Emilio da Navian

Yadosia	Scribe, Adventurer, Clerical	

Minimum Roll	5+
Bonus Dice	-2
Destiny Dice	3
Rerolls	2

Ingots	0
Ounces	0
Gulden	2000
Deut	0

Actions	3
Evasion	2
Minimum Roll	5
Concealment	3

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Boost

B

Apprehension	2
Charm	3
Conscientiousness	3
Education	6
Logic	1
Willpower	1

Attractiveness	1
Deftness	2
Endurance	1
Quickness	1
Resistance	1
Strength	1

Acrobatics (Deftness)	2
Communication (Education)	10
Driving (Deftness)	2
First Aid (Conscientiousness)	3
Hand to Hand Combat (Strength)	2
History (Education)	6
Mechanics (Logic)	1
Nature (Education)	6
Performance (Charm)	5
Shooting (Deftness)	4
Spell Casting (Willpower)	2
Throwing (Strength)	1

Courage (Willpower)	1
Deception (Charm)	3
Empathy (Charm)	4
Intimidation (Apprehension)	6
Investigation (Apprehension)	3
Magic Knowledge (Charm)	5
Orientation (Apprehension)	4
Perception (Apprehension)	2
Persuasion (Willpower)	1
Politics (Charm)	3
Religion (Conscientiousness)	6
Stealth (Conscientiousness)	3

Mechanics	1+1	
Communication	2+10	
Nature	1+6	
Empathy	2+4	
Perception	1+2	
Perception	2+2	
Performance	2+5	

Weaponless	Weaponless Attack 2		-	1 Meter
Poison Dagger	Hand to Hand 2	Piercing 2 Poison Notch 1	-	Meter
Stiletto	Hand to Hand 3	Damage Potential 1	-	Meter
Arcane Potion Carafe			1	
Awaken zombie	Charm 5	Power 1 Actions 1		0 Meter
Path of bones	Deftness 4	Power 1 Actions 1		0 Meter
Evade	2			

Luck	The character may reroll up to 3 dice twice a session, or let a fellow character reroll the 3 dice.	
Walk	You can perform an action while walking. The minimum roll for this action is raised by 1.	2 Meter
Run	You can't perform an action while running.	6 Meter
Crawl	Crawling is only possible while hunkered.	2 Meter
Hunker	Applies the "Hunkered" status effect. Hunkered characters have a 6+ cover and a +1 minimum roll for physis, attacks and skills.	
Aim	Reduces the minimum roll for critical hits by 1 per action. This is not possible when using burst mode. The aim bonus is lost when the character is hit.	

Poison Dagger

Piercing: 2 (The target's protection is reduced by 2 before the wounds are determined.)
Concealment: 2 (Describes how easy the weapon is to conceal)
Preparation: 0 (The weapon requires 0 actions to ready it)
Poison Notch: 1 (A notch for applying poison. Poisons with the strength of the poison used.)

Hand to Hand - 1m

Stiletto

Damage Potential: 1 (Add 1 dice to the hit roll)
Concealment: 2 (Describes how easy the weapon is to conceal)
Preparation: 0 (The weapon requires 0 actions to ready it)

Hand to Hand - 1m

Robe

Protection: B
Encumbrance: 0
Concealment: 1

No description yet.

Height: 192
Weight: 90
he/him

No languages.

No contacts.

1x	Lantern
1x	Blanket
1x	Ring, Gold

1x	Arcane Potion Carafe
1x	Kinstarchel Secret
1x	Telescope
1x	Parchment
1x	Candle
1x	Potion of Might

1x	Quill
1x	Charcoal pencils

The caster awakens up to **magic level** corpses within a radius of 10 meters. The zombies follow his command and stay alive for up to **Power** minutes.

Spell Casting	5 Charm
Arcana	
Power	1
Range	0
Shape	-
Actions	1

The caster decays to fine dust and can travel at 10 kilometers / hour in this form. Maximum he can keep in this form **Power** hours.

The caster has **magic level** wounds in this form, but can only be wounded by things that can harm a pile of bones.

Spell Casting	4 Deftness
Arcana	
Power	1
Range	0
Shape	-
Actions	1

Attitude: **20**

Grace: **0**

Rhodd'hrom - Dark God of Cursed Souls

Yadosia

- Charm +2
- Education +1
- Performance +2
- Heraldry +1

Black mage

- Spell points +5
- Max arcana +3
- Education +1
- Charm +1
- Magic Knowledge +1
- Intimidation +1
- Spell Casting +1

Magic Origin: Black Magic

Adventurer

- Rerolls +1
- Deftness +1
- Strength +1
- Orientation +2
- Investigation +1
- Hand to Hand Combat +1

Scribe

- Conscientiousness +1
- Education +1
- Communication +2
- Reading/Writing +2

Clerical

Religious: You are religious, believe in your deity and also actively defend your faith.

- Destiny dice +2
- Education +1
- Religion +3
- Communication +2

Hunt

- Endurance +1
- Shooting +2
- Zoology +1

Reading

- Conscientiousness +1
- Reading/Writing +2

Cult Membership

- Rerolls +1
- Destiny dice +1
- Bonus dice -2

Blood Magic

You may spend wounds instead of arcana to cast spells.

Due to the nature of blood magic, it is not possible to heal wounds with spells cast by blood magic.

- Spell points +5
- Magic Knowledge +1

Bookworm

- Strength -1
- Education +1
- Endurance -1
- Apprehension +1
- General Knowledge +1

Intimidating

- Charm -1
- Intimidation +2

Disgust

The character feels pronounced disgust for a particular subject and will stay away from it if possible.

Messenger of Death

The character attracts the mischief. If he enters a new region or society, he must roll a d6. If the roll shows a 5 or 6, a disaster, accident or similar happens.

Good behaviour

Etiquette +2

Necrology

Spell points +5
Magic Origin: Necrology

Masterful Fighter

Actions +1

Luck

The character may reroll up to 3 dice twice a session, or let a fellow character reroll the 3 dice.

Pickup Artist

Gives bonus dice for every throw that involves seduction in any form.

Interrogation

- Intimidation +1
- Empathy +1
- Interrogation +2

Vampire

Vampire: You are undead. This fact causes you to crumble into a pile of dust when you die. A drop of blood can always revive you. Staying in direct sunlight makes you take one direct wound per hour. If you have a deity, you can perform the actions of a priest and ask for their grace.

- Max health +2
- Ancient Relics +2