Status:

Characteristics

	M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Current											
Advances											
Initial											

Fate	
Fortune	
Resilience	
Resolve	

Psychology:

Corruption and mutations:

Pure soul?
Corruption points
Limit

Basic Skills

Skill	Stat	Adv	%
Art( )	Dex		
Athletics	Ag		
Bribery	Fel		
Charm	Fel		
Charm Animal	WP		
Climb	S		
Cool	WP		
Consume Alcohol	T		
Dodge	Ag		
Drive	Ag		
Endurance	T		
Entertain( )	Fel		
Gamble	Int		
Gossip	Fel		

Skill	Stat	Adv	%
Haggle	Fel		
Intimidate	S		
Intuition	I		
Leadership	Fel		
Melee (Basic)	WS		
Melee ( )	WS		
Melee ( )	WS		
Navigation	I		
Outdoor Survival	Int		
Perception	I		
Ride	Ag		
Row	S		
Stealth (Rural)	Ag		
Stealth (Urban)	Ag		

Advanced Skills

Skill	Stat	Adv	%

Talents

Talent (times taken)	Description

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:

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

Name:	CN:
Target:	Duration:

Name:	CN:
Target:	Duration:

Name:	CN:
Target:	Duration:

Name:	CN:
Target:	Duration:

Name:	CN:
Target:	Duration:

Name:	CN:
Target:	Duration:

Name:	CN:
Target:	Duration:

Name:	CN:
Target:	Duration:

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.

Lores known: _____

Language~Magick: Channelling: Intelligence bonus: Willpower bonus:

Talents

Spells Known

Name: CN: **Target:** Duration:	**Name:** CN: **Target:** Duration:
Name: CN: **Target:** Duration:	**Name:** CN: **Target:** Duration:
Name: CN: **Target:** Duration:	**Name:** CN: **Target:** Duration:
Name: CN: **Target:** Duration:	**Name:** CN: **Target:** Duration:
Name: CN: **Target:** Duration:	**Name:** CN: **Target:** Duration:
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