

NAME: _____ (Basic Caster-may be played without book)

RACE: Human

NATION: Hinterlands REGION: Nomad

CHURCH: _____ DEITY: _____

ARCHETYPE: Expert TIER/RANK: 1/0

BACKGROUND: Noble

TRAITS: _____

SEX: _____ EYES: _____

HAIR: _____ SKIN: _____

HEIGHT: _____ WEIGHT: _____

DESCRIPTION: _____



M I P R Q U V I C H I N L O R E

MIGHT PROMESS QUICKNESS VIGOR CHARISMA INSIGHT LOGIC RESOLVE

Table with 8 columns for attributes (Might, Promess, Quikness, Vigor, Charisma, Insight, Logic, Resolve) and 2 rows for dice pools (Attribute Score, Passive Value Die).

PACE (Base 30', Current 25'), INITIATIVE DICE POOL (3d10), CURRENT FATE (4)

D E F E N S E S & H E A L T H

AVOIDANCE: QUICKNESS + INSIGHT + 8 = 17 = 18 + 0 - 1
FORTITUDE: VIGOR + MIGHT + 8 = 18
DISCIPLINE: CHARISMA + RESOLVE + 8 = 20

STAMINA (Total 47, Current 47), ARMOR RATING (2), SHIELD BONUS (0), WOUNDS (Total 2, Current 2), ARMOR (Sicarite Studded Leather), SHIELD, OTHER

WEAPONS

Table listing weapons: Scimitar, Quick, Dagger, Quick, Versatile (Slashing), Thrown (10')

COMBAT SKILLS

Table for Combat Skills: MELEE (PR) and RANGED (PR) with columns for Skill, Type, Total Bonus, Ranks, Adj., and Pass. Skill Value.

ADVANCED SKILLS

Table for Advanced Skills: ACROBATICS (QU), ARCANUM, ARTISAN (LO), LARCENY (QU), LINGUISTICS (LO), PERFORM. (CH), SEAMANSHIP (LO), TRACKING (IN)

BASIC SKILLS

Table for Basic Skills: APPRAISE (LO), ATHLETICS (MI), BEAST LORE (CH), DECEIT (CH), EMPATHY (IN), ETIQUETTE (LO), HEAL (LO), INTIMIDATE (CH), KNOWLEDGE (LO), Hinterlands (Yhing hir), History, Myths & Legends, PERCEPTION (IN), PERSUASION (CH), RIDE (QU), STEALTH (QU), STREETWISE (IN), WILD LORE (LO)

Discern Residue

Tradition: Universal [Tier I]

Category: Base

CTN: 10

Speed: 2 (+1)

Range: 20' Radius

Duration: Instant

Effect: You detect the presence of any Spell within range. For each presence within the radius, to learn what source the Spell originated from perform an Arcanum action skill toll (TN 15) or (TN20) to learn what Tradition the Spell originated from. If that Tradition is available to you, you may use the associated skill (or whichever is higher if it is on more than one list) to make a check; the TN is 10 + 5 x the presence's Tier. Success allows you to identify the specific effect.

Manipulate Object

Tradition: Universal [Tier I]

Category: Basic

CTN: 12

Speed: 2 (+1)

Range: 10'

Effect: You may move a small object causing it to float into the air by merely looking at it and extending your hand. The object may weight nomore than 5lb and moves and moves at a pace of 10 feet.

Minor Tricks

Tradition: Universal [Tier I]

Category: Base

CTN: 13

Speed: 1 (+1)

Range: 10'

Effect: The simplest form of magic, it was probably the first Spell you ever mastered. You may use this Spell to perform a marinade of minor tricks. Clean a shirt, light or blow out some candles, chill a glass of Ale, cause a small puppet to dance, and so on. This Spell cannot confer any penalty or bonus, deal any damage, and so on.

Witchlight

Tradition: Universal [Tier I]

Category: Base

CTN: 10

Speed: 2 (+1)

Range: Self

Duration: 1 hour

Effect: You create a ball of Witchlight that orbits you at head-level. This orb sheds light equivalent to a lantern. This effect