

NAME:

SPECIES:

SPEED(S):

PRONOUNS:

CHARACTER LEVEL:

WALKING | FLYING | SWIMMING | CLIMBING | OTHER

SIZE: (SMALL | MEDIUM | LARGE)

ETHER: (RESERVOIR | FLOW)

SENSES:

👁️ PASSIVE DETECTION: 4+()P =

👁️ DARKVISION: NO | YES, ___ FT.

CORE STATS

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

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

CLEVERNESS +LOCKS & LIES
Performance, charm, guile, mechanisms, locks, riddles, trickery, spot or tell lies.

KNOWLEDGE +FIRST AID
Trivia, research, history, science, medicine, engineering, investigation.

WILLPOWER +MANA REGEN.
Mental strength, zeal, determination, emotional robustness, conviction.

FORTITUDE +MANA CAP. +ARMOR
Resilience, resistance to hardship or physical effects, enduring pain.

KEY FEATURES & PERKS:

ARMOR
() Precision + () Fortitude
MAX 3 MAX 3
+ () Equipment =



TOUGHNESS
() Major Class Toughness + () Minor Class Toughness = ♥



-After every (♥ + Character Level) points of damage, I roll on the AFFLICTION TABLE:
-If I have (♥) Afflictions at once, I am INCAPACITATED:
-If I take (1/2♥ + 1/2 CHARACTER LEVEL) damage while INCAPACITATED, I die:

Stamina

BUFF OF REGENERATION
(1/2 Stamina Capacity + 1/2 Might)
BUFF (MINIMUM 1)
CAPACITY (Character Level + Might)

Mana

BUFF OF REGENERATION
(1/2 Mana Capacity + 1/2 Willpower)
BUFF (MINIMUM 1)
CAPACITY (Character Level + Fortitude)

MELEE ATTACKS | 1D12 + ()MIGHT OPTIONS: +CAREFUL ATK., +POWER ATK.

WEAPON	REACH	DAMAGE	TYPE	CRIT EFFECT	SPECIAL

RANGED ATTACKS | 1D12 + ()PRECISION OP.: +CAREFUL, +PWR ATK., +LONGSHOT

WEAPON	RANGE	DAMAGE	TYPE	CRIT EFFECT	SPECIAL

MAJOR CLASS:

CASTING METHOD:

(NONE | VERBAL | SOMATIC | FOCUS)

TOUGHNESS:

PRIMARY STAT
M P C K W F

LEVEL 1 FEATURES:

SPELL ATTACK:

1D12 + Primary Stat

SECONDARY STAT
M P C K W F

SPELL CHECK TARGET:

Primary Stat + Secondary Stat

SPECIALIZATIONS:

MINOR CLASS:

CASTING METHOD:

(NONE | VERBAL | SOMATIC | FOCUS)

TOUGHNESS:

PRIMARY STAT
M P C K W F

LEVEL 1 FEATURES:
-SPELL/ABILITY COST X2

SPELL ATTACK:

1D12 + Primary Stat

SPELL CHECK TARGET:

Primary Stat + Secondary Stat

SECONDARY STAT
M P C K W F

INFLUENCE CLASS (OR GENERALIST):

CASTING METHOD:

(NONE | VERBAL | SOMATIC | FOCUS)

PRIMARY STAT
M P C K W F

LEVEL 1 FEATURES:
-SPELL/ABILITY COST X4

SPELL ATTACK:

1D12 + Primary Stat

SPELL CHECK TARGET:

Primary Stat + Secondary Stat

SECONDARY STAT
M P C K W F

COMMON DAMAGE TYPES

FORCEFUL DAMAGE TYPES

SLASHING

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

□ Gain 1 Round of BLEEDING.

PIERCING

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

□ Gain 1 IMPALED Counter.

BLUDGEONING

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

□ Gain 1 Round of DAZED.

KINETIC

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

□ Make a Fortitude Check to avoid being KNOCKED DOWN.
TARGET = (6+CURRENT KINETIC DAMAGE)

EXPLOSIVE

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

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

SONIC

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

□ Gain 1 Round of DEAFENED.
◇ Gain the PERMANENT DEAFNESS AFFLICTION.

ELEMENTAL DAMAGE TYPES

BURNING

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50

□ Gain 1 IGNITE Counter.

FREEZING

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50

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

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).

CONDITIONS remain until treated, or they expire.

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

SHOCKING

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50

□ Gain 1 Round of STUNNED.

