BLAIR CLARIMONDE

Words are only as good as the actions that follow them.

PRONOUNS: THEY/THEM

1 ATTRIBUTES & STATUS EFFECTS

DEXTERITY	d6	☐ SLOW
INSIGHT	d10	☐ DAZED
MIGHT	d8	☐ WEAK
WILLPOWER	d8	☐ SHAKEN

☐ ENRAGED

☐ POISONED

2 TRAITS

IDENTITY: **HEIR TO THE THRONE OF DUNOVA**

THEME: **DUTY**   ORIGIN: **DUNOVA**

There is something I must do.

2 BONDS

☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred

3 FABULA POINTS

Gain 1 Fabula Point when you roll a fumble and whenever instructed by the scenario.

GLOSSARY

✦ **HR (High Roll):** The highest of the two numbers shown by the dice in a Check.

✦ **Fumble:** A Check where both dice rolled a **1**.

✦ **Critical Success:** A Check where both dice rolled the same number, and that number is **6 or higher** (double 6, double 7, double 8, double 9, double 10, etc.).

✦ **Die Size:** The number of faces on a die. Ranked from minimum to maximum: **d6**, **d8**, **d10**, **d12**.

✦ **Vulnerability:** HP loss is doubled.

✦ **Resistance:** HP loss is halved (round down).

6 INVENTORY POINTS

MAX	CURRENT
IP	6

🧪 **Remedy (3 IP):** One creature recovers **50 HP**.

🧪 **Elixir (3 IP):** One creature recovers **50 MP**.

🧪 **Tonic (2 IP):** One creature recovers from **one** status effect.

6 ZENIT

Starting zenit: 120

4 HIT POINTS & MIND POINTS

	MAX	CURRENT
HP	45	
MP	60	

5 INITIATIVE & DEFENSES

INITIATIVE MODIFIER:	-2
DEFENSE:	9
MAGIC DEFENSE:	12

5 EQUIPMENT

⚔️ **Steel Dagger (melee):** Accuracy Check 【DEX + INS】 **+1**; deals 【HR + 4】 **physical** damage.

🛡️ **Sage Robe:** Defense equal to **Dexterity +1** and M. Defense equal to **Insight +2**; -2 to Initiative (already added).

🛡️ **Bronze Shield:** +2 to Defense (already added).

5 SKILLS

ENCOURAGE

During a conflict scene, you may use an action and spend 5 Mind Points to choose another creature that is able to hear and understand you. That creature regains 10 Hit Points and chooses **Dexterity**, **Insight**, **Might**, or **Willpower**. The creature treats the chosen Attribute as being one die size higher (up to a maximum size of **d12**) until the start of your next turn (or until the end of the scene, whichever happens first).

LUX (OFFENSIVE SPELL)

Target: Up to three creatures, **Cost:** 10 MP per target

Magic Check: 【INS + WLP】

Each target hit by this spell suffers 【HR + 15】 **light** damage.

8 FLASH OF INSIGHT

If you roll a **13 or higher** when performing the **Study** action, you may ask the Game Master a single question about the target of your investigation. The GM answers truthfully — if there was no predetermined answer, the GM invents one on the spot and that answer becomes truth from this point on.

HEAL (SPELL)

Target: Up to three creatures, **Cost:** 10 MP per target

Each target immediately recovers 40 Hit Points.

5 ACTIONS

ATTACK

Attack with your **steel dagger**.

GUARD

Gain **Resistance** to all damage types until the start of your next turn. You may also choose to **cover** another creature (provided that creature is not covering someone); that creature cannot be targeted by **melee** attacks until the start of your next turn.

SPELL

Cast one of the spells you know.

SKILL

Use your **Encourage** Skill to heal an ally and improve their stats until your next turn.

7

INVENTORY

Spend Inventory Points to create and use a **remedy**, **elixir**, or **tonic** (on yourself or someone else).

OBJECTIVE

Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

STUDY

Make an 【INS + INS】 Check to examine a creature.

10+: reveals **Species**, **maximum HP**, **maximum MP**.

13+: also reveals **Traits**, **Attributes**, **Defense**, **Magic Defense**, **Vulnerabilities**, **Resistances**.

16+: also reveals **attacks** and **spells**.

