Character Sheet

Name: Prix Prim Primus

Lineage: Fae (Pixie)

Pronouns: He/Him

Size: Small

Ether:
- ◆ Reservoir (+1 Mana Cap.)
- OR
- ○ Flow (+1 Mana Regen.)

Speed(s): 20ft (walk) / 35ft (flying)

◉ Darkvision ◉: No

◉ Passive Detection ◉: 4 (P) + ○ + ○ (Buffs) = 4

Character Level (CL): 1

Stats

Might: 6 — Strength, grappling, climbing, athletics, intimidation, physicality. +MELEE +STAMINA

Precision: ○ — Hiding, disguise, slight of hand, detection, craftsmanship, finesse. +RANGED +ARMOR +STEALTH

Cleverness: 2 — Performance, charm, guile, mechanisms, locks, riddles. +LOCKS/TRAPS +DEDUCTION +DIPLOMACY

Knowledge: ○ — Research, history, science, medicine, engineering. +FIRST AID +TRIVIA +LEARNING

Willpower: 3 — Mental strength, zeal, determination, conviction. +MANA REGEN. +MENTAL STRENGTH

Fortitude: 3 — Resistance to hardship or physical effects, enduring pain. +MANA CAP. +ARMOR

Armor
○ (P) + 3 (F, MAX 3) + ○ (Equip.) = 3
(P MAX 3)

Currency
- Copper: 300
- Silver: 40
- Gold: 10
- Platinum: ○

Toughness
♥ + 1 (CL) = 12 — Roll on the AFFLICTION TABLE every time you've taken this much total damage.

4 (Major Class T) + 5 (Minor Class T) = 11

♥ 11 — You're INCAPACITATED if you have this many Afflictions at once.

+ 2 (Buffs) =

5 (½T) + ○ (½CL) = 5 — If you take this much damage while INCAPACITATED, you die.

Stamina
Capacity
1 (CL) + 6 (M) + 5 (Buffs) = 12

6 (½ Cap.) + 3 (½ M) + ○ (Buffs) = 9 (MIN 1) Regen.

Mana
Capacity
1 (CL) + 3 (F) + 1 (Buffs) = 5

2 (½ Cap.) + 1 (½ W) + ○ (Buffs) = 3 (MIN 1) Regen.

Major Class: Berserker
Class Type:
- ◆ Martial (+2 Stam. Cap.)
- ○ Mage (+2 Mana Cap.)
- ○ Hybrid (+1 & +1 Cap.)

Toughness: 4

Primary Stat: M P C K W F
Secondary Stat: M P C K W F
- ○ Add +3 to Primary & +1 to Secondary
- OR
- ◆ Add +2 to each

Spellcasting: Verbal | Somatic | Focus | None

Minor Class: Dynamancer
Class Type:
- ○ Martial (+1 Stam. Cap.)
- ○ Mage (+1 Mana Cap.)
- ◆ Hybrid (+1 Cap., Pick 1)

Toughness: 5

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 | None

Influence Class (or generalist): Generalist
Class Type:
- ○ Martial (+1 Stam. Cap.)
- ○ Mage (+1 Mana Cap.)
- ○ Hybrid (+1 Cap., Pick 1)
- ◆ Generalist (+2 Cap., Pick 1)

Primary Stat: M P C K W F (N/A if Generalist)
Secondary Stat: M P C K W F
- ○ Add +1 to Primary
- OR
- ○ Add +1 to Secondary

Spellcasting: Verbal | Somatic | Focus | None

Features & Perks:

Lineage Features
Pixie Dust. *Pixies can produce a small puff of sparkling powder from their wings that induces a potent drowsiness in others. Once per day, as an Action, a Pixie may attempt to dose another creature it can touch, putting it to sleep. The affected creature makes a Willpower or Fortitude Check (GM's choice), against a target of 6+the Pixie's Character Level. On a failure, the creature falls asleep. It may be roused as with any natural sleep, but if undisturbed it will slumber for a full 8 hours and awake having benefitted from a Rest.*

Class Features
(Brsrk) Berserk. *At the start of your turn, choose a number between zero and your Character Level. Until the start of your next turn, any damage you deal against a target within 5ft. of you is increased by that amount. Attack rolls made against you gain a to-hit bonus equal to the same amount. If an attack deals more than one damage type, choose which type is increased. This ability can only be used during Encounters.*

