

NAME: Victoria Falk

LINEAGE: Centaur

PROPOUNTS: Size: She/her Large

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

SPEED(S): 45ft (walk)

DARKVISION

No

PASSIVE DETECTION

4 + 0 + 0 = 4 (Buffs)

CHARACTER LEVEL (CL): **I**

MIGHT 8 +MELEE +STAMINA

Strength, grappling, climbing, athletics, intimidation, physicality.

PRECISION 0 +RANGED +ARMOR +STEALTH

Hiding, disguise, slight of hand, detection, craftsmanship, finesse.

CLEVERNESS 0 +LOCKS/TRAPS +DEDUCTION +DIPLOMACY

Performance, charm, guile, mechanisms, locks, riddles.

KNOWLEDGE 0 +FIRST AID +TRIVIA +LEARNING

Research, history, science, medicine, engineering.

WILLPOWER 4 +MANA REGEN. +MENTAL STRENGTH

Mental strength, zeal, determination, conviction.

FORTITUDE 3 +MANA CAP. +ARMOR

Resistance to hardship or physical effects, enduring pain.

CURRENCY

300 COPPER 40 SILVER 10 GOLD 0 PLATINUM

ARMOR

0 + 3 + 6 = 9 (Equip.)

P MAX 3 F MAX 3

TOUGHNESS $\heartsuit + \heartsuit = 12$ Roll on the AFFLICTION TABLE every time you've taken this much total damage.

Major Class T $\heartsuit + \heartsuit = 11$ Minor Class T

$\heartsuit =$ You're INCAPACITATED if you have this many Afflictions at once.

$\heartsuit + \heartsuit = 5$ If you take this much damage while INCAPACITATED, you DIE.

$\frac{1}{2}T \frac{1}{2}CL$

STAMINA CAPACITY $I + 8 + 3 = 12$

CL M (Buffs)

$\frac{1}{2}Cap. \frac{1}{2}M$ (Buffs) $\frac{1}{2}Cap. \frac{1}{2}W$ (Buffs)

МАПА CAPACITY $I + 3 + 2 = 6$

CL F (Buffs)

$\frac{1}{2}Cap. \frac{1}{2}W$ (Buffs)

REGEN. $6 + 4 + 0 = 10$ (MIN. 1)

MAJOR CLASS SPELLS

SPELL CHECK TARGET $4 + 8 + 0 = 12$ SPELL ATTACKS $D12 + 4$

Prim. Stat Second. Stat $\frac{1}{2}CL$ Primary Stat

MINOR CLASS SPELLS

SPELL CHECK TARGET $- + - + - = -$ SPELL ATTACKS $D12 + -$

Prim. Stat Second. Stat $\frac{1}{2}CL$ Primary Stat

INFLUENCE CLASS SPELLS

SPELL CHECK TARGET $- + - + - = -$ SPELL ATTACKS $D12 + -$

Prim. Stat Second. Stat $\frac{1}{2}CL$ Primary Stat

MAJOR CLASS: **Paladin**

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

TOUGHNESS **5**

PRIMARY STAT: M P C K W F ADD +3 TO PRIMARY & +1 TO SECONDARY OR ADD +2 TO EACH

SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL SOMATIC FOCUS POISE

MINOR CLASS: **Warrior**

CLASS TYPE: MARTIAL (+1 STAM. CAP.) MAGE (+1 МАПА CAP.) HYBRID (+1 CAP., PICK 1)

TOUGHNESS **6**

PRIMARY STAT: M P C K W F ADD +2 TO PRIMARY OR ADD +1 TO EACH

SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL SOMATIC FOCUS POISE

INFLUENCE CLASS (OR GENERALIST): **Generalist** (M/A IF GENERALIST)

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

PRIMARY STAT: M P C K W F ADD +1 TO PRIMARY OR ADD +1 TO SECONDARY

SECONDARY STAT: M P C K W F

SPELLCASTING: VERBAL SOMATIC FOCUS POISE

FEATURES & PERKS:

Lineage Features

Charger. Whenever you use two Movement Actions in a turn, you may make a single Attack or cast a spell as part of the second movement Action.

Fleet. Your overland travel speed matches that of other humanoid riding on horseback, instead of marching on foot.

Class Features

(Pal) Acolyte Training. Medium Armor Training, Bow Training, Shield Training

(Pal) Paladin's Credo. Paladin's Credo. Your Credo represents a tenant of faith or other principle that you stand for as a Paladin.