CASSANDRA

PRONOUNS: SHE/HER

1 ATTRIBUTES & STATUS EFFECTS

DEXTERITY	d10	☐ SLOW
INSIGHT	d6	☐ DAZED
MIGHT	d8	☐ WEAK
WILLPOWER	d8	☐ SHAKEN

☐ ENRAGED

☐ POISONED

2 TRAITS

IDENTITY: FORMER SKYRIDER CAPTAIN

THEME: DOUBT ORIGIN: STORMKEEP

There is something I must know...

2 BONDS

☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred

3 FABULA POINTS

Gain 1 Fabula Point when you roll a fumble and whenever instructed by the scenario.

GLOSSARY

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✦ **Die Size:** The number of faces on a die. Ranked from minimum to maximum: **d6**, **d8**, **d10**, **d12**.

✦ **Vulnerability:** HP loss is doubled.

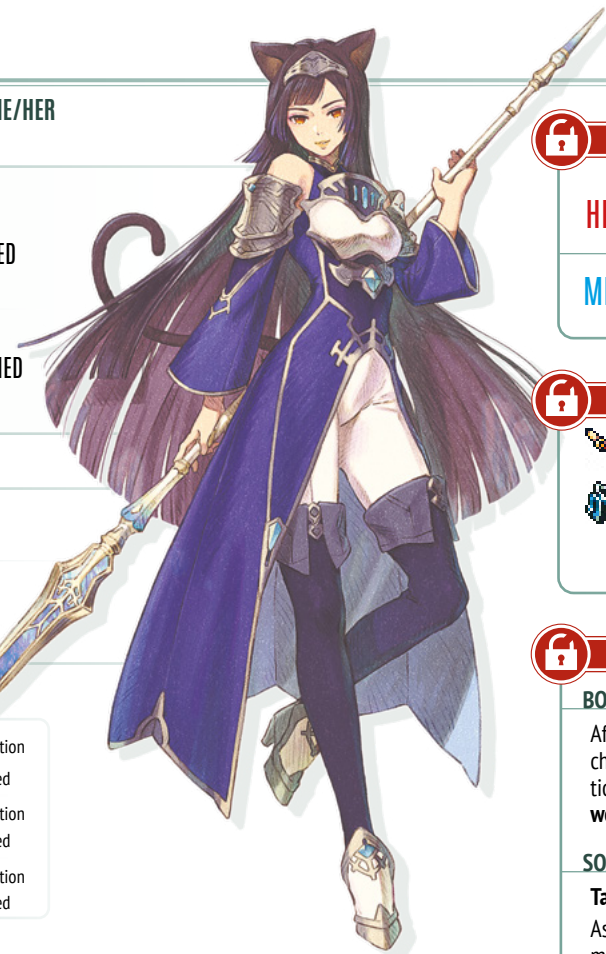✦ **Resistance:** HP loss is halved (round down).

6 INVENTORY POINTS

	MAX	CURRENT
IP	6	

🧪 **Remedy (3 IP):** One creature recovers **50 HP**.

🧪 **Elixir (3 IP):** One creature recovers **50 MP**.

🧪 **Tonic (2 IP):** One creature recovers from **one** status effect.

6 ZENIT

Starting zenit: 170

4 HIT POINTS & MIND POINTS

	MAX	CURRENT
HP	50	
MP	50	

5 INITIATIVE & DEFENSES

INITIATIVE MODIFIER:	-2
DEFENSE:	11
MAGIC DEFENSE:	8

5 EQUIPMENT

Heavy Spear (melee): Accuracy Check 【DEX + MIG】 +1; deals 【HR + 12】 physical damage.

Sage Robe: Defense equal to **Dexterity +1** and M. Defense equal to **Insight +2**; -2 to Initiative (already added).

5 SKILLS

BONE CRUSHER

After you hit a creature with your **heavy spear**, you may choose to deal no damage. If you do, choose one option: that creature suffers **dazed**; **or** that creature suffers **weak**; **or** that creature loses 20 Mind Points.

SOARING STRIKE (SPELL)

Target: Yourself, **Cost:** 10 MP

As part of the same action used to cast this spell, you may perform an attack with your **heavy spear**. This attack is a **melee** attack, but it may target **flying** enemies and will deal 5 additional damage.

8 ELEMENTAL WEAPON (SPELL)

Target: One weapon equipped by you or by one of your allies, **Cost:** 10 MP

Choose a damage type (**air**, **bolt**, **earth**, **fire**, or **ice**). All damage dealt by the targeted weapon becomes of the chosen element until the end of the scene (you may end this effect whenever you want). If you cast this spell on the same weapon again, the new element overwrites the previous one.

