

NAME	AGE	LINEAGE	PRONOUNS
HAIR	EYES	SKIN	WEIGHT
		ATTIRE	VIBE



ABILITIES			
PHYSIQUE	MAX	CURRENT	DICE POOL
INTUITION	MAX	CURRENT	DICE POOL
MEMORY	MAX	CURRENT	DICE POOL
ANIMUS	MAX	CURRENT	DICE POOL

LIMITATIONS	
CURRENT MANA:	(MAX = MAS × 3)
MAXIMUM RANGE:	METERS
SPELL DURATION MAX:	MINUTES
WEIGHT MAXIMUM:	KILOGRAMS
SPELL VELOCITY:	METERS/ROUND
SIMULTANEOUS SPELL MAX:	SPELLS
PREPPED COMPONENT MAX:	COMPONENTS
TIME TO PREP COMPONENT:	MINUTES

P ESSENCES	
	cost

OPERATIONS	
name	cost

FORMS	
name	cost

TRIGGERS	
name	cost

MODIFIERS	
name	cost

ESSENCES are the stuff your spells are made of. All nouns are essences.

FIRE is the Essence of a Fireball spell.

FELINE can be the Essence of a Conjure Familiar spell.

SIGHT is the Essence of a Blindness spell.

PIANO can be an Essence of a Conjure Music spell.

OPERATIONS dictate what you are doing with the magic you wield while casting spells.

In casting a Fireball spell, you are creating a fiery explosion by conjuring massive amounts of fire.

The operation for that would be CREATE, under the CONJURATION operation category.

The FORM of your spell is the shape it takes. A conjured wall might use a PLANE form. A conjured familiar takes the form of an animal you know the ESSENCE of.

DESIGNATIONS can replace the form of your spell in order to designate a target of the spell.

TRIGGER components determine when your spell occurs if not immediately. WORD is a common spell trigger that allows a spell to cast at the mere utterance of a word. When using a word trigger, you cast a spell ahead of time and decide the what word will cause the spell to be cast. If that word is spoken near the place where it would take effect, the spell casts on its own.

MODIFIERS change the way essences, forms, operations, or the spell as a whole might behave. Because modifiers change the way magic works in such drastic ways, they often come with strange side effects.

A TEMPORAL modifier might be used to grow a fruit tree in a matter of seconds. The DISMISSABLE modifier will allow you to un-cast the spell for later use.

## ENSEMBLE

HEAD \_\_\_\_\_ ARMS \_\_\_\_\_

FACE \_\_\_\_\_ HANDS \_\_\_\_\_

AMULET \_\_\_\_\_ RINGS \_\_\_\_\_

BODY \_\_\_\_\_ WAIST \_\_\_\_\_

BACK \_\_\_\_\_ FEET \_\_\_\_\_

## PACK

LARGE ITEMS \_\_\_\_\_

MEDIUM ITEMS \_\_\_\_\_

SMALL ITEMS \_\_\_\_\_

## RELATIONSHIPS

### ALLIES


### ACQUAINTANCES


### ADVERSARIES


NAME

RELATIONSHIP LEVEL

## COMBAT

### CURRENT PHYSICAL ABILITY

#### DEFENSE

10 + PHYS MOD + INTU MOD

#### ATTACK BONUS

PHYS MODIFIER

#### WEAPON DAMAGE

REFER TO TABLE ►

#### MOVEMENT

REFER TO TABLE ►

### WEAPONS, SHIELDS, GEAR

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NAME, ASPECTS, BONUSES

### WEAPON DAMAGE

CPS	DMG	CPS	MVMT
1-3	1D2	1-7	5M
4-6	1D4	8-13	6M
7-10	1D6	14-16	7M
11-14	1D8	17-19	8M
15-18	2D4	20-22	9M
19-22	2D6	23-24	10M
23-26	2D8	25	12M
27-29	4D4	26	15M
30-33	4D6	28	20M
34-37	4D8	30	30M

SKILL PROFICIENCIES

PHYSIQUE

INTUITION

MEMORY

ANIMUS

8

14

20

24

CHARACTER LINEAGE: \_\_\_\_\_

PHYSICAL FEATURES

INNATE SPELL COMPONENTS

CULTURAL BACKGROUND

DAILY ROUTINE (120 MINUTES PER LINE)

Dawn

Early Morning

Morning

Forenoon

Noon

Afternoon

Early Evening

Evening

Late Evening

Night

Midnight

Pre-Dawn

NOTABLE LOCATIONS