

# Aevumancer

Over Hills, Under Trees

Party \_\_\_\_\_

Name \_\_\_\_\_ Alias \_\_\_\_\_

Appearance \_\_\_\_\_

Ancestry \_\_\_\_\_ Background \_\_\_\_\_

Vice \_\_\_\_\_

**Stress** ○○○○○○○○○○ **Trauma** ○○○○  
COLD — HAUNTED — OBSESSED — PARANOID  
RECKLESS — SOFT — UNSTABLE — VICIOUS

Harm		Armor Uses
3	NEED HELP	Armor ○
2	-1D	Heavy ○
1	LESS EFFECT	Special ○

Experience & Multidisciplinary Special Abilities \_\_\_\_\_

Notes \_\_\_\_\_

## Playbook Special Abilities

- **Simultaneity (S)**: You can spend **2 stress** to be at two places at the same time temporarily.
- **Borrowed Time**: You may expend your **special armor** to resist a consequence that would tick up a progress clock or cause harm.
- **Change Outcome**: You can spend **2 stress** to adjust the dice outcome of any roll by 1 or 2 (up or down).
- **Alternate Reality (S)**: You can spend **2 stress** to temporarily replace a playbook special ability you have with a different playbook special ability.
- **Convergence (S)**: You can **push yourself** to temporarily do one of the following: *confuse a number creatures equal to 1 + the spell's Tier-make a single creature believe a falsity or disbelieve a truth.*
- **Time Dialation (S)**: You can **push yourself** to apply one of the following to a number of creatures equal to 1 + the spell's **Tier** for up to a minute: *quicken their reactions giving their defensive actions +1 effect-slow their reactions giving offensive actions against them +1 effect*
- **Temporal Shift (S)**: You can **push yourself** to temporarily age or de-age an object, increasing or decreasing its **quality** by 1.
- ○ ○ **Experienced**: Pick an Experience special ability.
- ○ ○ **Multidisciplinary**: Pick a special ability from another character playbook.

## Friends & Rivals

- △▽ Lyrum, a philosopher
- △▽ Telpak, an inventor
- △▽ Berend, a politician
- △▽ Aal, a horologist
- △▽ Rindawar, a recluse
- △▽ \_\_\_\_\_

## Items

- *Personal anchor* [☑]
- *Spell scroll* [☑]
- Divination implements [☑]
- Bag of preparation [☑]
- *Potency potion* [☑]
- \_\_\_\_\_

XP ○○○○○○○○

- Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- You addressed a challenge by bending reality or manipulating time.
  - You expressed your beliefs, drives, ancestry, or background.
  - You struggled with issues from your vice or traumas during the session.

## Teamwork

- Assist** a party member
- Lead a **group action**
- Protect** a party member
- Set up** a party member

## Planning & Load

- Choose a plan, provide the **detail**. Choose your **load** limit for the operation.
- Assault**: Point of attack      **Magic**: Arcane power
  - Deception**: Method              **Social**: Connection
  - Stealth**: Entry point              **Transport**: Route

Stash □□□□□□□□  
10 10 10 10

Coin □□□□□

Insight □□□□□

- ○ ○ ○ HUNT
- ○ ○ ○ STUDY
- ○ ○ ○ SURVEY
- ○ ○ ○ TINKER

Prowess □□□□□

- ○ ○ ○ FINESSE
- ○ ○ ○ PROWL
- ○ ○ ○ SKIRMISH
- ○ ○ ○ WRECK

Resolve □□□□□

- ○ ○ ○ ATTUNE
- ○ ○ ○ COMMAND
- ○ ○ ○ CONSORT
- ○ ○ ○ SWAY

Load □ L (3) □ N (5) □ H (6)

## Standard Items

- ○ Light weapons [☑]
- ○ Heavy weapon [☑]
- Throwing weapons [☑]
- ○ Armor [☑]
- + ○ ○ ○ Heavy [☑]
- Burglary gear [☑]
- ○ Climbing gear [☑]
- Adventuring gear [☑]
- Documents [☑]
- Alchemical supplies [☑]
- Subterfuge supplies [☑]
- Healing supplies [☑]
- ○ Alchemical or magical items [☑]
- Tinkering tools [☑]
- Torch [☑]
- \_\_\_\_\_
- \_\_\_\_\_