

NAME: Anne-Laure Gérard

LINEAGE: Undead (Vampire)

PROPOUNS: She/Her SIZE: Medium

ETHER: RESERVOIR (+1 ΜΑΝΑ CAP.) OR FLOW (+1 ΜΑΝΑ REGEN.)

SPEED(S): 30ft walk

DARKVISION

PASSIVE DETECTION

4 + 0 + 0 = 4 (Buffs)

CHARACTER LEVEL (CL): **I**

MIGHT 5
Strength, grappling, climbing, athletics, intimidation, physicality. +MELEE +STAMINA

PRECISION 0
Hiding, disguise, slight of hand, detection, craftsmanship, finesse. +RANGED +ARMOR +STEALTH

CLEVERNESS 2
Performance, charm, guile, mechanisms, locks, riddles. +LOCKS/TRAPS +DEDUCTION +DIPLOMACY

KNOWLEDGE 2
Research, history, science, medicine, engineering. +FIRST AID +TRIVIA +LEARNING

WILLPOWER 3
Mental strength, zeal, determination, conviction. +MANA REGEN. +MENTAL STRENGTH

FORTITUDE 5
Resistance to hardship or physical effects, enduring pain. +MANA CAP. +ARMOR

ARMOR

3 + 2 + 2 = 7
P MAX 3 F MAX 3 (Equip.)

CURRENCY

300 COPPER 40 SILVER 10 GOLD 0 PLATINUM

TOUGHNESS ❤️ + I = 9
Roll on the AFFLICTION TABLE every time you've taken this much total damage.

4 + 4 = 8
Major Class T Minor Class T

❤️ = You're INCAPACITATED if you have this many Afflictions at once.

+ ❤️ = 4
(Buffs) 4 + 0 = 4
1/2 T 1/2 CL

If you take this much damage while INCAPACITATED, you DIE.

STAMINA CAPACITY
I + 5 + 3 = 9
CL M (Buffs)

4 + 2 + 0 = 6
1/2 Cap. 1/2 M (Buffs) REGEN.

ΜΑΝΑ CAPACITY
I + 5 + 3 = 9
CL F (Buffs)

4 + I + 0 = 5
1/2 Cap. 1/2 W (Buffs) REGEN.

MAJOR CLASS SPELLS

SPELL CHECK TARGET SPELL ATTACKS

5 + 3 + 0 = 8
Prim. Stat Second. Stat 1/2 CL

D12 + 5
Primary Stat

MINOR CLASS SPELLS

SPELL CHECK TARGET SPELL ATTACKS

2 + 2 + 0 = 4
Prim. Stat Second. Stat 1/2 CL

D12 + 2
Primary Stat

INFLUENCE CLASS SPELLS

SPELL CHECK TARGET SPELL ATTACKS

- + - + - = -
Prim. Stat Second. Stat 1/2 CL

D12 + -
Primary Stat

MAJOR CLASS: **Blood Mage**

CLASS TYPE: MARTIAL (+2 STAM. CAP.) MAGE (+2 ΜΑΝΑ CAP.) HYBRID (+1 & +1 CAP.)

TOUGHNESS: **4**

PRIMARY STAT: P C K W F
SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL | SOMATIC | FOCUS | POISE

MINOR CLASS: **Harlequin**

CLASS TYPE: MARTIAL (+1 STAM. CAP.) MAGE (+1 ΜΑΝΑ CAP.) HYBRID (+1 CAP., PICK 1)

TOUGHNESS: **4**

PRIMARY STAT: M P C K W F
SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL | SOMATIC | FOCUS | POISE

INFLUENCE CLASS (OR GENERALIST): **Generalist**

CLASS TYPE: MARTIAL (+1 STAM. CAP.) MAGE (+1 ΜΑΝΑ CAP.) HYBRID (+1 CAP., PICK 1) GENERALIST (+2 CAP., PICK 1)

PRIMARY STAT: M P C K W F
SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL | SOMATIC | FOCUS | POISE

FEATURES & PERKS:

Lineage Features

- Undeath.** You do not need to breathe and do not age.
- Sanguinivore.** You require no food or sustenance other than blood.
 - Once per day, if you consume 10x the required amount (10 pints/10 gallons), you may cure one Affliction of your choice that you are suffering from.
 - You gain a **Vampiric Bite** attack.
 - Invoke Blood.** When you make an Attack or Check, you may opt to suffer the Exhausted Affliction. If you do, add +2d6 to the result.
 - Crimson Thirst.** You must consume 1 pint of humanoid blood, or 1 gallon of animal blood, every 24 hours. Failing to do so inflicts the Exhausted Affliction.

Class Features

- (BldMg) Sanguinomancer.** Whenever you or a creature within 10ft. of you gains a Round of Bleeding, you gain +1 Blood Token.
- Tokens:** () () () ()
- Blood Tokens can be used to power up your Blood Mage spells.
- Blood Tokens expire after 1 minute
- You may also spend 1 Blood Token in place of 2 Mana.
- You cannot have more than 2+your CL Blood Tokens at any time (+1 Maj. Class)

(Harlq) Dance Counters. ()
When you activate a Harlequin spell with the Dance tag, you gain a Dance Counter. Additionally, you gain one Dance Counter at the end of your Recovery Step if you are Sustaining a Harlequin spell with the Dance tag. If you are not Sustaining any, subtract one Dance Counter, to a minimum of zero.

- Harlequin skills become more potent the more Dance Counters you have.

Additional Perks

- Durable.** Increase Fortitude +1.
- Fortitudinous. (Requires Durable).** Your Fortitude increases by 2.

Spell: Protection (3 Mana), Casting: Verbal, Range: Self, Use: Action, Sustaining 3 Mana.
A shimmering translucent bubble surrounds you while you're Sustaining this spell, deflecting incoming attacks. This barrier increases your Armor by +2 while its active. If you take damage from any source, the spell ends.

Critical Effects

- Trip (Sickle).** If used on a creature no more than one size larger than you, inflict the Knocked Down Condition on it.
- Lacerate+ (Blade).** Inflict Bleeding for 1d6 Rounds.
- Goliath (Sling).** +1d4 Piercing Damage. If the target is a Large or smaller creature, inflict Knocked Down.

WEAPONS ATTACK OPTIONS: +CAREFUL ATK., +POWER ATK., LONGSHOT

WEAPON ATTACK ROLLS	NAME	RANGE	DAMAGE	DMG. TYPE	CRIT EFFECT	SPECIAL
<input checked="" type="radio"/> D12 + <input checked="" type="radio"/> 5	Sickle	5ft	1	Slashing	Trip	Precise (can atk with M or P)
OR <input checked="" type="radio"/> D12 + <input checked="" type="radio"/> 5	Blade, Straight	5ft	1d8	Slashing	Lacerate+	
<input checked="" type="radio"/> D12 + <input checked="" type="radio"/> 5	Sling	60ft	1d4	Piercing	Goliath	
<input checked="" type="radio"/> D12 + <input checked="" type="radio"/> 5	Vampiric Bite	5ft	1d4+(1/2CL)	Piercing	-	Precise (can atk with M or P)

When you bite a living creature, it makes a Might check against your (Might+your Character Level). If it loses, you may heal a number of points of damage equal to the damage you dealt.

ARMOR & ITEMS

NAME	PROPERTIES
Luck Ward (jewelry)	Ward Affliction. When you first roll on the Affliction Table while wearing this ward, roll twice and apply the lowest possible result. Once used, this item is destroyed and crumbles into dust.
Bullets x30	
Potion of Endurance	(Rare) Remove all Conditions currently affecting you.

- KEY**
- ☐ 1 point of Damage
 - ◆ Gain a specific Affliction
 - ◻ Gain a Condition
 - ☠ Become Incapacitated
 - ⊖ Roll on the Affliction Table
 - ☠ Death

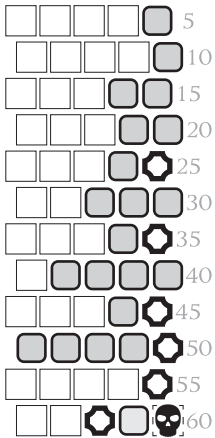
DAMAGE is automatically removed (healed) at the end of an Encounter (when Initiative ends).

AFFLICTIONS can only be removed through Full Rests, or with specific healing skills./items.

CONDITIONS remain until treated, or they expire.

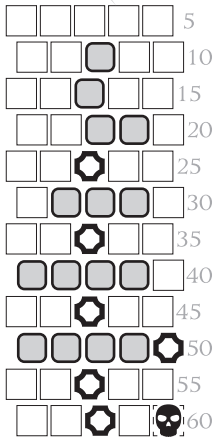
COMMON DAMAGE

SLASHING



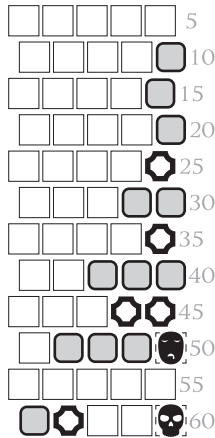
◻ Gain 1 Round of BLEEDING.

PIERCING



◻ Gain 1 IMPALED Counter.

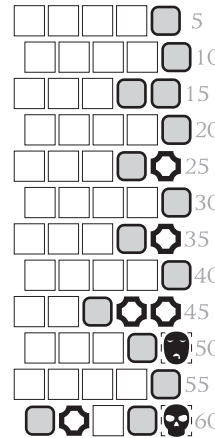
BLUDGEONING



◻ Gain 1 Round of DAZED.

FORCEFUL DAMAGE

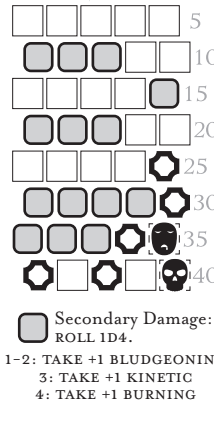
KINETIC



◻ Make a Fortitude Check to avoid being KNOCKED DOWN.
TARGET =

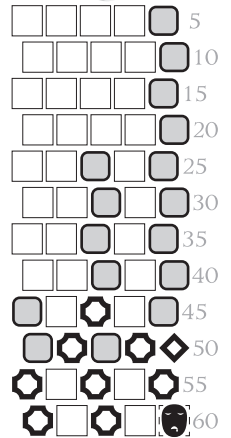
(6+CURRENT KINETIC DAMAGE)

EXPLOSIVE



◻ Secondary Damage: ROLL 1D4.
1-2: TAKE +1 BLUDGEONING
3: TAKE +1 KINETIC
4: TAKE +1 BURNING

SONIC

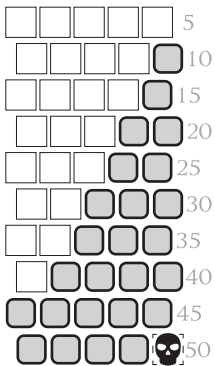


◻ Gain 1 Round of DEAFENED.

◆ Gain the PERMANENT DEAFNESS AFFLICTION.

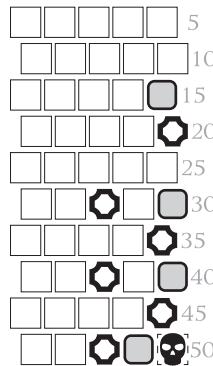
ELEMENTAL DAMAGE

BURNING



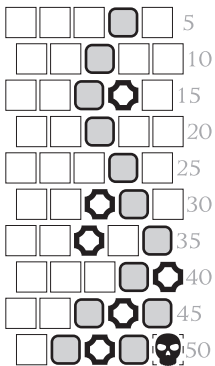
◻ Gain 1 IGNITE Counter.

FREEZING



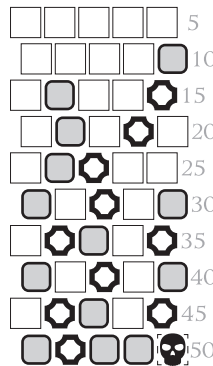
◻ Make a Fortitude Check to avoid being FROZEN.
TARGET = (2+CURRENT FREEZING DAMAGE)

SHOCKING



◻ Gain 1 Round of STUNNED.

ACIDIC



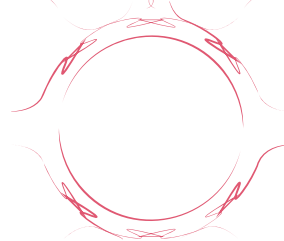
◻ Make a Fortitude Check to avoid MELTING.
TARGET = (4+CURRENT ACIDIC DAMAGE)

QUICK REFERENCE

ARMOR



TOTAL DAMAGE TAKEN



TOUGHNESS



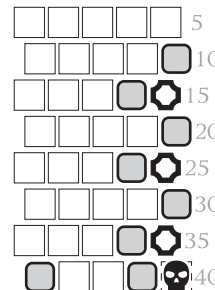
$$\heartsuit + \heartsuit = \square$$

CL

Every \square points of damage, roll on the AFFLICTION TABLE.

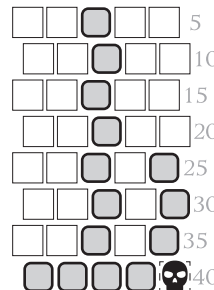
ESOTERIC DAMAGE

POISONOUS



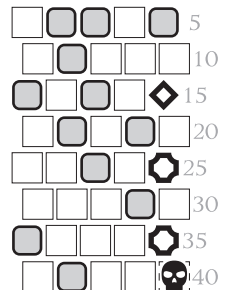
◻ Gain 1 POISON Counter.

PSYCHIC



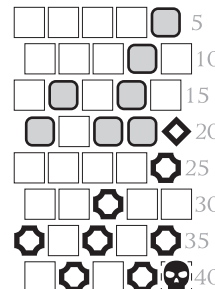
◻ Make a Willpower Check to avoid FRIGHTENED.
TARGET = (2+CURRENT PSYCHIC DAMAGE)

ELDRITCH



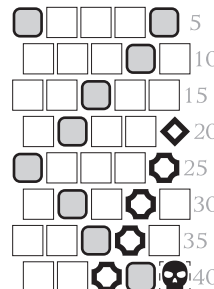
◻ Make a Knowledge Check to avoid FRIGHTENED.
TARGET = (4+CURRENT ELDRITCH DAMAGE)
◆ Gain the ELDRITCH WITNESS AFFLICTION.

ARDENT



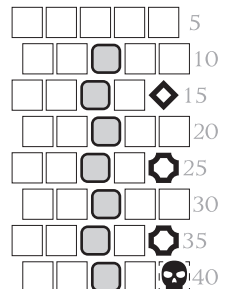
◻ Gain 1 Round of BLINDED.
◆ Gain the PERMANENT BLINDNESS AFFLICTION.

INFERNAL








◻ Gain 1 Round of CURSED.
◆ Gain the DOOMED AFFLICTION.



ETHER



◻ Gain 1 Round of SAPPED.
◆ Gain the MANA SHOCK AFFLICTION.

-  **BLEEDING.** At the start of your turn, take 1 Slashing Damage.
TREATMENT: Any creature can spend an Action to remove 1d4 Rounds of BLEEDING from a target it can touch, including itself.
-  **IMPALED.** Every 10ft. you move, take 1 Piercing Damage for each IMPALE Counter you have.
TREATMENT: Any creature can spend an Action to remove 1d4 IMPALE Counters from a target it can touch, including itself. If the roll is a 1, the IMPALED creature takes 1 Slashing damage.
-  **DAZED.** Your speed is halved. Your attack rolls have a -1d4 penalty.









-  **IGNITED.** Take 1 Burning damage at the start of your turn for each Counter. If you have 3 or more Counters, creatures adjacent to you suffer half as much Burning damage as well.
TREATMENT: Taking 2 Freezing damage removes 1 IGNITE Counter. Any creature may take an Action to remove one IGNITE Counter.
-  **STUNNED.** Your speed is halved, you may only take one Action per Round, and you cannot take Reactions.

-  **FROZEN.** Your Speed becomes 0, and you can take no Actions or Reactions. Slashing or Piercing damage you take is halved. Bludgeoning damage is doubled. Burning damage does not harm you.
TREATMENT: If you would take 5+ Burning damage, end the FROZEN condition. You are immune to this condition if you are IGNIGHTED. It takes 1 hour in above-freezing temperatures per point of Freezing Damage for FROZEN to end naturally.
-  **MELTING.** The first time you suffer this condition, gain the ARMOR COMPROMISED, MINOR AFFLICTION. Every subsequent turn you would suffer MELTING, you take +1d4 Acid damage. These effects reset after a Full Rest.

FORCEFUL CONDITIONS

-  **KNOCKED DOWN.** Your Speed is reduced to 5ft. (crawling). While KNOCKED DOWN, melee attacks against you gain a +1d12 bonus to hit, and deal +1d8 damage.
TREATMENT: Standing up takes 1 Action.
-  **DEAFENED.** You are deaf. You fail all Checks that rely on hearing. Counter-spelling Verbal spells costs x3 Mana.

ESOTERIC CONDITIONS

-  **POISONED.** Fortitude checks made while POISONED are reduced by -1 for each POISON counter. Creatures with 1 or more POISON Counters are considered POISONED.
 **DEADLY:** If you end your turn with 20+ POISON Counters, you die.
-  **BLINDED.** You are blind. You fail all Checks that rely on vision. Melee Attack rolls are halved. Ranged Attack rolls are quartered. You cannot counter Somatic- or Focus-based spells.
-  **FRIGHTENED.** Your Attack rolls are halved. You may only move toward hostile creatures at half Speed.
 **OVERWHELMING:** If you end your turn with 10+ Rounds of Frightened remaining, you are INCAPACITATED until they expire.
-  **CURSED.** Whenever you roll a d12, roll twice and take the lower result.
-  **DISSOCIATED.** At the start of your turn, roll 1d8. Regenerate that much Stamina and Mana, or your normal Regeneration rates, whichever is lower. This condition stacks, reducing the size of the die for each instance. (d8, d6, d4, d2, 1).
-  **SAPPED.** You cannot benefit from any buff to Mana Regeneration. Make a Fortitude Check, target = (4+your maximum Mana). Success: your Mana Regeneration is halved. Failure: your Mana Regeneration becomes 1.






AFFLICTIONS










AFFLICTION TABLE

SPECIAL AFFLICTIONS

ROLL 1D8+(CURRENT TOTAL AFFLICTIONS)

GAINED FROM SPECIFIC EFFECTS

-  1 UPPER BODY INJURY, MINOR.
Your weapon attack rolls suffer a -1d4 penalty to hit.
-  2 LOWER BODY INJURY, MINOR.
Your Speed is reduced by 5ft.
-  3 ARMOR COMPROMISED, MINOR.
Your Armor is reduced by 1.
-  4 BROKEN BONE, MINOR.
Your Stamina Regeneration is reduced by 1 (minimum 1).
-  5 RATTLED, MINOR.
Spell Attack rolls suffer a -1d4 penalty to hit.
-  6 ARMOR COMPROMISED, MAJOR.
Your Armor is reduced by 1d4.
-  7 UPPER BODY INJURY, MAJOR.
Your weapon attack rolls suffer a -1d6 penalty to hit. You cannot wield two-handed weapons.
-  8 LOWER BODY INJURY, MAJOR.
Your Speed is halved.
-  9 BROKEN BONE, MAJOR.
Your Stamina Regeneration is reduced by 4 (minimum 1).
-  10 RATTLED, MAJOR.
Spell Attack rolls suffer a -1d6 penalty to hit. Mana Regeneration is reduced by 3 (minimum 1).
-  11 INTERNAL INJURY, MINOR.
Your Stamina Capacity is reduced by 1d4 (minimum 1).
-  12 HEAD INJURY, MINOR.
Your Mana Capacity is reduced by 1d4 (minimum 1).
-  13 OPEN WOUND, MINOR.
When Afflicted, and every 8 hours afterward, you have a 20% chance of gaining the DISEASED SPECIAL AFFLICTION.
-  14 INTERNAL INJURY, MAJOR.
Your Stamina Capacity is reduced by 3 (minimum 1).
-  15 HEAD INJURY, MAJOR.
Your Mana Capacity is reduced by 3 (minimum 1).
-  16 OPEN WOUND, MAJOR.
When Afflicted, and every 8 hours afterward, you have a 40% chance of gaining the DISEASED SPECIAL AFFLICTION.
-  17-19 UNCONSCIOUSNESS.
Gain the INCAPACITATED SPECIAL AFFLICTION.
-  20 DEATH.

-  **DEATH FUGUE.**
Your Stamina and Mana Capacity are halved. This lasts a number of days equal to your Character Level.
-  **DOOMED.**
When you suffer damage, take an additional point of the same type.
-  **ELDRITCH WITNESS.**
You are a window into the unseeable. Whenever you suffer another Affliction, all creatures within sight of you suffer 1d4 Eldritch damage.
-  **MANA SHOCK.**
You cannot use the "Channel" Action, and can only Sustain spells for up to 1 round.
-  **DISEASED.**
Fortitude checks have a -1d10 penalty. If you would gain a Poison counter, gain 2 instead. You enter combat with the DAZED Condition for 1d4 Rounds.
-  **PERMANENT BLINDNESS.**
You have the BLINDED Condition until cured.
-  **PERMANENT DEAFNESS.**
You have the DEAFENED Condition until cured.
-  **INCAPACITATED.**
You are unable to move, communicate, and cannot take Actions or Reactions. Melee attacks made against you automatically hit, and deal +1d4 damage. You fail all Checks. Damage taken while Incapacitated can kill you (see TOUGHNESS). An ally can remove this Affliction from you with an Action while out of combat.
-  **EXHAUSTED.**
You can suffer this Affliction multiple times. The first four instances of this Affliction have no effect, but still count toward your total number of Afflictions. If you would gain a fifth instance, instead gain the INCAPACITATED Affliction. If you would gain six instances, you die. Remove 1 instance of EXHAUSTION whenever you complete a Rest.

TOTAL AFFLICTIONS:

-If you would suffer a "Minor" Affliction twice, instead gain the "Major" variant.
-If you would suffer the "Major" variant twice, roll again.
-The effects of "Major" variants replace "Minor" Afflictions. You are still considered to have suffered both for the purposes of determining how many Afflictions you have.

