

NAME: Cirex Crux

LINEAGE: Gorgon

PROPOUNTS: Size: She/Her Medium

ETHER: RESERVOIR (+1 MAPA CAP.) OR FLOW (+1 MAPA REGEN.)

SPEED(S): 30ft walk

Darkvision

No

PASSIVE DETECTION: 4 + 2 + 0 = 6 (Buffs)

ARMOR: 2 + 3 + 0 = 5 (Equip.)

CHARACTER LEVEL (CL): 1

MIGHT 2

Strength, grappling, climbing, athletics, intimidation, physicality. +MELEE +STAMINA

PRECISION 2

Hiding, disguise, slight of hand, detection, craftsmanship, finesse. +RANGED +ARMOR +STEALTH

CLEVERNESS 0

Performance, charm, guile, mechanisms, locks, riddles. +LOCKS/TRAPS +DEDUCTION +DIPLOMACY

KNOWLEDGE 5

Research, history, science, medicine, engineering. +FIRST AID +TRIVIA +LEARNING

WILLPOWER 3

Mental strength, zeal, determination, conviction. +MANA REGEN. +MENTAL STRENGTH

FORTITUDE 3

Resistance to hardship or physical effects, enduring pain. +MANA CAP. +ARMOR

CURRENCY

300 COPPER 40 SILVER 10 GOLD 0 PLATINUM

MAJOR CLASS: **Necromancer**

CLASS TYPE: MARTIAL (+2 STAM. CAP.) MAGE (+2 MAPA CAP.) HYBRID (+1 & +1 CAP.)

TOUGHNESS: 3

PRIMARY STAT: M P C K W F

SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL | SOMATIC | FOCUS: NONE

MINOR CLASS: **Plague Doctor**

CLASS TYPE: MARTIAL (+1 STAM. CAP.) MAGE (+1 MAPA CAP.) HYBRID (+1 CAP., PICK 1) GENERALIST (+2 CAP., PICK 1)

TOUGHNESS: 4

PRIMARY STAT: M P C K W F

SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL | SOMATIC | FOCUS: NONE

INFLUENCE CLASS (OR GENERALIST): **Field Medic**

CLASS TYPE: MARTIAL (+1 STAM. CAP.) MAGE (+1 MAPA CAP.) HYBRID (+1 CAP., PICK 1) GENERALIST (+2 CAP., PICK 1)

TOUGHNESS: 4

PRIMARY STAT: M P C K W F

SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL | SOMATIC | FOCUS: NONE

FEATURES & PERKS:

Lineage Features

Snakeblood. You can gain an additional 10 Poison Counters before dying (total 30).

Petrifying Gaze (1/rest). As an Action, you attempt to Petrify a creature that can see you. It makes a Fortitude Check against a target of (1d4 + your Character Level). If it succeeds, it is immune to this ability for 24 hours. If it fails, it begins to turn to stone. This process takes 1 minute (10 Rounds), and has three stages. See the [Lineage Page](#) for details.

Additional Perks

Spell: Magelight (1+ Mana), Casting: Somatic, Range: 30ft, Use: Action
You create a bright, glowing orb of energy at a point within range. Choose whether it remains fixed in space, or is attached to an object or creature. It casts bright light for 30ft. and dim light for 60ft., in the color of your choosing. The light lasts for 1 hour per Mana spent, or until it is dismissed as a free action.

Spell: Miniature Illusion (2 Mana), Casting: Verbal, Range: Self, Use: Action, Sustaining Cost 2 Mana
You create a silent, illusory image in the palm of your hand, no more than six inches in any dimension. The spell can depict any image you choose, including detailed recreations of creatures or places.

Class Features

(Necro) **Animate Undead.**

- **Entrhancement Slots:** () ()
- **Control Radius:** 40ft

(Plague) **Concoction Batches:** ()

Recipes Known:

- Doctor Narci's Smooth Elixir.
- Doctor Tsarnov's Productivity Potion

(Plague) **C.O.R.V.I.D.** You may activate this device as an Action. When you do, roll 1d12. On a 2-11, remove that many Poison Counters from yourself. On a 1, gain a Poison Counter. If you use this device repeatedly, each subsequent roll is made with a die two sizes smaller than the last. The die size resets 24 hours after your last use, or after a Rest.

(Medic) **Frontline Medicine.** When you use the First Aid Action, you heal the target up to your total Knowledge score (instead of half).

