

Character Name: *Alys Raine*

Species: *Human*

Career: *warrior*

Player:

GENESYS™

SOAK VALUE 6	WOUNDS Threshold: 18 Current: <input type="text"/>	STRAIN Threshold: 13 Current: <input type="text"/>	DEFENSE Ranged: 0 Melee: 0
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Characteristics

4	2	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

Skills

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Alchemy (Int)	<input type="checkbox"/>	<input type="text"/>	Brawl (Br)	<input type="checkbox"/>	<input type="text"/>
Athletics (Br)	X	<input type="text"/>	Melee (Heavy) (Br)	X	<input type="text"/>
Cool (Pr)	<input type="checkbox"/>	<input type="text"/>	Melee (Light) (Br)	X	<input type="text"/>
Coordination (Ag)	<input type="checkbox"/>	<input type="text"/>	Ranged (Ag)	<input type="checkbox"/>	<input type="text"/>
Discipline (Will)	<input type="checkbox"/>	<input type="text"/>	SOCIAL SKILLS		
Mechanics (Int)	<input type="checkbox"/>	<input type="text"/>	Charm (Pr)	<input type="checkbox"/>	<input type="text"/>
Medicine (Int)	<input type="checkbox"/>	<input type="text"/>	Coercion (Will)	X	<input type="text"/>
Perception (Cun)	<input type="checkbox"/>	<input type="text"/>	Deception (Cun)	<input type="checkbox"/>	<input type="text"/>
Resilience (Br)	X	<input type="text"/>	Leadership (Pr)	X	<input type="text"/>
Riding (Ag)	X	<input type="text"/>	Negotiation (Pr)	<input type="checkbox"/>	<input type="text"/>
Skulduggery (Cun)	<input type="checkbox"/>	<input type="text"/>	KNOWLEDGE SKILLS		
Stealth (Ag)	<input type="checkbox"/>	<input type="text"/>	Adventuring (Int)	<input type="checkbox"/>	<input type="text"/>
Streetwise (Cun)	<input type="checkbox"/>	<input type="text"/>	Forbidden (Int)	<input type="checkbox"/>	<input type="text"/>
Survival (Cun)	<input type="checkbox"/>	<input type="text"/>	Lore (Int)	<input type="checkbox"/>	<input type="text"/>
Vigilance (Will)	X	<input type="text"/>	Geography (Int)	<input type="checkbox"/>	<input type="text"/>
MAGIC SKILLS			CUSTOM SKILLS		
Arcana (Int)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
Divine (Will)	X	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
Primal (Cun)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
Runes (Int)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
Verse (Pr)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>



Weapons

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
War Hammer	Melee (Heavy)	9	4	Engaged	Concussive 1, Cumbersome 4, Inaccurate 1, Knockdown
Fists	Brawl	4	5	Engaged	Disorient 1, Knockdown

210
Total XP

0
Available XP

Character Name: *Syndrael*

Species: *Lowborn Elf*

Career: *warrior*

Player:

GENESYS™

SOAK VALUE 5	WOUNDS Threshold: 12 Current: 	STRAIN Threshold: 15 Current: 	DEFENSE Ranged: 3 Melee: 4
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Characteristics

