Character Name: Aly:	Raine					
	SICALINC					210
Species: Human					ENES	YS
Career: Warrior						
Player:	<u> Andreas</u>	NK				
Soak Carteria		WOUNDS 18 Threshold Current		STRAIN 1.3 Threshold Current	D C C C C C C C C C C C C C C C C C C C	EFENSE O Melec
OENERAL SKILLS       CAREER         Alchemy (Int)		Brawl (Br)         Melee (Heavy) (Br)         Melee (Light) (Br)         Ranged (Ag)         SOCIAL SKILLS         Charm (Pr)         Coercion (Will)         Deception (Cun)         Leadership (Pr)	AREER? RAN		WILLPOWER	PRESENCE
Riding (Ag)     X       Skullduggery (Cun)		Negotiation (Pr)         KNOWLEDGE SKILLS         Adventuring (Int)         Forbidden (Int)         Lore (Int)         Geography (Int)         CLISTOM SKILLS				
Arcana (Int) Divine (Will) Primal (Cun) Runes (Int) Verse (Pr)						
Part Internet		V V	Weapons	P	6	
WEAPON	SKILL	DAMAGE	CRIT	RANGE	Concussive 1, 0	SPECIAL Cumbersome 4,
War Hammer Físts	Melee (Heavy) Brawl	9	4 5	Engaged Engaged	Inaccurate	1. Knockdown 1. Knockdown
				55		
14						
					STATES AND	
210				•	Start 1	0

Available XP

STRENGTH: Courageous Alys has shown time and again that her devotion to the law gives her the courage to face any odds. DESIRE: Justice The will to deliver justice to those who defy the law of the Citadel drives Alys in all she does. MEAPONS & ARMOR Iron chainmail (+2 soak; add to Athletics, Coordination, Riding, and stealth checks)	MOTIVATIONS FLAW: Intolerance Alys sees issues of justice and good in stark terms, and shows no tolerance for those who would break the law. FEAR: Failure Alys doesn't fear pain or death, but the possibility of failing in her duties as a Marshal. EQUIPMENT LOG PERSONAL GEAR: Backpack Bedroll Rope Flint and steel Torches Waterskin SILVER: 37	By her eighth birthday, Alys Raine had recited the entirety of the Common Law in one sitting and had already started her memorization of the seven treaties devoted to it. Always preferring her studies to the long hours of combat training, only her dream of one day becoming a Marshal kept her going. Now, a rising star among her comrades, the name Alys Raine drives fear into the hearts of the unjust throughout all of Terrinoth. A Marshal of the Citadel is a master of both combat and knowledge, bringing justice everywhere it is needed. In the field, they serve as judge, jury, and executioner and exercise their duties with passion
NAME: "Relentless Marshall" Origin: Driven	HEROIC ABILITY	and haste.
ABILITY: Miraculous Recovery	Uporades: Improved Story may spend one Story Point to activate	CRITICAL INJURIES
	heals all wounds suffered and heals 3	

TOTAL ABILITY POINTS: 2

AVAILABLE ABILITY POINTS: 0

NAME	PAGE # ABILITY SUMMAR
Ready for Adventure	○ Once per session, convert one GM Story Point to a player Story Point.
Toughened 2	▷ Increase character's wound Threshold by 2 per rank (included in profile).
Durable	Subtract 10 from the effect roll for Critical Injuries the character suffers.
Templar	The character gains Divine as a career skill but can attempt only one Divine check per encounter.
Templar (Improved)	$\triangleright$ The character does not add $\blacksquare$ to Dívíne checks due to armor.
Justice of the Citadel	> Once per round, suffer 3 strain to add damage equal to ranks in Discipline to one melee hit
Alexandre and a second	

Character Name: Syndrael Species: Lowborn Elf Career: Warríor Player: SOAK VALUE 5	Wounds 122 Threshold Current	STRAIN 1.5 Threshold Current	DEPENSE 3 4 Ranged Mele
BRAWN AGILITY	Characteris 2 INTELLECT	2	2 3 Presence
GENERAL SKILLS       CAREER?       RANK         Alchemy (Int)	Melee (Heavy) (Br)	RANK	
Primal (Cun)     Description       Runes (Int)     Description       Verse (Pr)     Description       WEAPON     SKILL       Sword     Melee (Light)       Large Shield     Melee (Light)       Fists     Brawl	Weapons DAMAGE CRIT 6 2 4 5 3 5	Engaged Engaged Engaged	SPECAL Defensive 1 Defensive 2. Deflection 2. Indecurate 2. Disorient 1. Knockdown