If you cast this spell on your **heavy spear**, you may perform an attack with it as part of the same action used to cast this spell.

5 ACTIONS

ATTACK

Attack with your **heavy spear**.

If you are fighting a flying enemy, you should instead perform the **Spell** action to cast **Soaring Strike** on yourself.

GUARD

Gain **Resistance** to all damage types until the start of your next turn. You may also choose to **cover** another creature (provided that creature is not covering someone); that creature cannot be targeted by **melee** attacks until the start of your next turn.

SPELL

Cast one of the spells you know.

7 INVENTORY

Spend Inventory Points to create and use a **remedy**, **elixir**, or **tonic** (on yourself or someone else).

OBJECTIVE

Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

STUDY

Make an 【INS + INS】 Check to examine a creature.

10+: reveals **Species**, **maximum HP**, **maximum MP**.

13+: also reveals **Traits**, **Attributes**, **Defense**, **Magic Defense**, **Vulnerabilities**, **Resistances**.

16+: also reveals **attacks** and **spells**.

EDGAR

I like to think that what we have today was not a gift from the Gods.

PRONOUNS: HE/HIM

1 ATTRIBUTES & STATUS EFFECTS

DEXTERITY	d10	☐ SLOW
INSIGHT	d8	☐ DAZED
MIGHT	d6	☐ WEAK
WILLPOWER	d8	☐ SHAKEN

☐ ENRAGED
☐ POISONED

2 TRAITS

IDENTITY: **YOUNG INVENTOR WHO SURVIVED**

THEME: **HOPE**   ORIGIN: **PEMBLE**

We can make this world a better place.

2 BONDS

☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
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3 FABULA POINTS

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GLOSSARY

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✦ **Die Size:** The number of faces on a die. Ranked from minimum to maximum: **d6, d8, d10, d12.**

✦ **Vulnerability:** HP loss is doubled.

✦ **Resistance:** HP loss is halved (round down).

6 INVENTORY POINTS

IP   MAX   CURRENT
         8

🧪 **Remedy (3 IP):** One creature recovers **50 HP**.

🧪 **Elixir (3 IP):** One creature recovers **50 MP**.

🧪 **Tonic (2 IP):** One creature recovers from **one** status effect.

6 ZENIT

Starting zenit: 70

4 HIT POINTS & MIND POINTS

	MAX	CURRENT
HP	40	
MP	45	

5 INITIATIVE & DEFENSES

INITIATIVE MODIFIER:	**−1**
DEFENSE:	**13**
MAGIC DEFENSE:	**11**

5 EQUIPMENT

Pistol (ranged): Accuracy Check 【**DEX + INS**】**+1**; deals 【**HR + 8**】 **physical** damage.

Travel Garb: Defense equal to **Dexterity +1** and M. Defense equal to **Insight +1**; -2 to Initiative (already added).

Runic Shield: +2 to Defense and +2 Magic Defense (already added).

5 SKILLS

BARRAGE

When you attack with your **pistol**, you may spend 10 Mind Points. If you do, you may attack **two** creatures at the same time: perform a single Accuracy Check and compare it to the Defense of both targets to determine which of them are hit by the attack; the effects of the attack are the same for each target.

WARNING SHOT

After you hit one or more creatures with your **pistol**, you may choose to have the attack deal no damage. If you do, choose one option: each creature hit by the attack suffers **shaken**; **or** each creature hit by the attack suffers **slow**; **or** each creature hit by the attack loses 20 Mind Points.

8 POTION RAIN

When you spend Inventory Points to create and use a **remedy** or **elixir**, you may choose to use that item on two creatures instead of one. If you do, the item only restores half the normal amount of Hit Points or Mind Points to each creature.

5 ACTIONS

ATTACK

Perform an attack with your **pistol**. Combine this with **Barrage** if you want to attack two creatures at once.

GUARD

Gain **Resistance** to all damage types until the start of your next turn. You may also choose to **cover** another creature (provided that creature is not covering someone); that creature cannot be targeted by **melee** attacks until the start of your next turn.

7

INVENTORY

Spend Inventory Points to create and use a **remedy**, **elixir**, or **tonic** (on yourself or someone else).

OBJECTIVE

Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

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16+: also reveals **attacks** and **spells**.

