

NAME: Loreli

LINEAGE: Wilderkin (Arachnix)

PROPOUNTS: She/They | SIZE: Medium

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

SPEED(S): 30ft walk/30ft climb

DARKVISION

120ft

PASSIVE DETECTION

4 + 4 + 0 = 8 (Buffs)

ARMOR: 3 + 2 + 2 = 7 (Equip.)

CHARACTER LEVEL (CL): 1

MIGHT 3

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

PRECISION 4

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

CLEVERNESS 4

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

KNOWLEDGE 0

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

WILLPOWER 2

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

FORTITUDE 2

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

CURRENCY

300 COPPER | 40 SILVER | 10 GOLD | 0 PLATINUM

MAJOR CLASS: **Assassin**

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

TOUGHNESS: 2

PRIMARY STAT: M C K W F

SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL | SOMATIC | FOCUS | POISE

MINOR CLASS: **Blink Mage**

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 | POISE

INFLUENCE CLASS (OR GENERALIST): **Elementalist** (N/A IF GENERALIST)

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

PRIMARY STAT: M P C K W F

SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL | SOMATIC | FOCUS | POISE

FEATURES & PERKS:

Lineage Features

Arachnix. Humanoids with spider or scorpion-like features, usually replacing their lower body.

Silkspinner. Once per day, you can produce 50ft. of silken thread several times stronger than a rope. When you use this feature, choose whether the result is inert or ensnaring. Inert thread can be handled by any creature without issue. Ensnaring thread is sticky enough to trap other creatures, who must use an Action to make a Might check against (5+your Character Level) to escape. You can never become ensnared by your own web, and know when any creature is touching the same web as you.

Skitter. You gain darkvision (120ft.), and a climbing speed equal to your walking speed. You can climb vertical or inverted surfaces without issue, keeping your hands free.

your target space from all directions, reversing to billow outward as the spell ends. All creatures within 60ft. notice the direction, approximate point of origin, and unnatural behavior of the wind, even if they do not know the cause.

(Elem) Elemental Aptitude.

- Aptitude: Acidic.**
- Difficulty: Burning.**

Aptitude spells cost one less Mana to Activate and Sustain. Difficulty spells cost one more.

(Elem) Exemplar Evocation. Once per turn when you deal Acidic Damage with a spell, you may add your Character Level to the damage total.

Assassin Poisons Batches: () ()

Basic Poison. Doeses per batch: 2+P. When a creature ingests this poison or is struck with a weapon coated with it, it gains 1d4 Poison Counters. If applied to a weapon, this poison is consumed after it first strikes a creature.

Potent Poison. Doeses per batch: 3. When a creature ingests this poison or is struck with a weapon coated with it, it gains a number of Poison Counters equal to (you Precision)+(half CL). If applied to a weapon, this poison is consumed after it first strikes a creature.

Class Features

(Asn) Target Vitals. When making a weapon attack against a target that does not currently perceive you, choose one of the following effects. Make your choice before rolling to attack.

- Roll 3d12 to attack, choosing the highest roll (or two highest rolls if dual-wielding).
- Melee weapon only: deal an additional +1d6 damage, or +1d8 if dual-wielding.
- Ranged/thrown weapons only: deal an additional +1d4 damage.

(Asn) Ready Poison. When you roll Initiative and are not surprised, you may quickly apply a Poison in your possession to a weapon held by you or a willing creature within 5ft. as a free action. This occurs before Initiative commences.

(Asn) Training Perks. Small Weapons, Improvised Weapons, Light Armor.

(Blink) Blink Disruption,

Atmospheric. When you use a spell with the Teleport tag, a powerful gust of wind rushes in toward

Critical Effects

Disarming (Sai). Make a contested Precision Check. If you win, the opponent drops its weapon on the ground (if applicable). It takes an Action to pick it back up.

Stagger+ (Blackjack). Inflict the Dazed Condition on the target for 1d4 Rounds.

Penetrate (Dart). Inflict 1d4 Impaled Counters on the target.