3	3	2	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

Skills

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Alchemy (Int)	<input type="checkbox"/>		Brawl (Br)	<input type="checkbox"/>	
Athletics (Br)	<input checked="" type="checkbox"/>		Melee (Heavy) (Br)	<input checked="" type="checkbox"/>	
Cool (Pr)	<input type="checkbox"/>		Melee (Light) (Br)	<input checked="" type="checkbox"/>	
Coordination (Ag)	<input type="checkbox"/>		Ranged (Ag)	<input type="checkbox"/>	
Discipline (Will)	<input type="checkbox"/>		SOCIAL SKILLS		
Mechanics (Int)	<input type="checkbox"/>		Charm (Pr)	<input type="checkbox"/>	
Medicine (Int)	<input type="checkbox"/>		Coercion (Will)	<input checked="" type="checkbox"/>	
Perception (Cun)	<input type="checkbox"/>		Deception (Cun)	<input type="checkbox"/>	
Resilience (Br)	<input checked="" type="checkbox"/>		Leadership (Pr)	<input checked="" type="checkbox"/>	
Riding (Ag)	<input checked="" type="checkbox"/>		Negotiation (Pr)	<input type="checkbox"/>	
Skulduggery (Cun)	<input type="checkbox"/>		KNOWLEDGE SKILLS		
Stealth (Ag)	<input type="checkbox"/>		Adventuring (Int)	<input type="checkbox"/>	
Streetwise (Cun)	<input type="checkbox"/>		Forbidden (Int)	<input type="checkbox"/>	
Survival (Cun)	<input type="checkbox"/>		Lore (Int)	<input type="checkbox"/>	
Vigilance (Will)	<input checked="" type="checkbox"/>		Geography (Int)	<input type="checkbox"/>	
MAGIC SKILLS			CUSTOM SKILLS		
Arcana (Int)	<input type="checkbox"/>			<input type="checkbox"/>	
Divine (Will)	<input type="checkbox"/>			<input type="checkbox"/>	
Primal (Cun)	<input type="checkbox"/>			<input type="checkbox"/>	
Runes (Int)	<input type="checkbox"/>			<input type="checkbox"/>	
Verse (Pr)	<input type="checkbox"/>			<input type="checkbox"/>	



Weapons

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Sword	Melee (Light)	6	2	Engaged	Defensive 1
Large Shield	Melee (Light)	4	5	Engaged	Defensive 2, Deflection 2, Inaccurate 2
Fists	Brawl	3	5	Engaged	Disorient 1, Knockdown

190

Total XP

0

Available XP

MOTIVATIONS

NOTES

STRENGTH: Loyalty
 Syndrael draws strength from her loyalty to her lady and her chosen allies.

FLAW: Pride
 Syndrael views non-Elves with some disdain, and often bristles at her interactions with them.

Having sworn her blade to the service of Lady Tyviel, Syndrael found herself a scant century later in the awkward position of having her patron named and exiled as a traitor to the Latari elves. Lady Tyviel had the decency to formally release her subjects from their oaths, but Syndrael still found herself with no welcome throughout the Aymhelin. Having concluded that her lady could not be a traitor, Syndrael has followed her into exile. She now travels throughout Terrinoth, upholding the ideals of the Latari as she seeks her lady and an explanation for her fate.

DESIRE: Belonging
 Syndrael hopes to one day retake her place among the Latari elves.

FEAR: Expression
 Syndrael is appalled by any display of emotional weakness, particularly from herself.

EQUIPMENT LOG

WEAPONS & ARMOR:
 Iron scale armor (+2 soak; add ■ to Athletics, Coordination, Riding, and Stealth checks)

PERSONAL GEAR:
 Backpack 2 healing potions
 Bedroll
 Rope
 Flint and steel
 Torches
 Waterskin
SILVER: 52

HEROIC ABILITY

NAME: "Dauntless Guardian"
ORIGIN: In Your Blood
ABILITY: Hard to Kill
EFFECT: Once per session, Syndrael may spend one Story Point to activate this ability. Syndrael gains +4 soak for three rounds (including this one).
UPGRADES: Story Duration
TOTAL ABILITY POINTS: 2 **AVAILABLE ABILITY POINTS:** 0

CRITICAL INJURIES

SEVERITY	RESULT

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Nimble		▷ Lowborn Elves have a melee and ranged defense of 1 (included in profile).
Grit 3		▷ Increase character's Strain Threshold by 1 per rank (included in profile).
Parry 2		▷ When hit by a melee attack, suffer 3 strain to reduce damage by 4.
Block		▷ While holding a shield, may use Parry to reduce damage from ranged attacks.
Field Commander		▷ As an action, make an Average (◆◆) Leadership check to allow 3 allies to suffer 1 strain to make an out-of-turn maneuver.
Proper upbringing		▷ May suffer 1 strain to add A to a social skill check.
Shield Slam		▷ When attacking a minion or rival with a shield, may spend A A A A or ⊗ to stagger the target for 1 round.
		▷
		▷
		▷
		▷
		▷