		and the second
Strength: Loyalty Syndrael draws strength from her loyalty to her lady and her chosen allies. DESIRE: Belonging Syndrael hopes to one day retake her place among the Latari elves.	Motivations FLAW: Pride Syndrael views non-Elves with some disdain, and often bristles at her interactions with them. FEAR: Expression Syndrael is appalled by any display of emotional weakness, particularly from herself.	Notes 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
	Equipment Log	Aymhelin. Having concluded that
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	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.
	Heroic Ability	- DATA VIS / AND
NAME: "Dauntless Guardian"		
Origin: In Your Blood		
ABILITY: Hard to Kill	Upgrades: Story	CRITICAL INJURIES
	Duration	
	nay spend one Story Point to activate +4 soak for three rounds (including	
TOTAL ABILITY POINTS: 2	Available Ability Points: 0	

	TALENTS AND SPECIAL ABILITIES
NAME PAG	E # ABILITY SUMMARY
Nímble	$\triangleright$ Lowborn Elves have a melee and ranged defense of 1 (included in profile).
Grit 3	$\triangleright$ Increase character's Strain Threshold by 1 per rank (included in profile).
Parry 2	$\triangleright$ 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	$\triangleright$ 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.

 $\triangleright$ 

Character Name: Leoric of the Book			
Species: Human			IFOUC
			NESYS.
Career: Mage			VLJIJ.
Player:	1 07/1	A A A	
SOAK VALUE 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	WOUNDS 12 Threshold Current Characteria Characteria Untellect	2	DEFENSE 1 1 1 1 Melee 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CENERAL SKILLS     CAREER?     RANK       Alchemy (Int)     X	Ranged (Ag)	RANK	
Arcana (Int)     X     X       Divine (Will)     X     X       Primal (Cun)     X     X       Runes (Int)     X     X       Verse (Pr)     X     X	Weapons DAMAGE CRIT		SPECIAL Again gate 1
Dagger Melee (Light) Fists Brawl	3 3 2 5	Engaged Engaged	Accurate 1 Disorient 1, Knockdown

	MOTIVATIONS	Noti
Strength: Analytical Leoric masterfully absorbs informa- tion, and is always ready to present a well-reasoned argument.	FLAW: Pride Leoric takes great offense at any dis- paragement of his magical ability or scholarly expertise.	After one too many heated arguments with the Provost, Professor Leoric of the University of Greyhaven was invited to go on an "extended sabbatical." As
DESIRE: Ambition Leoric values his magical expertise and knowledge above all.	FEAR: Obscurity Leoric's greatest fears that the schol- arly community will forget his con- tributions to magical research.	an adventurer, Leoric's constant references to his scholarly texts quickly earned him the sobriquet "of the Book." Leoric's sabbatical continues as the former professor
	Equipment Log	applies his magical knowledge
WEAPONS & ARMOR: Heavy robes (+1 defense) Magic tome (When Leoric uses a magic attack, he can add both the Range and Deadly upgrades without increasing the difficulty.)	Personal Gear: Backpack Bedroll Rope Flint and steel Torches Waterskin	in the field and seeks out long- forgotten knowledge and wisdom.
	SILVER: 68	
	Heroic Ability	
NAME: "Know-It-All"		
Origin: Peerless Training		
ABILITY: All the Facts	Upgrades: Duration	Critical Injur
ADELLY: ALL LAR FACES		SEVERITY RESU
ability. For three rounds (inc	Improved spend two Story Points to activate this cluding this one), Leoric may lean or about the situation during his turn, related checks once.	
TOTAL ABILITY POINTS: 2	Available Ability Points: 0	

NAME	PAGE # ABILITY SUMM
Ready for Adventure	Once per session, convert one GM Story Point to a player Story Point.
Grít	▷ Increase the character's Strain Threshold by 1 (included in profile).
Hite	
Desperate Recovery	If the character is suffering strain greater than half of their Strain Threshold we they heal strain at the end of an encounter, they heal two additional strain.
Proper upbringing	$\triangleright$ May suffer 1 strain to add $A$ to a social skill check.
Flash of Insight	$\triangleright$ when the character generates $\circledast$ on a knowledlge check, add $\square$ to the results.
Sígnature Spell	Reduce the difficulty of checks to cast the character's signature spell by
Mart	