(Medic) **Medical Kit.**

- **Charges:** () () ()

Critical Effects

Noxious (Plague Doc). If you roll a Critical Hit and would deal damage with an attack or spell, you may halve the damage dealt and inflict +2d4 Poison Counters instead. If the attack already dealt Poisonous Damage, instead inflict +3d6 Poison Counters.

Quick (Dagger). Make another free attack immediately after this one. Limit once per weapon, per round.

TOUGHNESS 3 + 4 = 7

Major Class T Class T

Roll on the AFFLICTION TABLE every time you've taken this much total damage.

You're INCAPACITATED if you have this many Afflictions at once.

If you take this much damage while INCAPACITATED, you DIE.

STAMINA CAPACITY: 1 + 2 + 2 = 5

CL M (Buffs)

2 + 1 + 0 = 3 (MAGE 1)

1/2 Cap. 1/2 M (Buffs) REGEN.

MAPA CAPACITY: 1 + 3 + 3 = 7

CL F (Buffs)

3 + 1 + 0 = 4 (MAGE 1)

1/2 Cap. 1/2 W (Buffs) REGEN.

MAJOR CLASS SPELLS

SPELL CHECK TARGET: 3 + 3 + 0 = 6

Prim. Stat Second. Stat 1/2 CL

SPELL ATTACKS: D12 + 3

Primary Stat

MINOR CLASS SPELLS

SPELL CHECK TARGET: - + - + - = -

Prim. Stat Second. Stat 1/2 CL

SPELL ATTACKS: D12 + -

Primary Stat

INFLUENCE CLASS SPELLS

SPELL CHECK TARGET: - + - + - = -

Prim. Stat Second. Stat 1/2 CL

SPELL ATTACKS: D12 + -

Primary Stat

WEAPONS ATTACK OPTIONS: +CAREFUL ATK., +POWER ATK., LONGSHOT

WEAPON ATTACK ROLLS	NAME	RANGE	DAMAGE	DMG. TYPE	CRIT EFFECT	SPECIAL
D12 + 2M	Dagger	5ft/30(t)	1d4	slashing	Quick	Precise (can attack with M or P)
D12 + 2P	Dagger	5ft/30(t)	1d4	slashing	Quick	Precise (can attack with M or P)

ARMOR & ITEMS

NAME	PROPERTIES
Ether Ward (jewelry)	Ward Magical Attack. When you would be dealt damage by a spell or magical ability (any ability that uses Mana or can be Counterspelled), you may use your Reaction to activate this Ward. Prevent all damage that source would deal to you. This Ward crumbles to dust and is destroyed after use.
Potion of Mana	(unusual rarity) 2+2d4 Mana when drunk. May exceed Capacity.
Necromancer's Sack	Contains the skeletalized remains of two Small creatures.

- KEY**
- 1 point of Damage
 - ◇ Gain a specific Affliction
 - ▣ Gain a Condition
 - ☠ Become Incapacitated
 - ⊕ Roll on the Affliction Table
 - ☠ Death

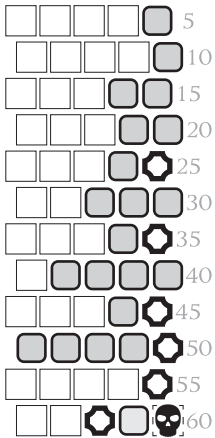
DAMAGE is automatically removed (healed) at the end of an Encounter (when Initiative ends).

AFFLICTIONS can only be removed through Full Rests, or with specific healing skills./items.

CONDITIONS remain until treated, or they expire.

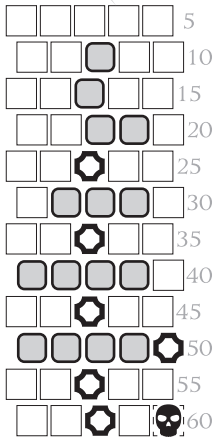
COMMON DAMAGE

SLASHING



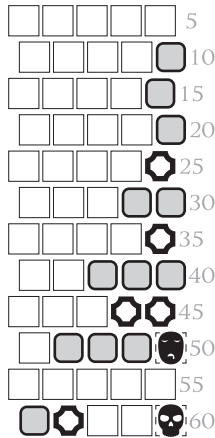
▣ Gain 1 Round of BLEEDING.

PIERCING



▣ Gain 1 IMPALED Counter.