TOUGHNESS ❤️ + I = 7

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

Major Class T | Minor Class T

2 + 4 = 6

3 + 0 = 3

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

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

STAMINA CAPACITY

CL | M | (Buffs)

1 + 2 + 2 = 5

2 + 1 + 0 = 3 (MAG 1)

REGEN.

MAPA CAPACITY

CL | F | (Buffs)

1 + 2 + 2 = 5

2 + 1 + 1 = 4 (MAG 1)

REGEN.

MAJOR CLASS SPELLS

SPELL CHECK TARGET: Prim. Stat | Second. Stat | 1/2 CL

SPELL ATTACKS: D12 + 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
	Sai	5ft	1d4	piercing	Disarming	Precise (can atk with M or P)
D12 + 3	Blackjack	5ft	1d4	bludgeoning	Stagger+	
OR						
D12 + 4	Darts	45ft (t)	1	piercing	Penetrate	Mighty (can atk with M or P)
	Blowgun	30ft	1	piercing	-	Silent

Silent. While you are hidden, if you strike a target with a Blowgun, there is a 50% chance for you to remain hidden. If the attack misses, the chance rises to 75%.

ARMOR & ITEMS

NAME	PROPERTIES
Jazerant	+2 Armor, Absorb 1. When you take Slashing Damage, reduce it by 1 (to a minimum of 1). Requires Light Armor Training.
Darts x5, Needles x20	
Potion of Health	Mundane rarity: Heal 1d4 Damage
Potion of Stamina	Mundane rarity: +3 Stamina. May exceed capacity.
Spare Clothing for disguises	1x fine, 1x luxury, 1x commoner

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

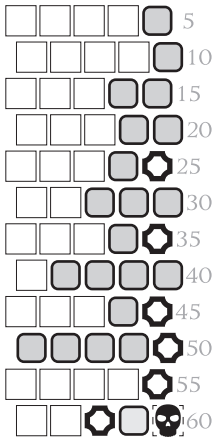
DAMAGE is automatically removed (healed) at the end of an Encounter (when Initiative ends).

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

CONDITIONS remain until treated, or they expire.

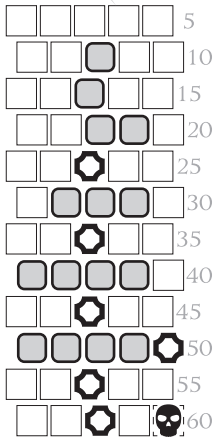
COMMON DAMAGE

SLASHING



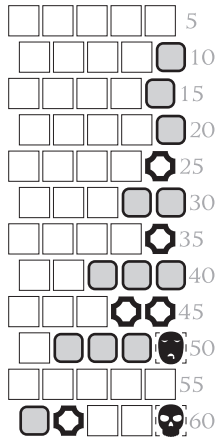
Gain 1 Round of BLEEDING.

PIERCING



Gain 1 IMPALED Counter.

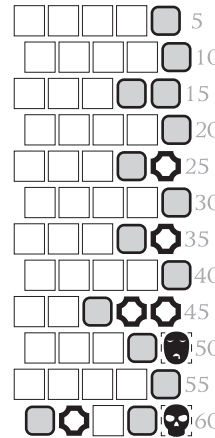
BLUDGEONING



Gain 1 Round of DAZED.

FORCEFUL DAMAGE

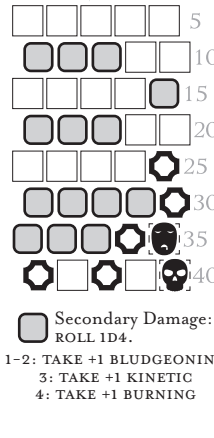
KINETIC



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

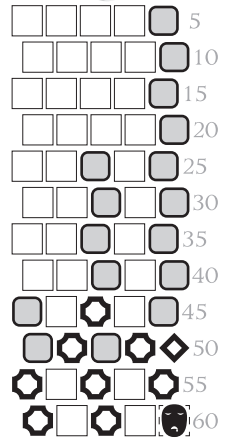
(6+CURRENT KINETIC DAMAGE)