Character Name: *Ulma Grimstone*

Species: *Forge Dwarf*

Career: *Scholar*

Player:

GENESYS™

SOAK VALUE 3	WOUNDS Threshold: 13 Current: <input type="text"/>	STRAIN Threshold: 13 Current: <input type="text"/>	DEFENSE Ranged: 0 Melee: 0
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Characteristics

2	2	4	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

Skills

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Alchemy (Int)	<input checked="" type="checkbox"/>	<input type="text"/>	Brawl (Br)	<input type="checkbox"/>	<input type="text"/>
Athletics (Br)	<input type="checkbox"/>	<input type="text"/>	Melee (Heavy) (Br)	<input type="checkbox"/>	<input type="text"/>
Cool (Pr)	<input type="checkbox"/>	<input type="text"/>	Melee (Light) (Br)	<input type="checkbox"/>	<input type="text"/>
Coordination (Ag)	<input type="checkbox"/>	<input type="text"/>	Ranged (Ag)	<input type="checkbox"/>	<input type="text"/>
Discipline (Will)	<input type="checkbox"/>	<input type="text"/>	SOCIAL SKILLS		
Mechanics (Int)	<input checked="" type="checkbox"/>	<input type="text"/>	Charm (Pr)	<input type="checkbox"/>	<input type="text"/>
Medicine (Int)	<input checked="" type="checkbox"/>	<input type="text"/>	Coercion (Will)	<input type="checkbox"/>	<input type="text"/>
Perception (Cun)	<input checked="" type="checkbox"/>	<input type="text"/>	Deception (Cun)	<input type="checkbox"/>	<input type="text"/>
Resilience (Br)	<input type="checkbox"/>	<input type="text"/>	Leadership (Pr)	<input type="checkbox"/>	<input type="text"/>
Riding (Ag)	<input type="checkbox"/>	<input type="text"/>	Negotiation (Pr)	<input type="checkbox"/>	<input type="text"/>
Skulduggery (Cun)	<input type="checkbox"/>	<input type="text"/>	KNOWLEDGE SKILLS		
Stealth (Ag)	<input type="checkbox"/>	<input type="text"/>	Adventuring (Int)	<input type="checkbox"/>	<input type="text"/>
Streetwise (Cun)	<input type="checkbox"/>	<input type="text"/>	Forbidden (Int)	<input checked="" type="checkbox"/>	<input type="text"/>
Survival (Cun)	<input type="checkbox"/>	<input type="text"/>	Lore (Int)	<input checked="" type="checkbox"/>	<input type="text"/>
Vigilance (Will)	<input type="checkbox"/>	<input type="text"/>	Geography (Int)	<input checked="" type="checkbox"/>	<input type="text"/>
MAGIC SKILLS			CUSTOM SKILLS		
Arcana (Int)	<input type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>
Divine (Will)	<input type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>
Primal (Cun)	<input type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>
Runes (Int)	<input checked="" type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>
Verse (Pr)	<input type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>



Weapons

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Bottled lightning x2	Ranged	7	5	Short	Blast 7, Disorient 3, Limited Ammo 1, Stun Damage
Dwarven Firebombs x2	Ranged	8	3	Short	Blast 6, Burn 2, Limited Ammo 1
Sling	Ranged	4	4	Medium	Disorient 2, Prepare 1
Fists	Brawl	2	5	Engaged	Disorient 1, Knockdown

190

Total XP

0

Available XP

Character Name: *Thaiden Mistpeak*

Species: *Human*

Career: *Scoundrel*

Player:

GENESYS™

SOAK VALUE 3	WOUNDS Threshold: 12 Current: <input type="text"/>	STRAIN Threshold: 13 Current: <input type="text"/>	DEFENSE Ranged: 0 Melee: 1
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Characteristics