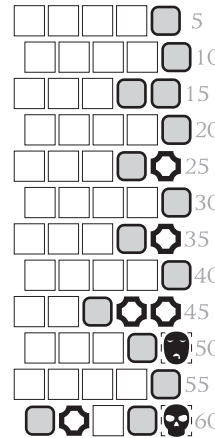
BLUDGEONING



▣ Gain 1 Round of DAZED.

FORCEFUL DAMAGE

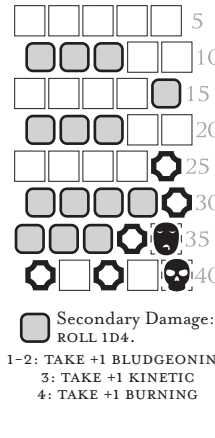
KINETIC



▣ Make a Fortitude Check to avoid being KNOCKED DOWN.
TARGET =

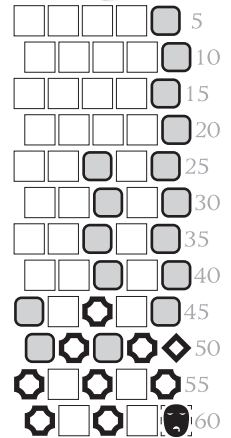
(6+CURRENT KINETIC DAMAGE)

EXPLOSIVE



▣ Secondary Damage: ROLL 1D4.
1-2: TAKE +1 BLUDGEONING
3: TAKE +1 KINETIC
4: TAKE +1 BURNING

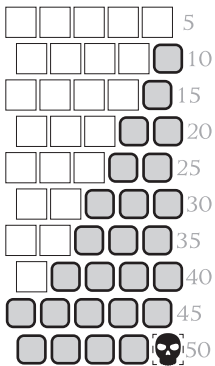
SONIC



▣ Gain 1 Round of DEAFENED.
◇ Gain the PERMANENT DEAFNESS AFFLICTION.

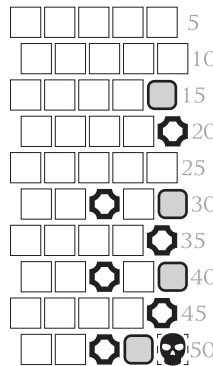
ELEMENTAL DAMAGE

BURNING



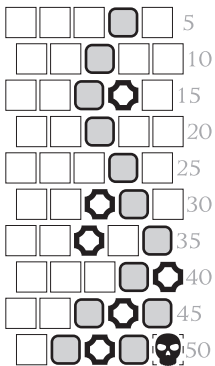
▣ Gain 1 IGNITE Counter.

FREEZING



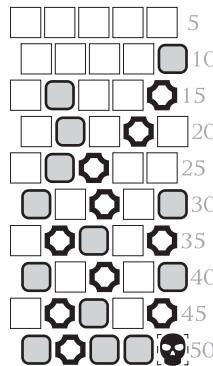
▣ Make a Fortitude Check to avoid being FROZEN.
TARGET = (2+CURRENT FREEZING DAMAGE)

SHOCKING



▣ Gain 1 Round of STUNNED.

ACIDIC



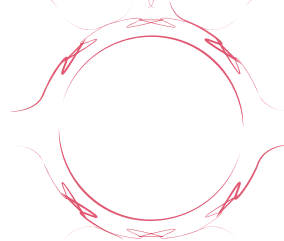
▣ Make a Fortitude Check to avoid MELTING.
TARGET = (4+CURRENT ACIDIC DAMAGE)

QUICK REFERENCE

ARMOR



TOTAL DAMAGE TAKEN



TOUGHNESS



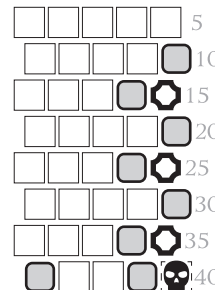
$$\heartsuit + \heartsuit = \square$$

CL

Every \square points of damage, roll on the AFFLICTION TABLE.

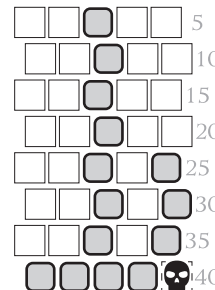
ESOTERIC DAMAGE

POISONOUS



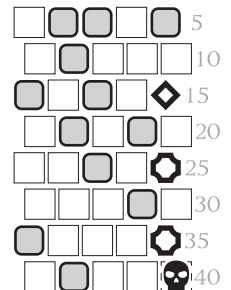
▣ Gain 1 POISON Counter.