(Brsrk) Berserker Weapons. *Learn Medium Weapons, Large Weapons Training.*

(Dyn) Kinetic Sink. *When you take Common Damage, you may spend Stamina to gain Mana up to your Capacity, at a rate of 3 Stamina per 1 Mana. The amount gained cannot exceed the amount of damage you took.*

(Dyn) Convert Energy. *At the start of your turn, before your Recovery Phase, you may convert Mana into Stamina as a Free Action. Roll one of the following: 2d4, 2d6, or 2d8. You expend that much Mana, and gain that much Stamina. You take half as much Kinetic Damage.*

Additional Perks
Indomitable 2. *Increase Toughness +2.*

Critical Effects
Frenzy (Berserker). *When you roll a critical hit with a Weapon or Spell Attack and your Berserk value is at least 1, you may use your Reaction to immediately make a melee attack against the same target.*

Sunder (Hatchet). *Reduce the affected creature's Armor Class by 1 until the end of your next turn.*

Crushing++ (Maul). *Deal an additional 5 Bludgeoning Damage. If the target is no more than one size larger than you, you may push it back 5ft, or inflict Knocked Down.*

Major Class Spells
Spell Check Target: - (Prim. Stat) + - (Second. Stat) + - (½CL) = -
Spell Attacks: D12 + - (Primary Stat)

Minor Class Spells
Spell Check Target: 6 (Prim. Stat) + 2 (Second. Stat) + ○ (½CL) = 8
Spell Attacks: D12 + 6 (Primary Stat)

Influence Class Spells
Spell Check Target: - (Prim. Stat) + - (Second. Stat) + - (½CL) = -
Spell Attacks: D12 + - (Primary Stat)

Weapons
Attack Options: +Careful Atk., +Power Atk., Longshot

Weapon Attack Rolls: D12 + 6 (M) OR D12 + ○ (P)

Name	Range	Damage	Dmg. Type	Crit Effect	Special
Deadly Hatchet	5ft/25(t)	2+1	Slash/Bldg	Sunder	Adaptive: choose slash or bldge before atk
Maul	5ft	1d10	Bludgeoning	Crushing++	Destructive (max dmg to objects/structures)

Armor & Items

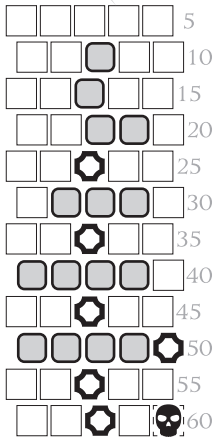| Name	Properties
Potion of Health	Mundane rarity: Heal 1d4 Damage
Potion of Health	Unusual rarity: Heal 2d4+2 Damage

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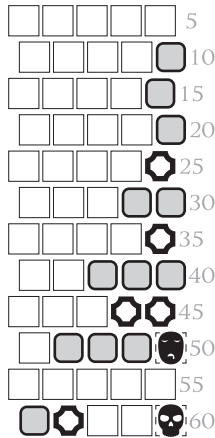
Common Damage
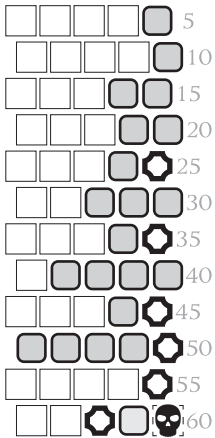
Slashing
Gain 1 Round of BLEEDING.
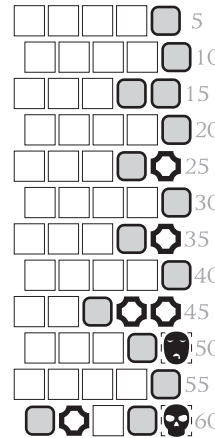
Piercing
Gain 1 IMPALED Counter.

Bludgeoning
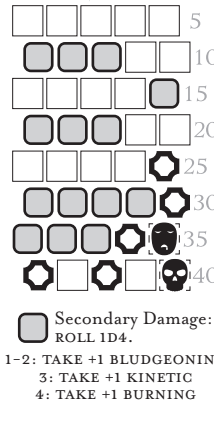Gain 1 Round of DAZED.