ACIDIC

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50

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

ESOTERIC DAMAGE TYPES

POISONOUS

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40

□ Gain 1 POISON Counter.

PSYCHIC

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40

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

ELDRITCH

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40

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

ARDENT

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40

□ Gain 1 Round of BLINDED.
◇ Gain the PERMANENT BLINDNESS AFFLICTION.

INFERNAL

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40

□ Gain 1 Round of CURSED.
◇ Gain the DOOMED AFFLICTION.


ETHER

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40

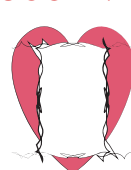
□ Gain 1 Round of SAPPED.
◇ Gain the MANA SHOCK AFFLICTION.

(QUICK REFERENCE)

ARMOR



TOUGHNESS



-After every (♥ + Character Level) points of damage, I roll on the AFFLICTION TABLE:




-If I have (♥) Afflictions at once, I am INCAPACITATED:

-If I take (1/2♥ + 1/2 CHARACTER LEVEL) damage while INCAPACITATED, I die:


TOTAL DAMAGE TAKEN



COMMON CONDITIONS

-  **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.







ELEMENTAL CONDITIONS

-  **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 IGNITED. 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 reanimating, 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.










AFFLICTION TABLE:

ROLL 1D8+(CURRENT TOTAL AFFLICTIONS)

- 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.

SPECIAL AFFLICTIONS:

GAINED FROM SPECIFIC EFFECTS

-  **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.

CRITS & FATE POINTS

When you get a Critical Success (rolling an unmodified 12 on an Attack or Check), you may choose one:

- 1 - Roll another d12 and add it to the result, potentially succeeding even on very difficult tasks.
- 2 - (If applicable), you may choose to invoke the CRITICAL EFFECT of the item or spell you made the roll with.
- 3 - You may gain a FATE POINT.

You can spend FATE POINTS on the table below, immediately triggering the effect listed. Spending FATE POINTS does not take an Action, you may purchase multiple effects at once, or the same effect multiple times, and you may even do so outside of your turn. The effect must have an immediate, valid target.

Unused FATE POINTS disappear after a Full Rest.

Cost (FP)	Effect
1	Add 1d8 to an attack or check you make.
1	Add 1d6 to an attack or check another creature makes.
3	Add 1d20 to an attack or check you make.
2	Add 3 to a check you make.
2	Subtract -1d4 from an attack or check another creature makes.
3	Subtract -1d6 from an attack or check another creature makes.
4	Subtract -1d8 from an attack or check another creature makes.
1	When you deal damage with an attack or spell, roll an additional damage die. If you would roll multiple sizes of damage die, use the largest.
3	The next time you deal damage with an attack or spell, it deals maximum damage.
2	Increase your Armor Class by 1 for 1 Round.
3	Increase your Armor Class by 2d4 for 1 Round.
3	Remove 1 Condition, or 1d4 Counters from a (Count) Condition, from yourself or another creature you can touch.
3	Prevent 1 roll on the Affliction table for yourself.
4	Prevent 1 roll on the Affliction table for another creature.
4	Negate all damage you would take from a single attack or spell.
2	Immediately switch places with a willing creature within 5ft. You may use this to become the target of an attack or spell that would have struck that creature.
2	Choose a creature you can see. The GM tells you one of the following of your choice: its Armor Class, a weakness or resistance to a damage type, or what kind of entity it is.
3	The GM tells you if a creature feels positively, negatively, or neutral about you, and whether it is being truthful.
2	State a goal, task, or objective, and how you are going about completing it. The GM indicates how likely this is to succeed, as a good or bad "gut feeling."
1	Pick a topic. The GM indicates a person or place you would know of that would have more information on it.

MY CURRENT FATE POINTS:



NOTES

COST

REFERENCE: ACTIONS

(SPD) MOVE.

Move up to your Speed. If available, you may interrupt your movement with your second Action, then resume your movement.

1+ ATTACK.

Choose a weapon you have equipped and a target within its range. Roll 1d12 and add your **Might (melee)** or **Precision (ranged)** score. If the result meets or exceeds the target's **Armor**, the attack succeeds, and deals Damage according to the weapon's properties.

-CAREFUL ATTACK. For every +2 **Stamina** spent, add +1 to the Attack roll's total.

-POWER ATTACK. For every +2 **Stamina** spent, add +1 to the Damage total.

-LONGSHOT. (RANGED/THROW ONLY) Double the weapon's listed range, but drop the Attack die two sizes. Stackable.