2	3	2	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

Skills

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Alchemy (Int)	<input checked="" type="checkbox"/>	<input type="text"/>	Brawl (Br)	<input type="checkbox"/>	<input type="text"/>
Athletics (Br)	<input type="checkbox"/>	<input type="text"/>	Melee (Heavy) (Br)	<input type="checkbox"/>	<input type="text"/>
Cool (Pr)	<input checked="" type="checkbox"/>	<input type="text"/>	Melee (Light) (Br)	<input checked="" type="checkbox"/>	<input type="text"/>
Coordination (Ag)	<input checked="" type="checkbox"/>	<input type="text"/>	Ranged (Ag)	<input type="checkbox"/>	<input type="text"/>
Discipline (Will)	<input type="checkbox"/>	<input type="text"/>	SOCIAL SKILLS		
Mechanics (Int)	<input type="checkbox"/>	<input type="text"/>	Charm (Pr)	<input checked="" type="checkbox"/>	<input type="text"/>
Medicine (Int)	<input type="checkbox"/>	<input type="text"/>	Coercion (Will)	<input type="checkbox"/>	<input type="text"/>
Perception (Cun)	<input type="checkbox"/>	<input type="text"/>	Deception (Cun)	<input checked="" type="checkbox"/>	<input type="text"/>
Resilience (Br)	<input type="checkbox"/>	<input type="text"/>	Leadership (Pr)	<input type="checkbox"/>	<input type="text"/>
Riding (Ag)	<input type="checkbox"/>	<input type="text"/>	Negotiation (Pr)	<input type="checkbox"/>	<input type="text"/>
Skulduggery (Cun)	<input checked="" type="checkbox"/>	<input type="text"/>	KNOWLEDGE SKILLS		
Stealth (Ag)	<input checked="" type="checkbox"/>	<input type="text"/>	Adventuring (Int)	<input type="checkbox"/>	<input type="text"/>
Streetwise (Cun)	<input type="checkbox"/>	<input type="text"/>	Forbidden (Int)	<input type="checkbox"/>	<input type="text"/>
Survival (Cun)	<input type="checkbox"/>	<input type="text"/>	Lore (Int)	<input type="checkbox"/>	<input type="text"/>
Vigilance (Will)	<input type="checkbox"/>	<input type="text"/>	Geography (Int)	<input type="checkbox"/>	<input type="text"/>
MAGIC SKILLS			CUSTOM SKILLS		
Arcana (Int)	<input type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>
Divine (Will)	<input type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>
Primal (Cun)	<input type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>
Runes (Int)	<input type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>
Verse (Pr)	<input type="checkbox"/>	<input type="text"/>		<input type="checkbox"/>	<input type="text"/>



Weapons

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Custom crossbow	Ranged	9	2	Long	Reinforced, Superior
Sword	Melee (Light)	5	2	Engaged	Defensive 1
Fists	Brawl	2	5	Engaged	Disorient 1, Knockdown

210

Total XP

0

Available XP

MOTIVATIONS

NOTES

STRENGTH: Witty
Thaiden's wry barbs and clever retorts mask his inner strife.

FLAW: Deception
Thaiden has a tendency to lie and obscure the truth more than is necessary.

Thaiden has an uncanny knack for finding things that others cannot. He led his clan through the Crag of the Forgotten, rescued his love from the center of the Gray Wastes, and recovered his grandmother's hairpin from an abundantly large haystack... or so it is said. He never planned to use his talents to avenge the deaths of those he loved. When the murderers were never found, however, he took matters into his own hands. He never speaks about that journey or what he did when he found those responsible. If asked, his eyes grow dark, and he speaks only of what he will do when he finds his current quarry.

DESIRE: Vengeance
Thaiden's desire for vengeance has never been quenched, and he seeks retribution against evil of all kinds.

FEAR: Commitment
Thaiden fears growing close to anyone, for the risk of losing them once again.