Player:         Solk Valle 3         Object Valle 3         Object Valle 3         Object Valle 3         Solk Valle 3         Object Valle 3         Note Sole 3
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Skile         Ahamy (la)       A         Codi (Pi)       A         Stabili (A)       A         Sta
Skile         Ahamy (la)       A         Codi (Pi)       A         Stabili (A)       A         Sta
Sult         Athenay (la)       A         Athay (la)       A
Sult         Athenay (la)       A         Athay (la)       A
Skile         Ahamy (la)       A         Codi (Pi)       A         Stabili (A)       A         Sta
CENERAL SKILLS       CAREER?       RANK         Alchemy (Im)       X       X         Statistic (Im)       X       X         Statin (Im)       X       X
CENERAL SKILLS       CAREER?       RANK         Alchemy (Im)       X       X         Statistic (Im)       X       X         Statin (Im)       X       X
Athemy (Int)       X       Image: Constraint of the c
Athletics (B)
Cool (P)
Coordination (Ag)       Image (Ag)         Discipline (Will)       Image (Ag)         Mechanics (Int)       Image (Ag)         Mechanics (Int)       Image (Ag)         Mechanics (Int)       Image (Ag)         Perception (Can)       Image (Ag)         Resilience (Br)       Image (Ag)         Resilience (Br)       Image (Ag)         Skulldaggery (Can)       Image (Ag)         Stealth (Ag)       Image (Ag)         Stealth (Ag)       Image (Ag)         Stealth (Ag)       Image (Ag)         Streival (Can)       Image (Ag)         Streivals (Can)       Image (Ag)         Streival (Can)       Image (Ag)         Dysine (Will)       Image (Ag)      <
Discipline (Will)       Discipline (Will)         Mechanics (In)       X         Medicine (In)       X         Medicine (In)       X         Resilience (Br)       Discipline (Will)         Stuilduggery (Can)       Discipline (Will)         Steadth (Ag)       Discipline (Will)         Streewise (Can)       Discipline (Will)         Streewise (Can)       Discipline (Will)         Streewise (Can)       Discipline (Will)         Vigitance (Will)       Discipline (Will)         Discipline (Will)       Discipline (Will)         Prival (Can)       Discipline (Will)         Prival (Can) <td< td=""></td<>
Mechanics (Int)       X       Image: Charmonic of the state
Medicine (Int)       X
Perception (Cun)       X
Resilience (Br)
Riding (Ag)
Skullduggery (Cun)       Image: Cun (Cun)       <
Stcalth (Ag)
Survival (Cun)
Survival (Cun)       Image: Curron of the second seco
Vigilance (Will)       C       C       Geography (Int)       X       C       X       C       X       C       X       C       X       <
Arcana (Int)         C <thc< th="">         C         <thc< th="">         C         <thc< td=""></thc<></thc<></thc<>
Primal (Cun)     Image: Control of the second
Divine (Will)         Divine (
Verse (Pr)
Wannan
Weapons
WEAPONSKILLDAMAGECRTRANGESPECIALBottled lightning x2Ranged75ShortBlast 7, Disorient 3, Limited Ammo 1, Stun Damage
Dwan/en Eirehowhs x2 Ban and Q 2 Short Blast 6, Burn 2, Limited
Sling Ranged 4 4 Medium Disorient 2, Prepare 1

Available XP

	Motivations	Notes
STRENGTH: Curious Ulma's curiosity helps her to find novel solutions for any problem.	FLAW: Recklessness In her quest for understanding, Ulma doesn't always think about the risks of her experiments.	As a dwarf with decades of alchemic experimentation, Ulma Grimstone is hard-pressed to remember the last time she had much in terms of eyebrows. Lately, however, she's
Desire: Expertise Ulma is driven to master all aspects of her craft. Hence, the constant experimentation.	FEAR: Stagnation Ulma is horrified at the thought of growing complacent or resting on her past achievements.	spent much of her time out in the field, searching for strange, new components, and her skills continue to improve each and every day.
	Equipment Log	Best yet, as she understands it, her earliest test subjects are finally
WEAPONS & ARMOR: Padded armor (+1 soak)	Personal Gear: Alchemísts' Kít Healíng Herbs Satchel 2 smokebomb víals 2 healíng potíons	starting to regrow their fingernails and teeth.
	Silver: 46	
	HEROIC ABILITY	
NAME: "Latest Experiment" Origin: Driven		
ABILITY: UNLEASH	Upphore: Improved	Critical Injuries
EFFECT: Ulma may spend one Story 3	UPORADES: Improved Story Point to activate this ability. Until the way perform an incidental each round to group within short range.	SEVERITY RESULT