PSYCHIC



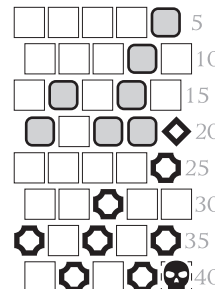
▣ Make a Willpower Check to avoid FRIGHTENED.
TARGET = (2+CURRENT PSYCHIC DAMAGE)

ELDRITCH



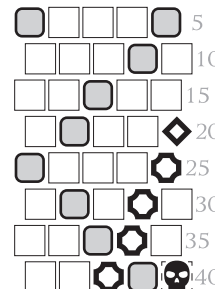
▣ Make a Knowledge Check to avoid FRIGHTENED.
TARGET = (4+CURRENT ELDRITCH DAMAGE)
◇ Gain the ELDRITCH WITNESS AFFLICTION.

ARDENT



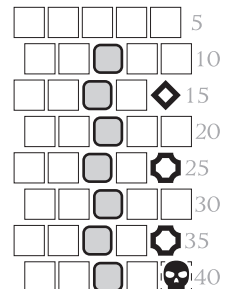
▣ Gain 1 Round of BLINDED.
◇ Gain the PERMANENT BLINDNESS AFFLICTION.

INFERNAL








▣ Gain 1 Round of CURSED.
◇ Gain the DOOMED AFFLICTION.



ETHER



▣ Gain 1 Round of SAPPED.
◇ Gain the MANA SHOCK AFFLICTION.

-  **BLEEDING.** At the start of your turn, take 1 Slashing Damage.
TREATMENT: Any creature can spend an Action to remove 1d4 Rounds of BLEEDING from a target it can touch, including itself.
-  **IMPALED.** Every 10ft. you move, take 1 Piercing Damage for each IMPALE Counter you have.
TREATMENT: Any creature can spend an Action to remove 1d4 IMPALE Counters from a target it can touch, including itself. If the roll is a 1, the IMPALED creature takes 1 Slashing damage.
-  **DAZED.** Your speed is halved. Your attack rolls have a -1d4 penalty.









-  **IGNITED.** Take 1 Burning damage at the start of your turn for each Counter. If you have 3 or more Counters, creatures adjacent to you suffer half as much Burning damage as well.
TREATMENT: Taking 2 Freezing damage removes 1 IGNITE Counter. Any creature may take an Action to remove one IGNITE Counter.
-  **STUNNED.** Your speed is halved, you may only take one Action per Round, and you cannot take Reactions.

-  **FROZEN.** Your Speed becomes 0, and you can take no Actions or Reactions. Slashing or Piercing damage you take is halved. Bludgeoning damage is doubled. Burning damage does not harm you.
TREATMENT: If you would take 5+ Burning damage, end the FROZEN condition. You are immune to this condition if you are IGNIGHTED. It takes 1 hour in above-freezing temperatures per point of Freezing Damage for FROZEN to end naturally.
-  **MELTING.** The first time you suffer this condition, gain the ARMOR COMPROMISED, MINOR AFFLICTION. Every subsequent turn you would suffer MELTING, you take +1d4 Acid damage. These effects reset after a Full Rest.

FORCEFUL CONDITIONS

-  **KNOCKED DOWN.** Your Speed is reduced to 5ft. (crawling). While KNOCKED DOWN, melee attacks against you gain a +1d12 bonus to hit, and deal +1d8 damage.
TREATMENT: Standing up takes 1 Action.
-  **DEAFENED.** You are deaf. You fail all Checks that rely on hearing. Counter-spelling Verbal spells costs x3 Mana.

ESOTERIC CONDITIONS

-  **POISONED.** Fortitude checks made while POISONED are reduced by -1 for each POISON counter. Creatures with 1 or more POISON Counters are considered POISONED.
 **DEADLY:** If you end your turn with 20+ POISON Counters, you die.
-  **BLINDED.** You are blind. You fail all Checks that rely on vision. Melee Attack rolls are halved. Ranged Attack rolls are quartered. You cannot counter Somatic- or Focus-based spells.
-  **FRIGHTENED.** Your Attack rolls are halved. You may only move toward hostile creatures at half Speed.
 **OVERWHELMING:** If you end your turn with 10+ Rounds of Frightened remaining, you are INCAPACITATED until they expire.
-  **CURSED.** Whenever you roll a d12, roll twice and take the lower result.
-  **DISSOCIATED.** At the start of your turn, roll 1d8. Regenerate that much Stamina and Mana, or your normal Regeneration rates, whichever is lower. This condition stacks, reducing the size of the die for each instance. (d8, d6, d4, d2, 1).
-  **SAPPED.** You cannot benefit from any buff to Mana Regeneration. Make a Fortitude Check, target = (4+your maximum Mana). Success: your Mana Regeneration is halved. Failure: your Mana Regeneration becomes 1.