EQUIPMENT LOG

WEAPONS & ARMOR:
Leather armor (+1 soak)

PERSONAL GEAR:
Backpack Thieves' tools
Bedroll Fancy hat
Rope
Flint and steel
Torches
Waterskin
SILVER: 34

HEROIC ABILITY

NAME: "Debts to Pay"
ORIGIN: Life-changing Experience
ABILITY: Signature Weapon
UPGRADES: Empowered Improved
EFFECT: Thaiden has a signature weapon, his crossbow. In addition, once per session, he may spend two Story Points to activate this ability. Until the end of his next turn, Thaiden adds to his checks, and his crossbow gains Blast 5.
TOTAL ABILITY POINTS: 2 **AVAILABLE ABILITY POINTS:** 0

CRITICAL INJURIES

SEVERITY	RESULT

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Ready for Adventure		▷ Once per session, convert one GM Story Point to a player Story Point.
Finesse		▷ The character may use Agility instead of Brawn for Melee (Light) checks.
Grit		▷ Gain +1 Strain Threshold.
Clever Retort		▷ Once per encounter as an out-of-turn incidental, add to another character's social skill check.
Wraithbane		▷ Reduce Critical rating of weapon by one when attacking an undead adversary.
Dirty Tricks		▷ When the character inflicts a Critical Injury, the target also adds ■■ to their next check.
Rapid Archery		▷ As a maneuver, suffer 2 strain to add Linked 2 quality to crossbow for one attack.
		▷
		▷
		▷
		▷
		▷

Character Name: Pathfinder Durik

Species: Broken Plains Orc

Career: Scout

Player: _____

GENESYS™

SOAK VALUE 4	WOUNDS Threshold: 15 Current: _____	STRAIN Threshold: 12 Current: _____	DEFENSE Ranged: 0 Melee: 0
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Characteristics

3 Brawn	3 Agility	2 Intellect	3 Cunning	2 Willpower	1 Presence
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Skills

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Alchemy (Int)	<input type="checkbox"/>	▶▶▶▶▶	Brawl (Br)	<input type="checkbox"/>	▶▶▶▶▶
Athletics (Br)	<input type="checkbox"/>	▶▶▶▶▶	Melee (Heavy) (Br)	<input type="checkbox"/>	▶▶▶▶▶
Cool (Pr)	<input type="checkbox"/>	▶▶▶▶▶	Melee (Light) (Br)	<input type="checkbox"/>	▶▶▶▶▶
Coordination (Ag)	<input type="checkbox"/>	▶▶▶▶▶	Ranged (Ag)	<input checked="" type="checkbox"/>	▶▶▶▶▶
Discipline (Will)	<input type="checkbox"/>	▶▶▶▶▶	SOCIAL SKILLS		
Mechanics (Int)	<input type="checkbox"/>	▶▶▶▶▶	Charm (Pr)	<input type="checkbox"/>	▶▶▶▶▶
Medicine (Int)	<input type="checkbox"/>	▶▶▶▶▶	Coercion (Will)	<input type="checkbox"/>	▶▶▶▶▶
Perception (Cun)	<input checked="" type="checkbox"/>	▶▶▶▶▶	Deception (Cun)	<input type="checkbox"/>	▶▶▶▶▶
Resilience (Br)	<input type="checkbox"/>	▶▶▶▶▶	Leadership (Pr)	<input type="checkbox"/>	▶▶▶▶▶
Riding (Ag)	<input checked="" type="checkbox"/>	▶▶▶▶▶	Negotiation (Pr)	<input type="checkbox"/>	▶▶▶▶▶
Skulduggery (Cun)	<input type="checkbox"/>	▶▶▶▶▶	KNOWLEDGE SKILLS		
Stealth (Ag)	<input checked="" type="checkbox"/>	▶▶▶▶▶	Adventuring (Int)	<input checked="" type="checkbox"/>	▶▶▶▶▶
Streetwise (Cun)	<input type="checkbox"/>	▶▶▶▶▶	Forbidden (Int)	<input type="checkbox"/>	▶▶▶▶▶
Survival (Cun)	<input checked="" type="checkbox"/>	▶▶▶▶▶	Lore (Int)	<input type="checkbox"/>	▶▶▶▶▶
Vigilance (Will)	<input checked="" type="checkbox"/>	▶▶▶▶▶	Geography (Int)	<input checked="" type="checkbox"/>	▶▶▶▶▶
MAGIC SKILLS			CUSTOM SKILLS		
Arcana (Int)	<input type="checkbox"/>	▶▶▶▶▶		<input type="checkbox"/>	▶▶▶▶▶
Divine (Will)	<input type="checkbox"/>	▶▶▶▶▶		<input type="checkbox"/>	▶▶▶▶▶
Primal (Cun)	<input type="checkbox"/>	▶▶▶▶▶		<input type="checkbox"/>	▶▶▶▶▶
Runes (Int)	<input type="checkbox"/>	▶▶▶▶▶		<input type="checkbox"/>	▶▶▶▶▶
Verse (Pr)	<input type="checkbox"/>	▶▶▶▶▶		<input type="checkbox"/>	▶▶▶▶▶