TOTAL ABILITY POINTS: 2 AVAILABLE ABILITY POINTS: 0

NAME	PAGE # ABILITY SUMMAT
Stubborn	Forge Dwarves add to social skill checks targeting them.
Tough as Naíls	Once per session, a Dwarf may spend a Story Point as an out-of-turn incidental t so, they count the result rolled as "01."
Apothecary	When a patient under the character's care heals wounds from natural rest, they here one additional wound.
Surgeon 2	When the character makes a Medicine check to heal wounds, the target heals two additional wounds.
Tumble	While engaged with one or more adversaries, may suffer 2 strain to move to short range as an incidental.
Heroic Recovery	Once per encounter, may spend a Story Point to recover 4 strain.
Dodge	When targeted by a ranged or melee attack, may suffer 1 strain to upgrade the difficulty of the combat check once.

Character Name: Thaiden Mistpeak			
Species: Human	AN A REAL AND	CENI	ECVC
Career: Scoundrel		GEN	CJIJ.
Player:			
SOAK VALUE 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Wounds         12         12         Threshold         Current         Characterist         Q         Intreshold         Current         Characterist         Q         Intreshold         Line         Characterist         Q         Intreshold         Current         Skills         ComBart Skills         CAREER?         Brawl (Br)	STRAIN 1.3 Threshold Current ics CLINNING WILLPOWE RANK	DEFENSE 0 1 Melee
Athletics (Br)       Image: Constraint of the system         Cool (Pr)       Image: Constraint of the system         Coordination (Ag)       Image: Constraint of the system         Discipline (Will)       Image: Constraint of the system         Discipline (Will)       Image: Constraint of the system         Mechanics (Int)       Image: Constraint of the system         Mechanics (Int)       Image: Constraint of the system         Medicine (Int)       Image: Constraint of the system         Perception (Cun)       Image: Constraint of the system         Resilience (Br)       Image: Constraint of the system         Riding (Ag)       Image: Constraint of the system         Stealth (Ag)       Image: Constraint of the system         Streetwise (Cun)       Image: Constraint of the system         Survival (Cun)       Image: Constraint of the system         Vigilance (Will)       Image: Constraint of the system         MACIC SKILLS       RANK	Melee (Heavy) (Br)	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	
Divine (Will)     Divine (Will)       Primal (Cun)     Divine (Unit)       Runes (Int)     Divine (Divine (Div	Weapons DAMAGE CRIT		SPECIAL
Custom crossbow Ranged Sword Melee (Light) Fists Brawl 210	9 2 5 2 2 5	Long Engaged Engaged Dísa	Reinforced, Superior Defensive 1 prient 1, Knockdown

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 neces- sary.	Thaiden has an uncanny knack for finding things that others cannot. He led his clan through the Crags of the Forgotten, rescued his love from the center of the Gray Wastes, and		
Desire: Vengeance Thaíden's desíre for vengeance has never been quenched, and he seeks retríbutíon against evil of all kinds.	FEAR:Commitment Thaiden fears growing close to any- one, for the risk of losing them once again.	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		
	Equipment Log	the murderers were never found,		
Weapons & Armor: Leather armor (+1 soak)	Personal Gear:BackpackThieves' toolsBedrollFancy hatRopeFlint and steelTorchesWaterskin	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.		
	SILVER: 34			
	Heroic Ability			
NAME: "Debts to Pay"				
ORIGIN: Life-changing Experience	e			
		Critical Injurie		
ABILITY: Signature Weapon	Upgrades: Empowered	SEVERITY RESULT		
he may spend two Story Points	Improved n, his crossbow. In addition, once per session, to activate this ability. Until the end of his is checks, and his crossbow gains Blast 5.			
	and the second sec			

TOTAL ABILITY POINTS: 2

AVAILABLE ABILITY POINTS: 0

# TALENTS AND SPECIAL ABILITIES

NAME	PAGE # ABILITY SUMMAR		
Ready for Adventure	○ Once per session, convert one GM Story Point to a player Story Point.		
Fínesse	> The character may use Agility instead of Brawn for Melee (Light) checks.		
Grit	Gain +1 Strain Threshold.		
Clever Retort	$\triangleright$ Oncer per encounter as an out-of-turn incidental, add $\mathfrak{Q}$ $\mathfrak{Q}$ to another character's social skill check.		
wraithbane	Reduce Critical rating of weapon by one when attacking an undead adversary.		
Dírty Tricks	> When the character inflicts a Critical Injury, the target also adds <b>to their next check</b> .		
Rapíd Archery	As a maneuver, suffer 2 strain to add Linked 2 quality to crossbow for one attack		

