

Character Sheet

NAME

PLAYER

DOM

MARKS

GRA

MARKS

PER

MARKS

ENDURANCE (7d POOL)

CON

MARKS

REV

MARKS

HAR

MARKS

MORALE (7d POOL)

DOWNED: ALL ACTIONS REQUIRE YOU TO EITHER TAKE A MARK OR BE ASSISTED BY ANOTHER PLAYER.

Conditions and Status Effects

CONDITION

CONDITION

CONDITION

Spell Caster

YOU HAVE BEEN TRAINED/GIFTED THE KNOWLEDGE OF THE ARCADE. WITH THE HELP OF AN ARCADE FOCUS, YOU CAN SPEAK THE CRYPTIC WORDS WHICH DEFINE SPELLS TO CAST THEM. WHEN CASTING A SPELL, MAKE AN ACTION ROLL WITH A RELEVANT ATTRIBUTE.

Arcane Focus

YOUR SELECTED ARCADE FOCUS MUST FULFIL THE FOLLOWING CONDITIONS.

- 1. IT IS A PHYSICAL OBJECT THAT OCCUPIES A HAND.
- 2. IT PRIMARY PURPOSE IS TO BE USED AS A FOCUS.
- 3. IT CAN BE REMOVED.

SOME EXAMPLES INCLUDE:

AMULET WAND ORB CRYSTAL
TINY CREATURE STAFF KEY LANTERN

ARCADE FOCUS

Cantrips

YOU MAY CAST ANY SPELL AS A CANTRIP, FOR FREE WITHOUT NEEDING TO MAKE A DICE ROLL AND WITHOUT THE NEED OF YOUR ARCADE FOCUS.

Spell Scrolls

SPELL SCROLLS TYPICALLY TAKE SOME TIME FOR YOU TO COMPREHEND AND CAST. DURING A PERIOD OF DOWNTIME, YOU MAY TAKE THE TIME TO REPLACE A MEMORIZED SPELL WITH ONE FROM A SPELL SCROLL.
YOU MAY TRY TO CAST A SPELL FROM A SCROLL "IN THE MOMENT" AS A STANDARD SPELL, BY TAKING A MARK PRIOR TO CASTING THE SPELL. YOU MAY ALSO ATTEMPT TO CAST IT AS A POTENT SPELL, BY TAKING AN ADDITIONAL MARK IN THE ATTRIBUTE USED.

Memorized Spells

YOU HAVE FIVE (5) SPELLS ALREADY MEMORIZED. FOLLOW THE SPELL GENERATION PROCESS TO CREATE THEM. YOU ALSO HAVE THESE SPELLS WRITTEN DOWN IN INDIVIDUAL SCROLLS. MEMORIZED SPELLS CAN BE CAST "IN THE MOMENT".

SPELL 1

SPELL 2

SPELL 3

SPELL 4

SPELL 5

CASTING A SPELL WITHOUT YOUR ARCADE FOCUS, WILL REQUIRE YOU TO TAKE A MARK, AGAINST ANY ATTRIBUTE, PRIOR TO MAKING THE ACTION ROLL.
TO CAST A POTENT SPELL, YOU MUST HAVE POSSESSION OF YOUR ARCADE FOCUS. MAKE THE ROLL AS PER NORMAL AND THEN TAKE A MARK IN THE ATTRIBUTE USED TO CAST THE SPELL ROLL.