

Name: _____
 Character Level: _____
 Speed: _____
 Size: _____
 Ether: _____
 Darkvision: _____

Pronouns: _____
 Species: _____
 Feature: _____

Currency: _____

Core Stats

Might ○○○○ ○○○○ ○○○○
 Strength, athleticism, intimidation.
 Used by melee weapons & physical abilities.
 Increases Stamina Capacity & Regeneration.

Precision ○○○○ ○○○○ ○○○○
 Accuracy, stealth & detection, finesse, craftsmanship.
 Used by ranged weapons & physical abilities.
 Increases Armor Class.

Cleverness ○○○○ ○○○○ ○○○○
 Performance, persuasion, deception, guile,
 traps, mechanisms. Used by many spells &
 abilities.

Knowledge ○○○○ ○○○○ ○○○○
 History, information, research, trivia, engineering,
 science, medicine. Used by spells & abilities, and
 to treat injuries in the field.

Willpower ○○○○ ○○○○ ○○○○
 Mental strength, zeal, & emotional robustness.
 Increases Mana Regeneration.

Fortitude ○○○○ ○○○○ ○○○○
 Resilience, endurance, toughness.
 Increases Mana Capacity and Armor Class.
 Survive more damage.

Stamina Capacity _____
 Character Level + Might Score

Stamina Regeneration _____ (Min. 1)
 1/2 Stamina Cap. + 1/2 Might

Mana Capacity _____
 Character Level + Fortitude Score

Mana Regeneration _____ (Min. 1)
 1/2 Mana Cap. + 1/2 Willpower

Armor Class

Precision (Max +3) + Fortitude (Max +3) + Equipment + Buff/Debuffs

Total: _____

Passive Detection:

Precision +4 Total: _____

Major Class: _____

Primary Stat: _____ Casting Method: _____
 Secondary Stat: _____ Toughness: _____

Major Class Spell Attack 1d12+ _____ + _____ + _____
Primary Stat + Buff/Debuff

Major Class Spell Check _____ + _____ + _____
Primary Stat + Secondary Stat + Buff/Debuff

Major Class Level 1 Benefits:

Major Class Specializations:

Ranged Weapon Attack 1d12+ Precision + Buff/Debuff

Melee Weapon Attack 1d12+ Might + Buff/Debuff

Minor Class: _____

Primary Stat: _____ Casting Method: _____
 Secondary Stat: _____ Toughness: _____

Minor Class Spell Attack 1d12+ _____ + _____ + _____
Primary Stat + Buff/Debuff

Minor Class Spell Check _____ + _____ + _____
Primary Stat + Secondary Stat + Buff/Debuff

Minor Class Level 1 Benefits:

Minor Class Specializations:

Toughness

Major Class Toughness + Minor Class Toughness + Buffs/Debuffs = 

Now fill in for 

Influence Class: _____


Primary Stat: _____ Casting Method: _____
 Secondary Stat: _____


Inf. Class Spell Attack 1d12+ _____ + _____ + _____
Primary Stat + Buff/Debuff


Inf. Class Spell Check _____ + _____ + _____
Primary Stat + Secondary Stat + Buff/Debuff

Languages & Background

Perks & Other Features:

I have to roll on the Affliction Table every (_____) points of damage I take.
(Half of  + (Character Level))

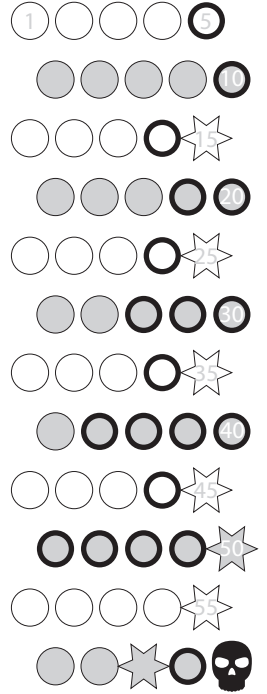
If I have (_____) Afflictions at once, I am Incapacitated.
(Half of )

If I take (_____) points of damage while Incapacitated, I die.
(Half of  + (Half my Character Level))