Weapons

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Light Spear (Melee)	Melee (Light)	5	4	Engaged	Accurate 1, Defensive 1
Light Spear (Thrown)	Ranged	5	4	Short	Accurate 1, Limited Ammo 1
Dagger (Melee)	Melee (Light)	4	3	Engaged	Accurate 1
Dagger (Thrown)	Ranged	4	3	Short	Accurate 1, Limited Ammo 1

200
Total XP

0
Available XP

MOTIVATIONS

NOTES

STRENGTH: Independent
Durik is used to surviving by only his own skill and strength.

FLAW: Ignorance
Durik prefers the wilderness, and his ignorance of social customs sometimes leads to trouble.

From the earliest times in his life, Durik has been far more comfortable in the wilderness than in any town or village. To him, nothing can beat soft grass underfoot and a cool breeze under a starry night sky. As such, he's proven himself time and again as a valuable tracker and guide, easily able to find shelter and sustenance in the least hospitable places, to discover a safe travel path in the darkest night, and to defend himself and his charges against the deadly perils of the wild.

DESIRE: Freedom
Durik prizes the freedom of nature and his independence from any magistrate or chieftain.

FEAR: The Supernatural
Durik is highly superstitious, and more uncomfortable around magic of any kind than even most people.

EQUIPMENT LOG

WEAPONS & ARMOR:
Leather armor (+1 soak)

PERSONAL GEAR:
Climbing gear
Flint and steel
Torches
Waterskin

SILVER: 28

HEROIC ABILITY

NAME: "Peerless Skirmisher"

ORIGIN: In Your Blood

ABILITY: Paragon **UPGRADES:** Duration Improved

EFFECT: Once per session, Durik may spend two Story Points to activate this ability. For three rounds (including this one), Durik may remove one ◆ and one ■ of the player's choice from the results of Melee (Light) checks (after rolling).

TOTAL ABILITY POINTS: 2 **AVAILABLE ABILITY POINTS:** 0

CRITICAL INJURIES

SEVERITY	RESULT
◆ ◆ ◆ ◆ ◆	
◆ ◆ ◆ ◆ ◆	
◆ ◆ ◆ ◆ ◆	
◆ ◆ ◆ ◆ ◆	

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Battle Rage		▷ May add ■ to a melee check in order to deal +2 damage with one hit.
One with Nature		▷ When in the wilderness, may use Survival, instead of Cool or Discipline, to recover strain at the end of an encounter.
Swift		▷ Does not require extra maneuvers to move through difficult terrain.
Parry		▷ When hit by a melee attack, suffer 3 strain to reduce damage by 3.
Grit 2		▷ Gain +2 Strain Threshold (already included).
Dual Wielder		▷ May perform a maneuver to decrease the difficulty of the next combined combat check to attack with two weapons by one (during the same turn).
Reckless Charge		▷ After engaging an enemy, may suffer two strain to add ✱ ✱ ⚡ ⚡ to next melee attack this turn.
Dual Strike		▷ When attacking with two weapons, the character may suffer two strain to hit with the secondary weapon (instead of spending A A).
		▷
		▷
		▷
		▷

SPELLS: ALYS RAINE

Thanks to her Templar talent, Alys Raine can cast one spell using the Divine skill during each encounter. Casting a spell is an action that requires the use of a magic skill (Divine, in this case). A character must suffer 2 strain in order to cast a spell. Alys Raine most often uses the following spells, but she can use additional spells following the rules on page 210 of the **GENESYS** Core Rulebook.

RIGHTEOUSNESS OF THE CITADEL

Magic Action: Augment

Additional Effects: Haste

Select one target Alys is engaged with (which may be herself) and make a **Hard** (◆◆◆) **Divine check**. If the check is successful, until the end of Alys's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add ◆ to their checks). In addition, targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).

If Alys performs the concentrate maneuver during her next turn, the spell's effects last until the end of her following turn, instead. The spell can be sustained indefinitely by performing the concentrate maneuver in subsequent turns.

ADDITIONAL EFFECTS

Before Alys casts this spell, you may choose to add any of the following additional effects, increasing the difficulty of the check correspondingly.

Additional Target (+◆◆): The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲ each time).

Range (+◆): Increase the range of the spell by one range band. This effect may be selected multiple times.

MERCY OF KELLOS

Magic Action: Heal

Additional Effects: Restoration

Select one target Alys is engaged with (which may be herself) who is not incapacitated and make an **Average** (◆◆)

Divine check. Upon success, the character heals 1 wound per ✨, and 1 strain per (▲). In addition, select one ongoing status effect the target is suffering, which immediately ends.

ADDITIONAL EFFECTS

Before Alys casts this spell, you may choose to add any of the following additional effects, increasing the difficulty of the check correspondingly.

Additional Target (+◆◆): The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲ each time).

Range (+◆): Increase the range of the spell by one range band. This effect may be selected multiple times.

SPELLS: LEORIC OF THE BOOK

Leoric has the Arcana skill as a career skill, and so can cast spells. Casting a spell is an action that requires the use of a magic skill (Arcana, in this case). A character must suffer 2 strain in order to cast a spell. Leoric most often uses the following spells, but he can use additional spells following the rules on page 210 of the **GENESYS** Core Rulebook.

ARCANE SPEAR (SIGNATURE SPELL)

Magic Action: Attack

Additional Effects: Deadly, Empowered, Range

Arcane spear is a magic attack, and follows all the normal rules for a combat check. Leoric chooses a target at short or medium range (but not engaged) and makes an **Average** (◆) **Arcana check**. If the check succeeds, the attack deals 8 damage +1 damage per ★, with a Critical Rating of 2 and the Vicious 3 quality.

ADDITIONAL EFFECTS

Leoric cannot add any other effects to his signature spell.

IMBUED STRIKE

Magic Action: Attack

Additional Effects: Close Combat, Deadly

Imbued strike is a magic attack, and follows all the normal rules for a combat check. Choos a target Leoric is engaged with and makes an **Average** (◆◆) **Arcana check**. If the check succeeds, the attack deals 4 damage +1 damage per ★, with a Critical Rating of 2 and the Vicious 3 quality.

ADDITIONAL EFFECTS

Before Leoric casts this spell, you may choose to add any of the following additional effects, increasing the difficulty of the check correspondingly.

Fire (+◆): The attack gains the Burn 3 quality.

Manipulative (◆): If the attack hits, you may spend ▲ to move the target up to one range band in any direction.

SHIELD OF KNOWLEDGE

Magic Action: Barrier

Additional Effects: Range

Select one target within short range of Leoric (which may be himself) and make an **Easy** (◆) **Arcana check**. If the check is successful, until the end of Leoric's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ★ ★ beyond the first.

ADDITIONAL EFFECTS

Before Leoric casts this spell, you may choose to add any of the following additional effects, increasing the difficulty of the check correspondingly.

Additional Target (+◆): The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲ each time).

Range (+◆): Increase the range of the spell by one range band. This effect may be selected multiple times.

Reflection (+◆◆): If an opponent makes a magic attack against an affected target and generates ☉ ☉ ☉ or ☉ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.