Character Name: Pathfi Species: Broken Plains Career: Scout Player: SOAK VA 4	s Orc	WOUNDS 155 Threshold Currer	Characteris	STRAIN 12 Threshold Current	DEFENSE O O Ranged Mede	
Resilience (Br) Riding (Ag)	AoiLity         RANK         AoiLity         AoiLity         RANK         AoiLity         Aoity         Aoity </th <th>Skills         COMBAT SKILLS         Brawl (Br)         Melee (Heavy) (Br)         Melee (Light) (Br)         Ranged (Ag)         SOCIAL SKILLS         Charm (Pr)         Coercion (Will)         Deception (Cun)         Leadership (Pr)         Negotiation (Pr)         KNOWLEDGE SKILLS         Adventuring (Int)         Forbidden (Int)         Lore (Int)         Geography (Int)         CLISTOM SKILLS</th> <th></th> <th></th> <th></th> <th></th>	Skills         COMBAT SKILLS         Brawl (Br)         Melee (Heavy) (Br)         Melee (Light) (Br)         Ranged (Ag)         SOCIAL SKILLS         Charm (Pr)         Coercion (Will)         Deception (Cun)         Leadership (Pr)         Negotiation (Pr)         KNOWLEDGE SKILLS         Adventuring (Int)         Forbidden (Int)         Lore (Int)         Geography (Int)         CLISTOM SKILLS				
Light Spear (Thrown)	SKIL Nelee (Líght) Ranged Nelee (Líght) Ranged	DAMAGE 5 5 4 4 4	Weapons CRIT 4 4 3 3	RANCE Engaged Short Engaged Short	SPECIAL Accurate 1, Defensive 1 Accurate 1, Limited Ammo 1 Accurate 1, Limited Ammo 1 Accurate 1, Limited Ammo 1	

	Motivations	Notes
STRENGTH: Independent Durík ís used to survívíng by only hís own skill and strength.	FLAW: Ignorance Durik prefers the wilderness, and his ignorance of social customs some- times 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
DESIRE: Freedom Durík prízes the freedom of nature and hís 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.	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
	Equipment Log	places, to discover a safe travel path
WEAPONS & ARMOR: Leather armor (+1 soak)	Personal Gear: Climbing gear Flint and steel Torches Waterskin	in the darkest night, and to defend himself and his charges against the deadly perils of the wild.
	Silver: 28	
	Heroic Ability	
NAME: "Peerless Skirmisher"		
ORIGIN: IN YOUR BLOOD		
ABILITY: Paragon	Upgrades: Duration	CRITICAL INJURIES
EFFECT: Once per session, Durik may spe For three rounds (including this	Improved nd two Story Points to activate this ability. one), Durik may remove one <b>(</b> ) and one <b>(</b> ) of	SEVERITY RESULT
	es of Melee (Light) checks (after rolling).	

TOTAL ABILITY POINTS: 2

AVAILABLE ABILITY POINTS: 0

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 strain at the	wilderness, may use Survival, instead of Cool or Discipline, to recover end of an encounter.	
Swift	Does not rec	uire extra maneuvers to move through difficult terrain.	
Parry	⊳when hít b	y a melee attack, suffer 3 strain to reduce damage by 3.	
Grít 2	D Gain +2 st	rain 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 engagin this turn.	ig an enemy, may suffer two strain to add $\bigstar$ $\bigstar$ $\diamondsuit$ $\diamondsuit$ to next melee attack	
Dual Strike	> when attack the secondar	ing with two weapons, the character may suffer two strain to hit with y weapon (instead of spending A A).	
	$\triangleright$		
	$\triangleright$		
	$\triangleright$		
PAT DONA PAT	$\triangleright$		

# 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

### 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  $(+ \diamondsuit)$ : The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend  $\land$  to affect one additional target within range of the spell (and may trigger this multiple times, spending  $\land$  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** ( $\diamondsuit$ ) **Divine check.** Upon success, the character heals 1 wound per  $\bigstar$ , and 1 strain per ( $\land$ ). 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  $(+ \diamondsuit)$ : The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend  $\triangle$  to affect one additional target within range of the spell (and may trigger this multiple times, spending  $\triangle$  each time).

spending A 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 A 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** ( $\blacklozenge$ ) 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  $\clubsuit \clubsuit$  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  $(+ \diamond)$ : The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend  $\land$  to affect one additional target within range of the spell (and may trigger this multiple times, spending  $\land$  each time).

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

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