REGULAR DAMAGE CHARTS

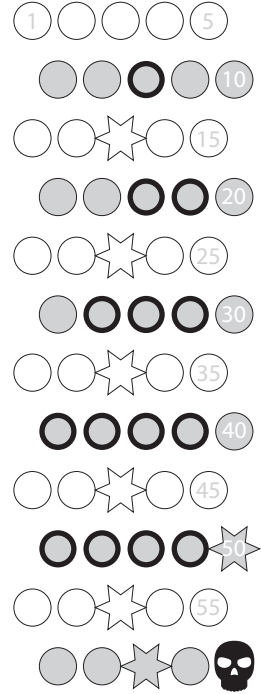
COMMON DAMAGE

SLASHING



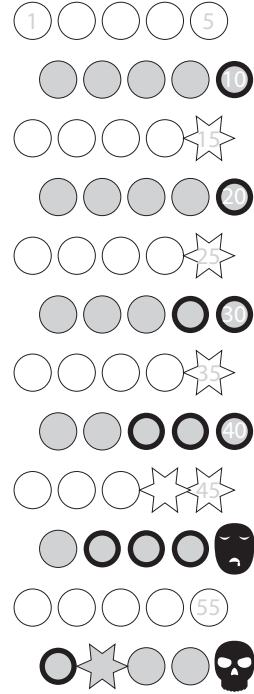
● = GAIN 1 ROUND OF BLEEDING

PIERCING



● = GAIN 1 IMPALE COUNTER

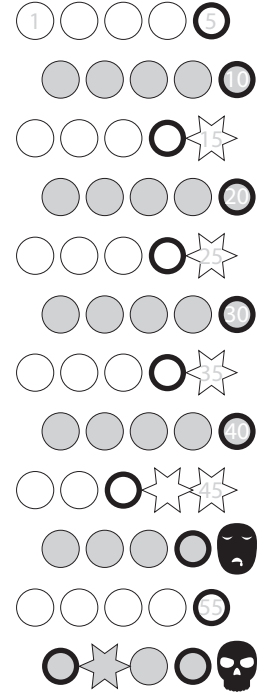
BLUDGEONING



● = GAIN 1 ROUND OF DAZED

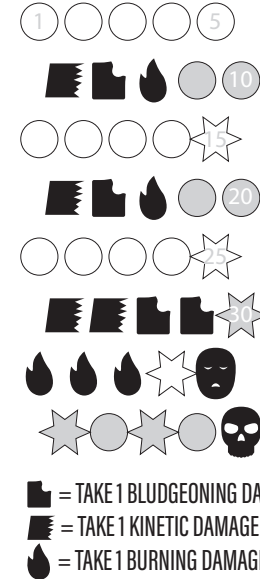
FORCEFUL DAMAGE

KINETIC



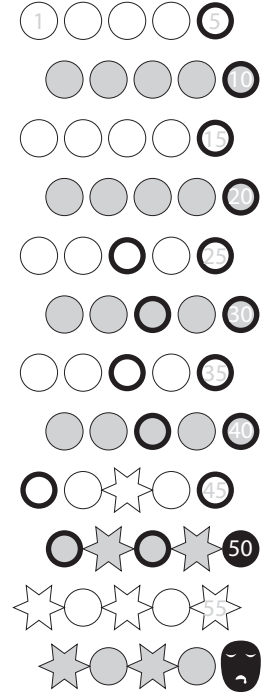
● = MAKE A FORTITUDE CHECK TO AVOID KNOCKED DOWN.
(Target=6+current Kinetic Damage).

EXPLOSIVE



■ = TAKE 1 BLUDGEONING DAMAGE
 ■ = TAKE 1 KINETIC DAMAGE
 🔥 = TAKE 1 BURNING DAMAGE

SONIC



● = GAIN DEAFENED FOR 1 ROUND
 ● = GAIN THE PERMANENT DEAFNESS AFFLICTION

CONDITIONS

Bleeding:

At the start of your turn, take 1 Slashing damage.

□ Rounds Left

Impaled:

Every 10ft. you move, take 1 Piercing damage for each Impale counter you have.

□ Impale Counters

Dazed:

Your speed is halved. Your attack rolls have a -1d4 penalty.

□ Rounds Left

Knocked Down:

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 an Action, ending Knocked Down.

Deafened:

You are deaf. Counterspelling Verbal spells costs x3 Mana.

□ Rounds Left

TREATMENT: Any creature can spend an Action to remove 1d4 Rounds of Bleeding from a target it can touch, including itself.

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, take 1 Slashing damage.

KEY

● = GAIN CONDITION (SEE NOTE) 🤖 = GAIN INCAPACITATED
 ☆ = ROLL ON THE AFFLICTION TABLE 🦴 = DEATH

RARE DAMAGE CHARTS

ELEMENTAL DAMAGE

BURNING

○ = GAIN 1 IGNITE COUNTER

FREEZING

○ = MAKE A FORTITUDE CHECK TO AVOID 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).

Ignited:

Take 1 Burning damage at the start of your turn for each Ignite Counter. If the Ignite counter is 3 or more, creatures adjacent to you suffer half as much Burning damage as you do at the start of your turn.

Ignite Counters

TREATMENT: Taking 2 Freezing damage removes 1 Ignite Counter. Any creature may take an Action to remove one Ignite counter.

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.

Rounds Left

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.

Stunned:

Your speed is halved, you may only take one Action per round, and you cannot take Reactions.

Rounds Left

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.

★ First Melt

CONDITIONS

KEY

- = GAIN CONDITION (SEE NOTE)
- ★ = ROLL ON THE AFFLICTION TABLE
- ☹ = GAIN INCAPACITATED
- ☠ = DEATH

POISONOUS

○ = GAIN 1 POISON COUNTER

Poisoned:
Fortitude checks made while poisoned are reduced by -1 for each Poison counter.

Poison Counters

☠ If you end your turn with 20+ Poison Counters, you die.

ESOTERIC DAMAGE

PSYCHIC

○ = MAKE A WILLPOWER CHECK TO AVOID FRIGHTENED (Target=4+current Psys. Damage).

