



## Combat

Initiative:

Walk:

Run:

Toughness bonus:

Strength Bonus:

Dodge:

Weapon (Group)	Range/Reach	To hit	Damage	Qualities	Enc.

## Armour and Injuries

	Armour	AP	Qualities	Enc
Head (01-09)				
Left arm (10-24)				
Right arm (25-44)				
Body (45-79)				
Left leg (80-89)				
Right leg (90-00)				
Shield				

**Wounds:**

Hardy ?

Halfling ?

**Injuries**

## Trappings

Name	Enc	Name	Enc

Reduce the encumbrance of worn objects by one

Wealth:      GC      SS      D

1 Gold Crown (GC) = 20 Silver Shillings (SS)

1 Silver Shilling (SS) = 12 pence (D)

Max encumbrance:      Strong back ?

Total encumbrance:      Sturdy ?

## Career and Experience

Total experience earned

Total experience spent

Experience available

Career path:

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**Lores known:** \_\_\_\_\_

**Language~Magick:**

**Channelling:**

**Intelligence bonus:**

**Willpower bonus:**

## Talents

- Aethyric attunement:** Rolling a double on a successful channel test is not a miscast.
- Instinctive diction:** Rolling a double on a successful Language (Magick) test is not a miscast
- War wizard:** On your turn cast one spell with a CN of 5 or less without using an action. You may not cast another spell this turn.

## Spells Known

<b>Name:</b>	<b>CN:</b>
<b>Target:</b>	<b>Duration:</b>

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<b>Name:</b>	<b>CN:</b>
<b>Target:</b>	<b>Duration:</b>

## Spellcasting

**Casting spells:** Roll Language (Magick) and compare success levels to the spells' CN. Equal or higher results in the spell being cast. Any critical result when casting a spell results in a minor miscast (p.234).

**Channelling:** extended channelling tests can be made to accumulate success levels. When the accumulated SL reach the CN of the selected spell you are ready to cast. On the next round make a spellcasting test as normal, treating the CN as 0. A critical success when channelling results in a minor miscast (p.234). A critical fail results in a miscast (p. 235).

**Critical casting:** On a critical success choose either:

- Damage causing spells also inflict a critical wound
- Regardless of CN, the spell is cast
- If the spell succeeded, it cannot be dispelled

**Overcasting:** For each +2 SL on a casting test you may increase the Range, Area of Effect, Duration or Targets by their initial value.

**Ingredients:** Miscasts can be reduced from major to minor, or minor to none by sacrificing spell ingredients.

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Lores known: \_\_\_\_\_

Language~Magick:

Channelling:

Intelligence bonus:

Willpower bonus:

**Talents**

**Spells Known**

<b>Name:</b>	<b>Duration:</b>	<b>CN:</b>
<b>Target:</b>		

<b>Name:</b>	<b>Duration:</b>	<b>CN:</b>
<b>Target:</b>		

<b>Name:</b>	<b>Duration:</b>	<b>CN:</b>
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<b>Name:</b>	<b>Duration:</b>	<b>CN:</b>
<b>Target:</b>		