Forceful Damage

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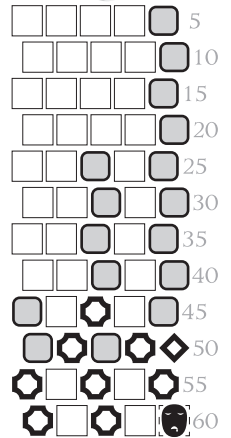TARGET = (6+CURRENT KINETIC DAMAGE)

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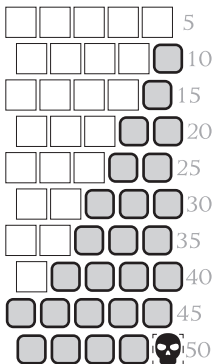3: TAKE +1 KINETIC
4: TAKE +1 BURNING

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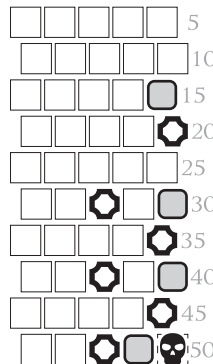Gain 1 Round of DEAFENED.
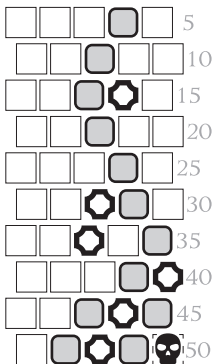Gain the PERMANENT DEAFNESS AFFLICTION.

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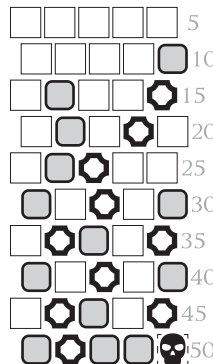
Acidic
Make a Fortitude Check to avoid MELTING.
TARGET = (4+CURRENT ACIDIC DAMAGE)

Quick Reference

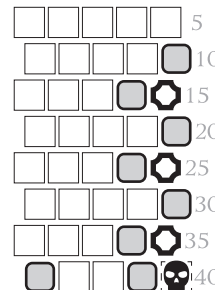### Armor

Total Damage Taken
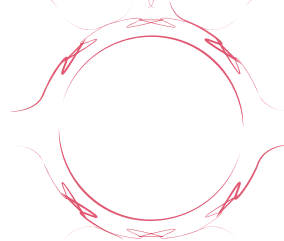
Toughness

💗 + 🤍 = ☐
CL

Every ☐ points of damage, roll on the AFFLICTION TABLE.

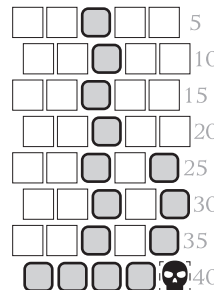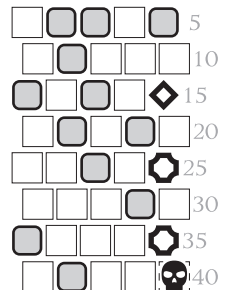## Esoteric Damage

Poisonous
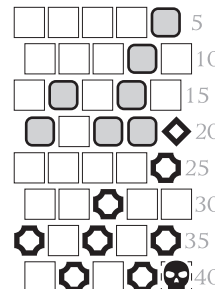Gain 1 POISON Counter.

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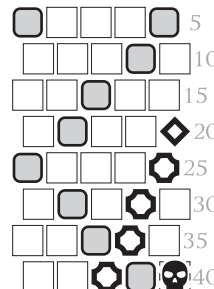TARGET = (2+CURRENT PSYCHIC DAMAGE)

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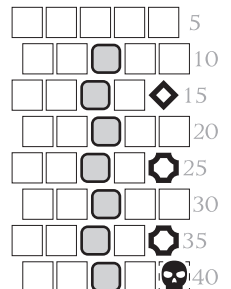Gain the ELDRITCH WITNESS AFFLICTION.

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.

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Damage Charts

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.
ROUNDS

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.
COUNTERS

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

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.
COUNTERS

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

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 your are IGNIGHTED. It takes 1 hour in above-freezing temperatures per point of Freezing Damage for FROZEN to end naturally.
ROUNDS

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.
1ST MELT

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. Counterspelling Verbal spells costs x3 Mana.
ROUNDS

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.
COUNTERS
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.
ROUNDS

FRIGHTENED. Your Attack rolls are halved. You may only move toward hostile creatures at half Speed.
ROUNDS
OVERWHELMING: If you end your turn with 10+ Rounds of Frightened reamining, 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 Regneration rates, whichever is lower. This condition stacks, reducing the size of the die for each instance. (d8, d6, d4, d2, 1).
ROUNDS

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.
ROUNDS

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.

-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 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 mutliple 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:

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Coditions & Afflictions