

TRAITS

IDENTITY

O Traidor do Clã

THEME

Pertencimento

ORIGIN

Planeta Flan

BONDS	1	Corvuti	☒ Admiration	☐ Loyalty	☐ Affection	4	☐ Admiration	☐ Loyalty	☐ Affection
			☐ Inferiority	☒ Mistrust	☐ Hatred		☐ Inferiority	☐ Mistrust	☐ Hatred
	2		☐ Admiration	☐ Loyalty	☐ Affection		☐ Admiration	☐ Loyalty	☐ Affection
			☐ Inferiority	☐ Mistrust	☐ Hatred	5	☐ Inferiority	☐ Mistrust	☐ Hatred
	3		☐ Admiration	☐ Loyalty	☐ Affection	6	☐ Admiration	☐ Loyalty	☐ Affection
			☐ Inferiority	☐ Mistrust	☐ Hatred		☐ Inferiority	☐ Mistrust	☐ Hatred

FABULA POINTS

3

+1 Fabula Point if you have none at the start of a session.

+1 Fabula Point when a Villain makes an entrance.

+1 Fabula Point when you fumble a Check.

+2 Fabula Points if you surrender at zero HP.

◆ Spend 1 Fabula Point after performing a Check to invoke a trait to reroll one or both dice (not on a fumble).

◆ Spend 1 Fabula Point after performing a Check to invoke a bond and add its strength to the result (once per Check).

◆ Spend 1 Fabula Point to alter the story. If you alter an existing element, you need permission from whoever introduced it.

EXPERIENCE POINTS

At the end of each session, you automatically gain 5 XP. Then:

◆ Gain XP equal to [Fabula Points spent by the group ÷ number of Player Characters].

◆ Gain XP equal to [Ultima Points spent by Villains].

Finally, if you have 10 or more XP, lose 10 XP and gain 1 level.

INITIATIVE MODIFIER:

-2

DEFENSE:

7

MAGIC DEFENSE:

12

EQUIPMENT		May equip:	☐ Martial Armor	☐ Martial Shields	☐ Martial Melee Weapons	☐ Martial Ranged Weapons
EQUIPPED ITEM		DESCRIPTION				
ACCESSORY						
ARMOR	Vestes do Sábio	Defesa: dex + 1/ Defesa mágica: int + 2 / Initiative -2				
MAIN HAND	Cajado	Arcana, [Von + Von], [RA + 6] Físico				
OFF-HAND						

BACKPACK & NOTES

Moto Harley Davidson (200z)

ZENIT

100

FABULA

ULTIMA

TTJ RPG

ATTRIBUTES & STATUS EFFECTS

	BASE	CURRENT	
DEXTERITY		☐ SLOW	☐ ENRAGED
INSIGHT		☐ DAZED	
MIGHT		☐ WEAK	☐ POISONED
WILLPOWER		☐ SHAKEN	

HIT POINTS, MIND POINTS, INVENTORY POINTS

	MAX	CURRENT
HP	(MIG x 5) + LEVEL + OTHER	CRISIS
MP	(WLP x 5) + LEVEL + OTHER	
IP	6 + OTHER	

CHARACTER LEVEL

CLASS / LEVEL

FREE BENEFITS

SKILL INFORMATION

CLASS / LEVEL

FREE BENEFITS

SKILL INFORMATION

CLASS / LEVEL

FREE BENEFITS

SKILL INFORMATION

OTHER CLASSES

Keep track of additional class information here. Remember, you can only have **up to 3 non-mastered classes**.

CLASS / LEVEL	Arcanista 2	FREE BENEFITS	MP + 5
SKILL INFORMATION			
Vincular & Invocar 1			
Você pode vincular um Arcano à sua alma e invocá-lo posteriormente. O Mestre do Jogo informará os detalhes de cada processo de vinculação quando você encontrar o Arcano pela primeira vez. Você pode usar uma ação e gastar 40 Pontos de Mente para invocar um Arcano que tenha vinculado: os detalhes desse processo estão explicados na próxima página. Se você adquirir esta Habilidade na criação do personagem, começará o jogo com um Arcano de sua escolha já vinculado a você, escolhido da lista nas próximas páginas. Fora isso, só poderá obter novos Arcanos por meio de exploração e progresso na história.			
CLASS / LEVEL	Entropista 5	FREE BENEFITS	MP + 5 / Rituais de Ritualismo
SKILL INFORMATION			
Magia Entrópica 4			
CLASS / LEVEL		FREE BENEFITS	
SKILL INFORMATION			
CLASS / LEVEL		FREE BENEFITS	
SKILL INFORMATION			

HEROIC SKILLS

ARCANA & SPELLS

Keep track of any **spells** you have learned, as well as any **Arcana** you have bound, here.

NAME	MP	TARGETS	DURATION

RITUALS

Disciplines: ☐ Arcanism ☐ Chimerism ☐ Elementalism ☐ Entropism ☐ Ritualism ☐ Spiritism



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