

NAME

CONCEPT

BLOODLINE

MILESTONE

☐ ☐ ☐ ☐ 1d ☐ ☐ ☐ ☐ 2d ☐ ☐ ☐ ☐ 3d ☐ ☐ ☐ ☐ 4d ☐ ☐ ☐ ☐ 5d

Physical Description

Background

THE WINTER KING

ABILITIES

STRENGTH



Spec.

Spec.

Spec.

DEXTERITY



Spec.

Spec.

Spec.

WISDOM



Spec.

Spec.

Spec.

CHARISMA



Spec.

Spec.

Spec.

FIGHTING



Masteries

BLADE



BLUNT



POLEARM



SPEAR



SHIELD



COMPLETE ARMOUR



RANGED WEAPONS



Masteries

RANGED



THROWABLE



VITALITY

☐ 1 ☐ 2 ☐ 2 ☐ 3 ☐ 3 ☐ 4 ☐ 5 ☐ 6

INCAPACITATION

☐ ☐ ☐ ☐ ☒ ☒

EVOLUTION POINTS



INITIATIVE



DEDUCTION



LANGUAGES

BELONGINGS

Weapon

Category

Hands

Base Damage

Reach

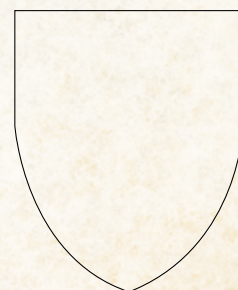
Notes

Armour

Required Strength

Damage Die

PROTECTION

☐ ☐ ☐ ☐ ☐ ☐




MAGIC (Choose one Magic Tradition)

OTHERWORLD ☐

CHRISTIAN ☐

SAHON ☐

MITRAS AND ISIS ☐

MAGIC MASTERY

PRACTITIONER ☐

(3 Objectives / Fatigue every 5 or 6 /
Max. magnitude 3)

SCHOLAR ☐

(5 Objectives / Fatigue every 6 /
Max. magnitude unlimited)

MAGIC ACTIONS

READ ☐

MANIPULATE ☐

CREATE ☐

DESTROY ☐

TARGETS

FATIGUE

☐☐☐☐☐☐

MAGIC MAGNITUDES

	DISTANCE AND VISIBILITY	TARGET PREDISPOSITION	SIZE / NUMBER OF TARGETS	TIME
1	PHYSICAL CONTACT / SELF	CHANGE ONE NOTCH	INDIVIDUAL / 1 OBJECTIVE	< 2 MINUTES
2	VISIBLE AND/ OR <10 METERS	CHANGE TWO NOTCHES	HORSE / 3 OBJECTIVES	< 1 HOUR
3	VISIBLE AND/ OR <50 METERS	CHANGE THREE NOTCHES	CART / 5 OBJECTIVES	< 1 DAY
4	VISIBLE AND/ OR <100 METERS	CHANGE FOUR NOTCHES	SHACK / 10 OBJECTIVES	< 1 WEEK
5	VISIBLE AND/ OR <150 METERS	CHANGE FOUR NOTCHES AND THE CHANGE IS PERMANENT	COTTAGE / 30 OBJECTIVES	< 1 MONTH

PERSONAL GRIMOIRE

(Write your spell formulas in the grimoire)

NAME: _____ **ROLL** ☐

ACTION: _____ TARGET: _____

EFFECT: _____

NAME: _____ **ROLL** ☐

ACTION: _____ TARGET: _____

EFFECT: _____

NAME: _____ **ROLL** ☐

ACTION: _____ TARGET: _____

EFFECT: _____

NAME: _____ **ROLL** ☐

ACTION: _____ TARGET: _____

EFFECT: _____