EXPLOSIVE



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

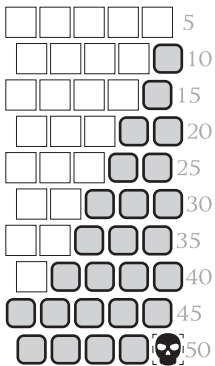
SONIC



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

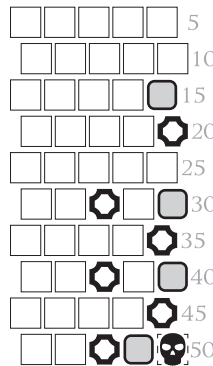
ELEMENTAL DAMAGE

BURNING



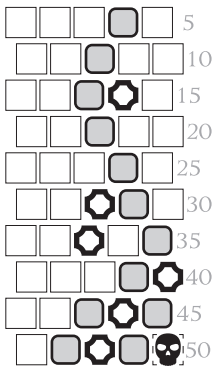
Gain 1 IGNITE Counter.

FREEZING



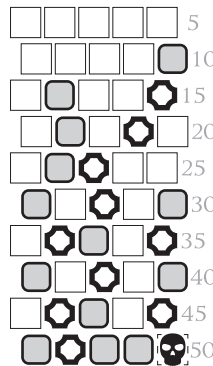
Make a Fortitude Check to avoid being FROZEN.
TARGET = (2+CURRENT FREEZING DAMAGE)

SHOCKING



Gain 1 Round of STUNNED.

ACIDIC



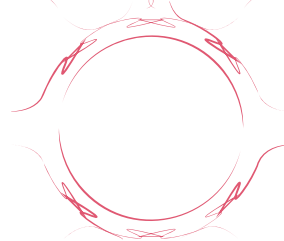
Make a Fortitude Check to avoid MELTING.
TARGET = (4+CURRENT ACIDIC DAMAGE)

QUICK REFERENCE

ARMOR



TOTAL DAMAGE TAKEN



TOUGHNESS



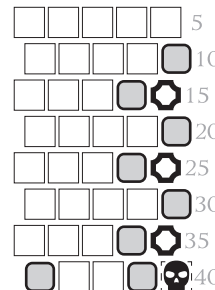
$$\text{Heart} + \text{Heart} = \text{Hexagon}$$

CL

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

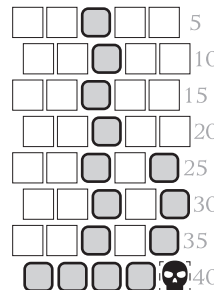
ESOTERIC DAMAGE

POISONOUS



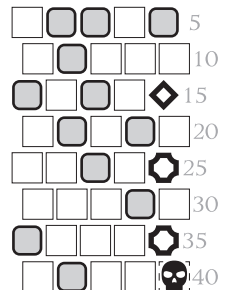
Gain 1 POISON Counter.

PSYCHIC



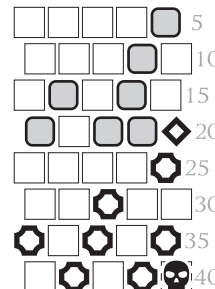
Make a Willpower Check to avoid FRIGHTENED.
TARGET = (2+CURRENT PSYCHIC DAMAGE)

ELDRITCH



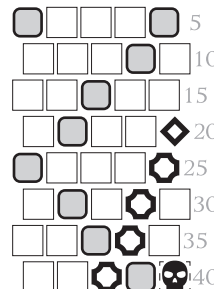
Make a Knowledge Check to avoid FRIGHTENED.
TARGET = (4+CURRENT ELDRITCH DAMAGE)
Gain the ELDRITCH WITNESS AFFLICTION.

ARDENT



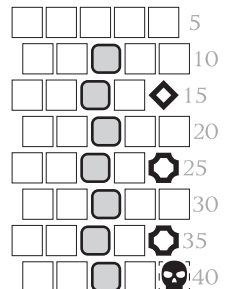
Gain 1 Round of BLINDED.
Gain the PERMANENT BLINDNESS AFFLICTION.

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.