Careful and Power attacks cannot be combined on the same attack. Characters must choose to use a Careful or Power attack (and spend the **Stamina**) before they roll to hit.

0+/0+ CAST OR USE ABILITY.

Spend **Stamina** or **Mana** to use an ability or spell from one of your character's classes.

- USE.

Activate an item, drink or administer a potion, or interact with an complex object or device. Simple interactions, like turning an unlocked doorknob or drawing an equipped weapon from its sheath, can usually be done for free without using an Action. The GM determines what meets this threshold.

- FIRST AID.

Attempt to heal yourself or another creature you can touch. Remove a number of points of Damage equal to **1/2 of your Knowledge score**. All removed points must be of the same Damage type.

First Aid cannot reduce the target's Damage in a single type below 5.

- HIDE.

Make a **Precision Check** to attempt to conceal yourself. Conscious creatures with a **Passive Detection** higher than your result automatically detect you. Hiding automatically ends when the hidden creature takes an overt action (such as an attack or a shout). The GM may call for additional Hide Checks whenever a character performs actions that might break their cover, such as picking a pocket, shoplifting, picking a lock, casting a spell, whispering, etc.

You cannot hide from creatures while in plain sight of them.

-ATTACKING FROM STEALTH. When a creature makes an Attack with a weapon or spell against a creature that cannot currently perceive it, they may add an additional +1d6 to the Attack Roll. If it hits, they may roll the damage twice, and apply the higher result. These effects only apply to the first attack made against the target that Turn, hit or miss.

- SEARCH.

Make a **Precision Check** to search for deliberately hidden creatures or objects, or signs of their passing.

1 SHOVE.

Make a contested **Might** roll against a creature you can touch. If you win, the target is pushed 5ft directly away from you. Creatures two or more sizes larger than you automatically win.

1 GRAPPLE.

Make a contested **Might** roll to Grapple a creature you can touch. If you win, its **Speed is reduced to 0**, and it moves with you. Your **Speed** is halved while grappling it, and neither of you may make ranged attacks or cast Somatic spells. You may release it at any time as a Free Action, and it takes an Action for the creature to repeat the Check. Creatures more than two sizes larger than you cannot be targeted.

- WAIT.

Delay an Action until later in the Round. You must specify the Action you intend to take, and the conditions or trigger you are waiting for (such as seeing an enemy, waiting until an ally has taken their turn, a carriage passes by, etc). You may only Wait once per Round.

- CHANNEL.

Channeling is a special Action that all player characters and spellcasting creatures can perform.

Channeling grants a creature an additional **+1/2 of its Mana Regeneration**, rounded down (minimum 1) in its next Recovery Step.

Additionally, a creature that is Channeling temporarily increases its **Mana Capacity** by half of its **Character Level**. This increase lasts until the end of the next turn after it stops Channeling.

If a creature moves for any reason after it begins Channeling, or takes an Affliction, the Channeling fails and it does not gain the additional Mana during its next Recovery. If a creature that is not Channeling ends its turn with more **Mana** than it has Capacity for, it takes one point of Ether Damage for each extra **Mana** it has.

A creature may only Channel once per round.

REFERENCE: REACTIONS

1+ OPPORTUNITY ATTACK.

When a hostile creature voluntarily moves away from your melee range, you may use your **Reaction** to make a melee weapon attack against it.

- RETREAT.

After taking Damage, you may use your **Reaction** to Retreat, moving up to half your **Speed** directly away from the damage-dealing source without incurring an Opportunity Attack from that source. You lose one Action on your next turn.

1+ COUNTERSPELL

(Characters must be able to cast spells to Counterspell). When another creature you can see casts a spell, you can attempt to counter it by spending any amount of your current **Mana** to oppose it. You decide how much **Mana** to spend before the GM reveals the power level of the spell.

-If the amount of countering **Mana** exceeds the casting **Mana** spent on the spell, the spell fails.

-If the Counter is less, the spell succeeds without issue.

-In the event of a tie, the caster and the counter-caster do a **Contested Willpower Challenge** to see which wins the contest.

In any event, both the **Mana** spent to cast the spell and to Counter it are consumed.

By default, only one creature may attempt to Counter a given spell at a time. Multiple creatures cannot pool **Mana** for a more powerful Counter, but they may each make individual attempts with their **Reactions** (proceeding in **Initiative** order).

TURN ORDER

1 ROUND