Frightened:
Your Attack rolls are halved. You may only move toward hostile creatures at half speed.

Rounds Left

☹ Incapacitated if turn ends with 10+ Frightened Rounds.

ELDRITCH

○ = MAKE A KNOWLEDGE CHECK TO AVOID DISSOCIATED (Target=4+current Eldr. Damage).

☠ = GAIN THE ELDRITCH WITNESS AFFLICTION

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 each instance. (d8, d6, d4, d2, 1).

Rounds Left

CONDITIONS

ARDENT

○ = GAIN 1 ROUND OF BLINDED

☠ = GAIN THE PERMANENT BLINDNESS AFFLICTION

Blinded:
You are blind. Melee Attack rolls are halved. Ranged Attack rolls are quartered. You cannot counter Somatic- or Focus-based spells.

Rounds Left

INFERNAL

○ = GAIN 1 ROUND OF CURSED

☠ = GAIN THE DOOMED AFFLICTION

Cursed:
Whenever you roll a d12, roll twice and take the lower result.

Rounds Left

ETHER

○ = GAIN 1 ROUND OF SAPPED

☠ = GAIN THE MANA SHOCK AFFLICTION

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 is reduced to 1.

Rounds Left

CONDITIONS

FATE POINTS & AFFLICTIONS

Crits & Fate Points

When you get a Critical Success (rolling a 12 on an Attack or Check), you have a couple options:

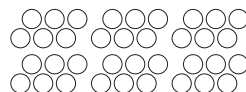
- 1 - You may roll another d12 and add it to the result, potentially succeeding even on very difficult tasks.
- 2 - (If applicable), you may choose to invoke the Critical Effect of the item or spell you made the roll with.
- 3 - You may gain a Fate Point.

You can spend Fate Points on the table below, gaining the benefits 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. Unused Fate Points disappear after a Full Rest.

Fate Point Table	
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:

Reset to 0 after a Full Rest.



Affliction Table - Roll (1d8 + Current Number of 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 Class 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 Class 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. Maximum Stamina is reduced by 1 (minimum 1).
- 12- Head Injury, Minor. Maximum Mana is reduced by 1 (minimum 1).
- 13- Open Wound, Minor. When afflicted, 20% chance of gaining Disease, below. Repeat check every 8 hours.
- 14- Internal Injury, Major. Maximum Stamina is reduced by 3 (minimum 1).
- 15- Head Injury, Major. Maximum Mana is reduced by 3 (minimum 1).
- 16- Open Wound, Major. When afflicted, 40% chance of gaining Disease, below. Repeat check every 8 hours.
- 17-19 Unconsciousness. Gain "Incapacitated," below.
- 20+ Death.

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.

Special Afflictions - Gained as a result of specific effects.

- Death Fugue. Your Maximum Stamina and Mana 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, or take actions. Melee attacks made against you automatically hit, and deal +1 damage. Checks fail automatically. If you suffer an amount of damage equal to your maximum Stamina in this state, you are killed. An ally can remove this Affliction from you with an Action while **out of combat**.

Toughness



I have to roll on the Affliction Table every (_____) points of damage I take.

If I have (_____) Afflictions at once, I am Incapacitated.

If I take (_____) points of damage while Incapacitated, I die.

(Character Level)

(Half of (Character Level) + (Half my Character Level))

ITEMS & EQUIPMENT

Item:

Weight:

Value:

Notes:

Intrinsic Properties:

Magical Properties:

Item:	Weight:	Value:	Notes:	Intrinsic Properties:	Magical Properties:

Actions

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

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 Class, the attack succeeds, and deals damage according to the weapon's properties. *Costs 1+ Stamina.*

Careful Attack. For every +2 Stamina spent, add +1 to hit.

Power Attack. For every +2 Stamina spent, add +1 to damage dealt on a hit.

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 object or device.

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. A creature may, at maximum, have healed half of the current damage it has for that damage type each Round.

Hide. Make a **Precision** check to attempt to conceal yourself. Conscious creatures with a Passive Detection higher than your result automatically detect you. You cannot hide from creatures while in plain sight of them.

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

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. *Costs 1 Stamina.*

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. *Costs 1 Stamina.*

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 creatures (except Endmages or Nulls) can perform. Channeling grants a creature an additional ½ of its Mana regeneration, rounded down (minimum 1) in its next Recovery phase. Additionally, a creature that is Channeling can gain more Mana than their typical maximum, at a rate of +1 point for each consecutive turn spent Channeling.

The amount of extra Mana a creature can gain this way is equal to its character level—so a 5th level character could gain an additional 5 points of Mana more than its maximum, if it Channeled for five consecutive turns. Some perks, items, and abilities increase this effect. 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.

Reactions

Reactions are special Actions that can be taken outside of your turn. Most characters can only use one Reaction per Round. Some Class abilities, spells, or items provide additional Reaction options.

Opportunity Attack. When a hostile creature voluntarily moves outside of your melee range, you may use your Reaction to make a melee weapon attack against it. *Costs 1 Stamina.*

Retreat. After taking the 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.

Counterspell. (Endmages and Nulls cannot 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.