- Credo Fundamenta: Creed of Balance** As an Action, you may transfer up to half of your maximum Stamina to your Mana, or vice versa. If you exceed your Capacity, the excess is lost.
- Credo Majoris: Creed of the Penitent** As an Action, you may inflict the Exhaustion Affliction on yourself. If you do, remove all Damage and Conditions from a creature you can touch.
- Credo Minoris: Creed of Strength** Once per day, you may choose to succeed on a Might Check that you would have failed.

(War) Combat Style, Bludgeoning. Once per Round, when you would deal Bludgeoning Damage, you may roll an additional Damage dice (duplicate the largest die, if the triggering damage would roll multiple sizes).

Additional Perks

Shield Bash. When you use a Shove Action while wielding a shield, you may spend 2 additional Stamina to add +1d4 to your contested Might Check. Whether you win or lose, you deal 2 Bludgeoning Damage

Athletic. Your Might increases by 1.

Critical Effects

Trained Strike, Bludgeoning (Warrior). When you roll a critical hit with an Attack that deals Bludgeoning Damage, after you roll Damage, you may switch one die of your choice for its maximum possible result.

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

Penetrate+ (Warbow). Inflict 1d6 Impaled Counters on the target.

The Credo you assemble for your character will affect many of your Paladin abilities, or grant additional bonuses and skills. The exact nature of each Creed is subjective; it's up to you to decide how your character interprets and applies them. Characters who make Paladin their Major Class can add to their Credo as they level up.

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

WEAPON ATTACK ROLLS	NAME	RANGE	DAMAGE	DMG. TYPE	CRIT EFFECT	SPECIAL
$D12 + 8M$	Club	5ft	1d8	Bludgeoning	Stagger+	Adaptive: choose slash or bludge before attack
$D12 + 8M$ OR $D12 + 6P$	Warbow	120ft	1d6	Piercing	Penetrate+	Volley 3, Mighty (can attack with M or P)
						Volley 3: You may use two Actions to make three attacks with this weapon.

ARMOR & ITEMS

NAME	PROPERTIES
Banded Mail	+5 Armor, -1 to Hide Rolls, Absorb 3. When you take Slashing Damage, reduce it by 2 (to a minimum of 1). Requires Medium Armor Training.
Tower Shield	+1 Armor, -2 to Hide Rolls. When you take Bludgeoning, Slashing, or Piercing Damage, reduce it by 2 (to a minimum of 1). Shieldwall. When you and an ally who is also wielding a Large or Tower Shield are standing side by side, you each gain +1 Armor Class.
Arrows x30	
Potion of Health	Unusual rarity: Heal 2d4+2 Damage
Potion of Vigor	Mundane rarity: +2 Stamina Regen for 1 Round

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

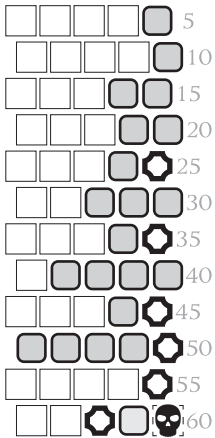
DAMAGE is automatically removed (healed) at the end of an Encounter (when Initiative ends).

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

CONDITIONS remain until treated, or they expire.

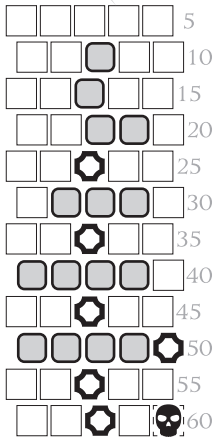
COMMON DAMAGE

SLASHING



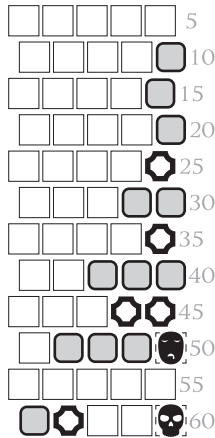
▣ Gain 1 Round of BLEEDING.

PIERCING



▣ Gain 1 IMPALED Counter.

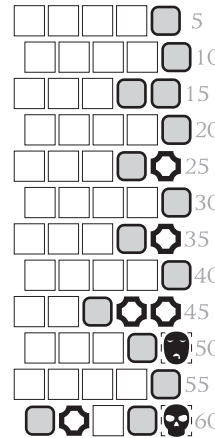
BLUDGEONING



▣ Gain 1 Round of DAZED.

