NAME:

GOAL:
COMMUNITY:
BELIEFS:

APPEARANCE:

ORIGIN: *Trader*

INFLUENCE: You are part of a trade guild. Work with your Archivist to determine the details of this guild and your specific trade. The guild will provide you special access to other markets, traders, housing and information. All that it will cost you is money.

EXPERIENCE: When buying or selling goods you may make a Reason(argument) test to adjust their value by 10% per success. Allies will receive the same discount.

ASPIRATION: When you finish a Struggle you gain 1 Grit token if you gained wealth equal to a spendy item and an additional Grit token for each value level above that (maximum of 3)

Portrait

HINDRANCE: *Small*

Reduce your size by one level. Your size score is applied to your limb Hitpoints. It is also applied to certain tests based on the difference between sizes.

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 9

STRESS

ATTRIBUTES

Force	+1 (Grit)
Fortitude	0 (Grit)
Finesse	-1 (Grit)
Sense	-1 (Grit)
Reason	+1 (Grit)
Willpower	0 (Grit)
Social	-1 (Grit)
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
○	◆	Spellwright
○	◇	_____
○	◇	_____
○	◇	_____
○	◇	_____

HEAD
Hitpoints 7
Wounds

TORSO
HP 7
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 4

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

Wealthy

Luck

Req: Trained-personal

You have a luxurious lifestyle and money coming in. At the start of a Struggle you test Luck(personal) and on a success you gain currency equal to an item of value 4. You may not have immediate access to the funds or they may be in a bank, but they should be able to be accessed relatively easily.

WEAPONS

Pocket Knife

Traits & Flaws: Disguised (**Boon** to test to hide), Utility (asset for simple Crafting tests), Serrated (When damaging a target, they gain **Bleeding 1**)

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

Traits & Flaws:

Damage: | *Ammo:*

Traits & Flaws:

Damage: | *Ammo:*

EQUIPMENT

Artistic Tools (Asset when making art)	3
Book of Spells	1
Pocket Knife	L
Lamp	1
Pint of Oil	L
Wineskin	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:

Spellwright

The spellwright learns Powers through study and research, sometimes these can go wrong. When the spellwright generates a failure while casting a Power they gain 1 wound to a random arm or leg.

MANA

8

RECOVERY

○ 1 minute ○ 2 hours

○ 1 hour ○ 4 hours

RECOVERY DIE d6

Blacksmith Energy: 1
Reason Type: Change
Duration: Limited Range: Touch

Description: you empower the next attacks made by a number of objects or weapons. Make a Reason(Arcane Source) test to affect a number of objects equal to the successes gained. Those objects can now be used as Light weapons and use your Reason as the attribute for the attack test, even when used by others. These objects will only function for one attack, hit or miss, and will lose their magic after the attack.

Flare (1): the empowered objects gain a weapon trait.

Variant (3): the empowered objects are instead Heavy weapons.

Variant (5): the empowered objects are instead Powerful weapons.

Blacksmith Energy: 3
Reason Type: Potence
Duration: Continuous Range: Self

Description: you radiate an aura of countermagic energy. When making a test against a Power effect, gain a Boon.

Flare (1): Use this ability as a Triggered Action - When a creature casts a Power that requires a test within short range, you may make an Reason(Arcane Source) test and apply your successes as a negative to their test. You must do this before they make their test.

Empower Energy: 2
Reason Type: Change
Duration: Limited Range: Touch

Description: Make an Reason(Arcane Source) test and for each success, the next damage roll made by the target of this Power becomes penetrating damage.

Strike Energy: 1
Force Type: Strike
Duration: Instant Range: Close

Description: Make a Force(Arcane Source) test against a target within range. The attack deals 2d6 Normal damage plus your Force attribute and the number of successes gained.

Flare (2+): target one additional creature within range.

Revive Energy: Varies
Reason Type: Change
Duration: Instant Range: Touch

Description: Spend any amount of Energy and make an Reason(Arcane Source) test to remove levels of Dying on the creature equal to the Energy spent.

Variant(5): Make a difficult(-4) Luck(Arcane Source) test to bring back to life a character who has died in the last turn.

Grow/Shrink Energy: Varies
Reason Type: Change
Duration: Lingering Range: Touch

Description: You may spend up to 5 Energy and make a Reason(Arcane Source) to either increase or decrease the target's size by the Energy spent plus the successes.

Flare (2): Target an additional creature within range.