you gain the Grit Tokens of the escalation that the Archivist will introduce and you gain a Boon on your next test.

WEAPONS

Old Blade

Traits & Flaws: One Handed (use in one hand with Force 1+), Parry (You gain a Triggered Action - Parry: When you are attacked in melee, you may apply a Bane to the attack.)

Damage: **2d6 + Force** | *Ammo:* **/**

Soldier's Blunderbuss

Traits & Flaws: Short Range (effective against targets in an adjacent zone.), Spread (damage hits a second random limb. Split the damage dealt in half, add +1 damage to each.)

Damage: **2d6 + Sense** | *Ammo:* **6**

Traits & Flaws:

Damage: | *Ammo:*

EQUIPMENT

Well Worn Curiass	4
Old Blade	1
Soldier's Blunderbuss	1
blanket	1
bedroll	1
Blunderbuss Shots x6	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

RECOVERY

◯ *1 minute* ◯ *2 hours*

◯ *1 hour* ◯ *4 hours*

RECOVERY DIE

name: Energy:

Attribute: Type:

Duration: Range:

Description: