

**NAME:**  
Cass Frey

**LINEAGE:**  
Orc

**PROPOUNTS:** Size:  
They/Them Medium

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

**SPEED(S):**  
30ft walk

**DARKVISION**

1,000ft

**PASSIVE DETECTION**

4 + 2 + 0 = 6  
P (Buffs)

**ARMOR**  
2 + 3 + 6 = II  
P MAX 3 F MAX 3 (Equip.)

**CHARACTER LEVEL (CL):** I

**MIGHT** 4  
Strength, grappling, climbing, athletics, intimidation, physicality. +MELEE +STAMINA

**PRECISION** 2  
Hiding, disguise, slight of hand, detection, craftsmanship, finesse. +RANGED +ARMOR +STEALTH

**CLEVERNESS** 4  
Performance, charm, guile, mechanisms, locks, riddles. +LOCKS/TRAPS +DEDUCTION +DIPLOMACY

**KNOWLEDGE** 0  
Research, history, science, medicine, engineering. +FIRST AID +TRIVIA +LEARNING

**WILLPOWER** 2  
Mental strength, zeal, determination, conviction. +MANA REGEN. +MENTAL STRENGTH

**FORTITUDE** 3  
Resistance to hardship or physical effects, enduring pain. +MANA CAP. +ARMOR

**CURRENCY**  
300 COPPER 40 SILVER 10 GOLD 0 PLATINUM

**MAJOR CLASS:** Knight

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

**TOUGHNESS** 7

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

ADD +3 TO PRIMARY & +1 TO SECONDARY OR ADD +2 TO EACH

SPELLCASTING: VERBAL | SOMATIC | FOCUS | POISE

**MINOR CLASS:** Sorcerer

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

**TOUGHNESS** 2

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

ADD +2 TO PRIMARY OR ADD +1 TO EACH

SPELLCASTING: VERBAL | SOMATIC | FOCUS | POISE

**INFLUENCE CLASS (OR GENERALIST):** Shadow Mage (P/A IF GENERALIST)

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

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

ADD +1 TO PRIMARY OR ADD +1 TO SECONDARY

SPELLCASTING: VERBAL | SOMATIC | FOCUS | POISE

**FEATURES & PERKS:**

**Lineage Features**

**Great Deeds 1x/day.** As a Free Action, pick one:

- Increase your **Might**, **Precision**, or **Fortitude** to 15 until the start of your next turn.
- Ignore a single attack or source of damage that would harm you.
- Remove one Condition that you are suffering from.

**Class Features**

**(Knight) Trained Reaction.** When you roll Initiative and are not surprised, you may adopt one Knight Stance that you know. This occurs before Initiative commences.

**(Knight) Armored Combat.** Learn one Knight Stance and gain Med Arm. Training.

**(Knight) Rigorous Training.**

- Learn Large Weapons, Crossbow, Firearms Training
- Learn Allied Defender, Melee Expert.

**(Knight) Endure 1x/rest.** When you would take damage, you may use your Reaction to roll 1d12 and reduce the damage taken by the result. If an effect deals multiple damage types at once, the roll applies to the one you choose.

**(Sorc) Potency.** Before you make a Spell Attack roll, you may invoke this ability. If you do, and the attack hits, it cannot do less than half of the possible maximum damage. However, if the Spell Attack roll results in a 1, you suffer one instance of the Exhausted Affliction.

**(Shad) Phantom Sight.** Gain Darkvision (1,000ft.), and you can see through up to 30ft. of Magical Darkness.

**(Shad) Aura of Shadow.** As an Action, you create a 5ft. radius sphere around yourself. The sphere reduces the current light level in the affected area by one (Blinding Light > Bright Light > Dim

Light > Darkness).

**Knight Stances Known:**

**Duelist.** So long as you are in this stance, if you are in melee range of a creature and not adjacent to any other creature, it suffers a -2 penalty on Attack Rolls against you, and you gain a +1 bonus to Attack and Damage Rolls against it.

**Inspiring Presence.** So long as you are in this stance, allied creatures within 30ft. that can see you gain a +1 to their Attack and Damage rolls. Your Armor Class is reduced by 2.

**Additional Perks**

**Allied Defender.** When a creature adjacent to you takes damage, you may use your Reaction to switch places with it, taking the damage instead. If you do, reduce the damage taken by 1d12 points.

**Melee Expert.** You make melee weapon attacks with a +1 bonus to hit. If the weapon you are using requires training, you must be trained in it to receive this bonus.

**Critical Effects**

**Mana Flux (Sorc).** When you roll a Crit with a Spell Attack, you may refund some of the Mana spent to Activate it, up to the same amount as your Character Level. You cannot gain more Mana than you spent on the spell in this way.

**Drive Back (Lance).** Inflict 1d10 Impale Counters. Then, if you choose, you and the target move 10ft. straight ahead as a free action. This movement triggers the Impale Counters just inflicted.

**TOUGHNESS** ❤️ + I = 10  
Roll on the AFFLICTION TABLE every time you've taken this much total damage.

Major Class T Minor Class T  
7 + 2 = 9  
You're INCAPACITATED if you have this many Afflictions at once.

+ 0 = (Buffs)  
4 + 0 = 4  
If you take this much damage while INCAPACITATED, you DIE.

**STAMINA** CAPACITY  
I + 4 + 2 = 7  
CL M (Buffs)

**MAPA** CAPACITY  
I + 3 + 2 = 6  
CL F (Buffs)

3 + 2 + 0 = 5  
1/2 Cap. 1/2 M (Buffs) REGEN.

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

**MAJOR CLASS SPELLS**

**SPELL CHECK TARGET**  
- + - + - = -  
Prim. Stat Second. Stat 1/2 CL

**SPELL ATTACKS**  
D12 + - = -  
Primary Stat

**MINOR CLASS SPELLS**

**SPELL CHECK TARGET**  
4 + 2 + 0 = 6  
Prim. Stat Second. Stat 1/2 CL

**SPELL ATTACKS**  
D12 + 4 = 4  
Primary Stat

**INFLUENCE CLASS SPELLS**

**SPELL CHECK TARGET**  
4 + 2 + 0 = 6  
Prim. Stat Second. Stat 1/2 CL

**SPELL ATTACKS**  
D12 + 4 = 4  
Primary Stat

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

WEAPON ATTACK ROLLS	NAME	RANGE	DAMAGE	DMG. TYPE	CRIT EFFECT	SPECIAL
D12 + 4 + M	Exquisite Lance	10ft	1d10+1	piercing	Drive Back	2 hands +1 Atk & Dmg
D12 + 4 + M OR D12 + 2 + P	Crossbow	75ft	1d8	piercing	none	2 hands, Reload 1 (takes one Action)

**ARMOR & ITEMS**

NAME	PROPERTIES
Chainmail	+6 Armor, -2 to Hide Rolls, Absorb 2-4. When you take Slashing Damage, reduce it by 2 (to a minimum of 1). Requires Medium Armor Training.
Bolts x40	Mundane rarity: +2 Stamina Regen for 1 Round
Potion of Vigor	

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

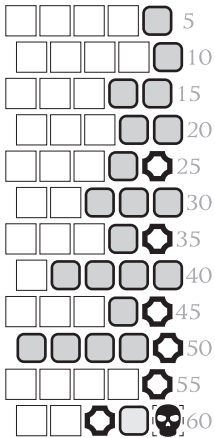
DAMAGE is automatically removed (healed) at the end of an Encounter (when Initiative ends).

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

CONDITIONS remain until treated, or they expire.

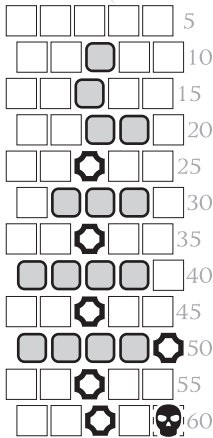
### COMMON DAMAGE

#### SLASHING



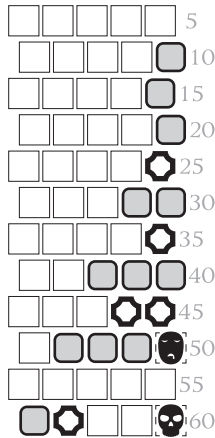
Gain 1 Round of BLEEDING.

#### PIERCING



Gain 1 IMPALED Counter.

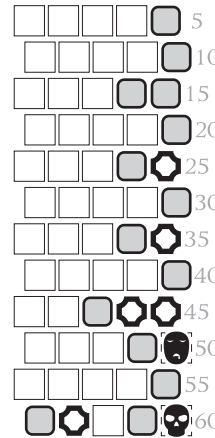
#### BLUDGEONING



Gain 1 Round of DAZED.

### FORCEFUL DAMAGE

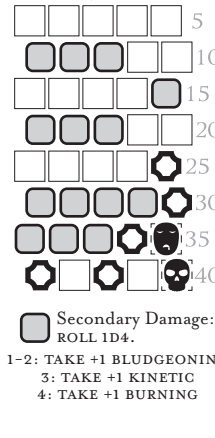
#### KINETIC



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

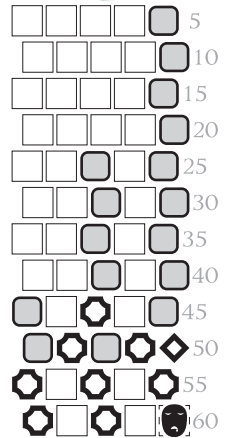
(6+CURRENT KINETIC DAMAGE)

#### EXPLOSIVE



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

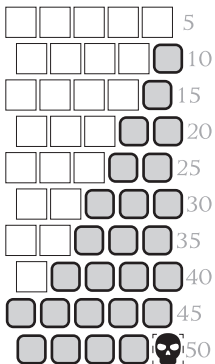
#### SONIC



Gain 1 Round of DEAFENED.  
◆ Gain the PERMANENT DEAFNESS AFFLICTION.

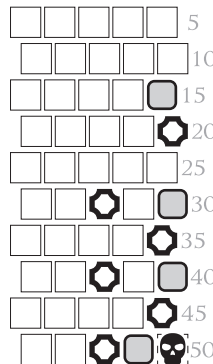
### ELEMENTAL DAMAGE

#### BURNING



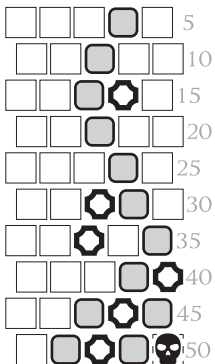
Gain 1 IGNITE Counter.

#### FREEZING



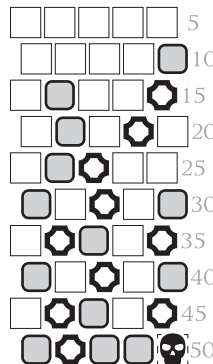
Make a Fortitude Check to avoid being FROZEN.  
TARGET = (2+CURRENT FREEZING DAMAGE)

#### SHOCKING



Gain 1 Round of STUNNED.

#### ACIDIC



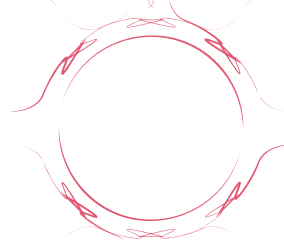
Make a Fortitude Check to avoid MELTING.  
TARGET = (4+CURRENT ACIDIC DAMAGE)

### QUICK REFERENCE

#### ARMOR



#### TOTAL DAMAGE TAKEN



#### TOUGHNESS



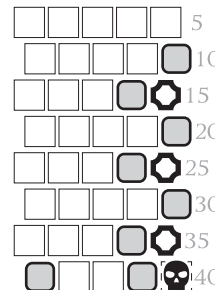
$$\text{Heart} + \text{Heart} = \text{Shield}$$

CL

Every  points of damage, roll on the AFFLICTION TABLE.

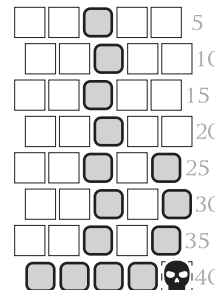
### ESOTERIC DAMAGE

#### POISONOUS



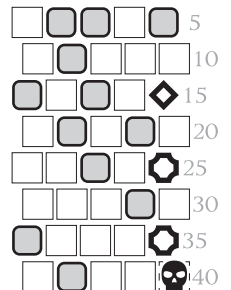
Gain 1 POISON Counter.

#### PSYCHIC



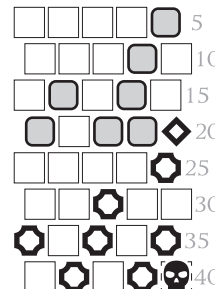
Make a Willpower Check to avoid FRIGHTENED.  
TARGET = (2+CURRENT PSYCHIC DAMAGE)

#### ELDRITCH



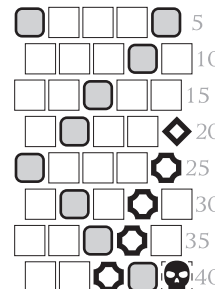
Make a Knowledge Check to avoid FRIGHTENED.  
TARGET = (4+CURRENT ELDRITCH DAMAGE)  
◆ Gain the ELDRITCH WITNESS AFFLICTION.

#### ARDENT



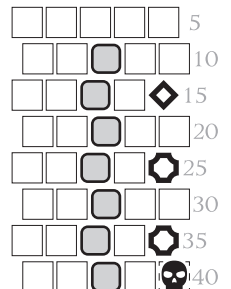
Gain 1 Round of BLINDED.  
◆ Gain the PERMANENT BLINDNESS AFFLICTION.

#### 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.