FORCEFUL DAMAGE

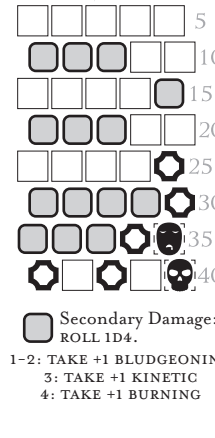
KINETIC



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

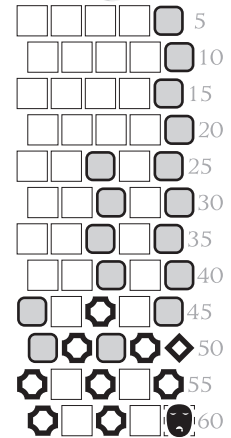
(6+CURRENT KINETIC DAMAGE)

EXPLOSIVE



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

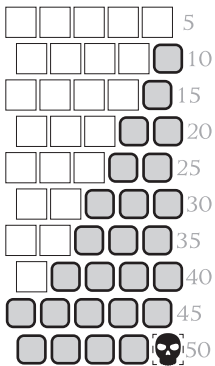
SONIC



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

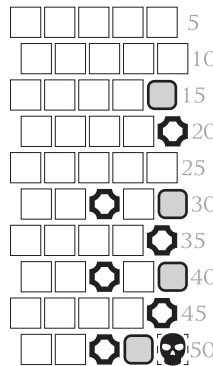
ELEMENTAL DAMAGE

BURNING



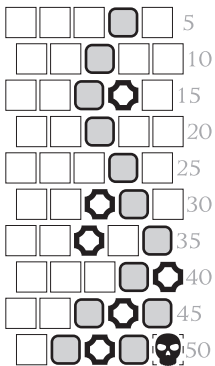
▣ Gain 1 IGNITE Counter.

FREEZING



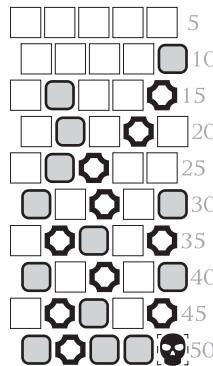
▣ Make a Fortitude Check to avoid being FROZEN.
TARGET = (2+CURRENT FREEZING DAMAGE)

SHOCKING



▣ Gain 1 Round of STUNNED.

ACIDIC



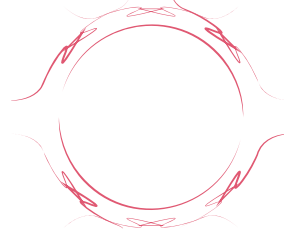
▣ Make a Fortitude Check to avoid MELTING.
TARGET = (4+CURRENT ACIDIC DAMAGE)

QUICK REFERENCE

ARMOR



TOTAL DAMAGE TAKEN



TOUGHNESS



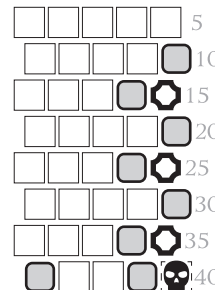
$$\heartsuit + \heartsuit = \heartsuit$$

CL

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

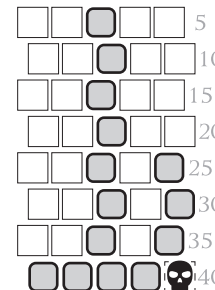
ESOTERIC DAMAGE

POISONOUS



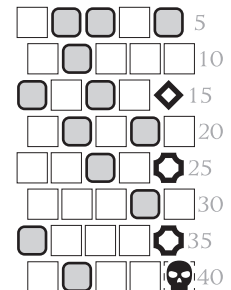
▣ Gain 1 POISON Counter.

PSYCHIC



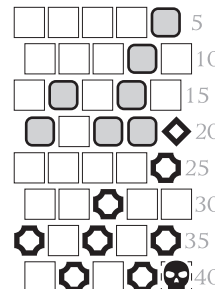
▣ Make a Willpower Check to avoid FRIGHTENED.
TARGET = (2+CURRENT PSYCHIC DAMAGE)

ELDRITCH



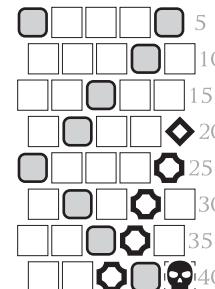
▣ Make a Knowledge Check to avoid FRIGHTENED.
TARGET = (4+CURRENT ELDRITCH DAMAGE)
◇ Gain the ELDRITCH WITNESS AFFLICTION.

ARDENT



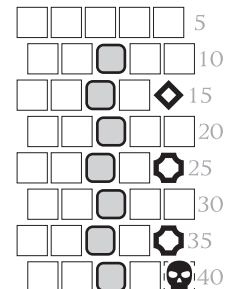
▣ Gain 1 Round of BLINDED.
◇ Gain the PERMANENT BLINDNESS AFFLICTION.

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 IGNITED. 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.