AFFLICTIONS










AFFLICTION TABLE

SPECIAL AFFLICTIONS

ROLL 1d8+(CURRENT TOTAL AFFLICTIONS)

GAINED FROM SPECIFIC EFFECTS

- 1 UPPER BODY INJURY, MINOR.
Your weapon attack rolls suffer a -1d4 penalty to hit.
- 2 LOWER BODY INJURY, MINOR.
Your Speed is reduced by 5ft.
- 3 ARMOR COMPROMISED, MINOR.
Your Armor is reduced by 1.
- 4 BROKEN BONE, MINOR.
Your Stamina Regeneration is reduced by 1 (minimum 1).
- 5 RATTLED, MINOR.
Spell Attack rolls suffer a -1d4 penalty to hit.
- 6 ARMOR COMPROMISED, MAJOR.
Your Armor is reduced by 1d4.
- 7 UPPER BODY INJURY, MAJOR.
Your weapon attack rolls suffer a -1d6 penalty to hit. You cannot wield two-handed weapons.
- 8 LOWER BODY INJURY, MAJOR.
Your Speed is halved.
- 9 BROKEN BONE, MAJOR.
Your Stamina Regeneration is reduced by 4 (minimum 1).
- 10 RATTLED, MAJOR.
Spell Attack rolls suffer a -1d6 penalty to hit. Mana Regeneration is reduced by 3 (minimum 1).
- 11 INTERNAL INJURY, MINOR.
Your Stamina Capacity is reduced by 1d4 (minimum 1).
- 12 HEAD INJURY, MINOR.
Your Mana Capacity is reduced by 1d4 (minimum 1).
- 13 OPEN WOUND, MINOR.
When Afflicted, and every 8 hours afterward, you have a 20% chance of gaining the DISEASED SPECIAL AFFLICTION.
- 14 INTERNAL INJURY, MAJOR.
Your Stamina Capacity is reduced by 3 (minimum 1).
- 15 HEAD INJURY, MAJOR.
Your Mana Capacity is reduced by 3 (minimum 1).
- 16 OPEN WOUND, MAJOR.
When Afflicted, and every 8 hours afterward, you have a 40% chance of gaining the DISEASED SPECIAL AFFLICTION.
- 17-19 UNCONSCIOUSNESS.
Gain the INCAPACITATED SPECIAL AFFLICTION.
- 20 DEATH.

-  **DEATH FUGUE.**
Your Stamina and Mana Capacity are halved. This lasts a number of days equal to your Character Level.
-  **DOOMED.**
When you suffer damage, take an additional point of the same type.
-  **ELDRITCH WITNESS.**
You are a window into the unseeable. Whenever you suffer another Affliction, all creatures within sight of you suffer 1d4 Eldritch damage.
-  **MANA SHOCK.**
You cannot use the "Channel" Action, and can only Sustain spells for up to 1 round.
-  **DISEASED.**
Fortitude checks have a -1d10 penalty. If you would gain a Poison counter, gain 2 instead. You enter combat with the DAZED Condition for 1d4 Rounds.
-  **PERMANENT BLINDNESS.**
You have the BLINDED Condition until cured.
-  **PERMANENT DEAFNESS.**
You have the DEAFENED Condition until cured.
-  **INCAPACITATED.**
You are unable to move, communicate, and cannot take Actions or Reactions. Melee attacks made against you automatically hit, and deal +1d4 damage. You fail all Checks. Damage taken while Incapacitated can kill you (see TOUGHNESS). An ally can remove this Affliction from you with an Action while out of combat.
-  **EXHAUSTED.**
You can suffer this Affliction multiple times. The first four instances of this Affliction have no effect, but still count toward your total number of Afflictions. If you would gain a fifth instance, instead gain the INCAPACITATED Affliction. If you would gain six instances, you die. Remove 1 instance of EXHAUSTION whenever you complete a Rest.

TOTAL AFFLICTIONS:

-If you would suffer a "Minor" Affliction twice, instead gain the "Major" variant.
-If you would suffer the "Major" variant twice, roll again.
-The effects of "Major" variants replace "Minor" Afflictions. You are still considered to have suffered both for the purposes of determining how many Afflictions you have.