LAVIGNE FALLBRIGHT

Today you shall know the full extent of my suffering.

PRONOUNS: SHE/HER
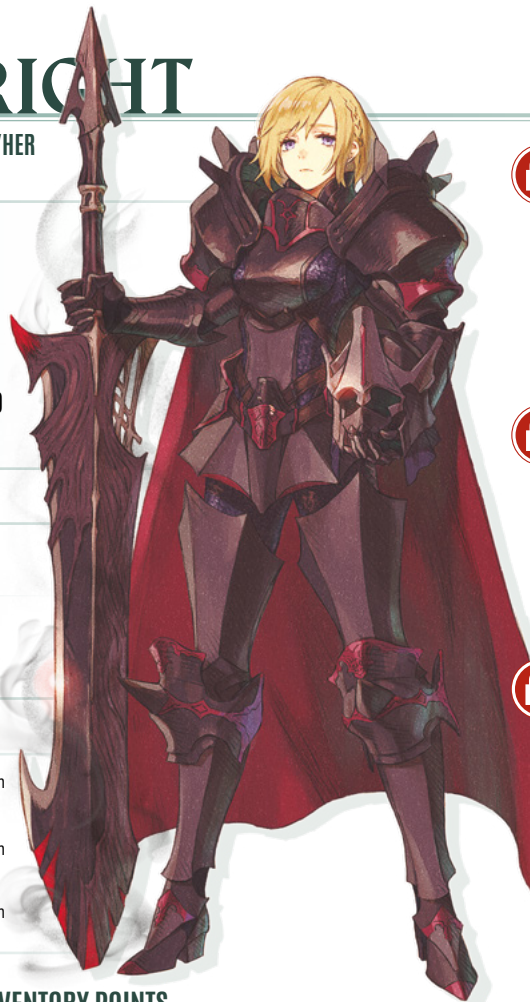
1 ATTRIBUTES & STATUS EFFECTS

DEXTERITY	d8	☐ SLOW	
INSIGHT	d6	☐ DAZED	☐ ENRAGED
MIGHT	d10	☐ WEAK	
WILLPOWER	d8	☐ SHAKEN	☐ POISONED

2 TRAITS

IDENTITY: **PRINCESS WITHOUT A KINGDOM**

THEME: **GUILT**   ORIGIN: **ARMORICA**

There is something I cannot forgive myself for...

2 BONDS

☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
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6 ZENIT

Starting zenit: 120

4 HIT POINTS & MIND POINTS

	MAX	CURRENT
HP	70	
MP	45	

5 INITIATIVE & DEFENSES

INITIATIVE MODIFIER:	−3
DEFENSE:	11
MAGIC DEFENSE:	7

5 EQUIPMENT

🗡 **Greatsword (melee):** Accuracy Check 【**DEX + MIG**】 **+1**; deals 【**HR + 10**】 **physical** damage.

🛡 **Runic Plate:** Defense equal to **11** and Magic Defense equal to **Insight +1**; −3 to Initiative (already added).

5 SKILLS

ADRENALINE

As long as you have **35** Hit Points or less, your attacks deal 6 additional damage.

SHADOW STRIKE

During a conflict scene, if you have at least 6 Hit Points, you may use an action and spend 5 Hit Points to perform a **shadow strike**: you perform a normal attack with your **greatsword**, but this attack deals 6 additional damage and all damage dealt by the attack becomes of the **dark** type.

8

PROTECT

When another creature becomes the target of an **attack**, **spell**, or other **danger**, you may take their place (any Checks that are part of the danger, such as Accuracy Checks or Magic Checks, will be performed against you instead of the original target; you may declare the use of this Skill **before or after** the Checks have been made).

If the danger already affected you, it affects you **twice** (resolve both instances separately); you also cannot protect multiple creatures from the same danger.

If you use this Skill during a conflict, you cannot use it again until the start of your next turn.

5 ACTIONS

ATTACK

Perform an attack with your **greatsword**.

GUARD

Gain **Resistance** to all damage types until the start of your next turn. You may also choose to **cover** another creature (provided that creature is not covering someone); that creature cannot be targeted by **melee** attacks until the start of your next turn.

SKILL

Use **Shadow Strike** and sacrifice HP to increase the damage of your greatsword.

7

INVENTORY

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OBJECTIVE

Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

STUDY

Make an 【**INS + INS**】 Check to examine a creature.

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