

NAME

BACKGROUND 1 — select background —

BACKGROUND 2 — select background —

DEFENSES

HEALTH ○○○ ○○○

LIGHT ARMOUR

AC **10**

FATIGUE □□□□ 1 Tired · 2 Exhausted · 3 Depleted · 4 Out

ATTRIBUTES

XP □□□□□

MIGHT	AGILITY	WITS	SPIRIT
−1	0	+2	+1

ACTIONS

	PROFICIENCY	ADVANCE
COMBAT		
Melee — strike · grapple · shove · trip · disarm · smash	○○○	□□□□□
Ranged — shoot · throw · aim · suppress · pin	○○○	□□□□□
Finesse — dodge · parry · pass through · escape · pick · disarm traps	○○○	□□□□□
KNOWLEDGE		
Lore — recall · interpret · decipher · survey	■ ○○○	□□□□□
Investigate — search · examine · inspect · deduce	○○○	□□□□□
Aevum — sense · study · activate · manipulate	■ ○○○	□□□□□
EXPLORATION		
Navigate — route · chart · orient · plan travel	○○○	□□□□□
Traverse — climb · leap · swim · balance · squeeze	○○○	□□□□□
Survive — track · forage · shelter · endure	○○○	□□□□□
SOCIAL		
Persuade — reason · bargain · appeal · win over	■ ○○○	□□□□□
Deceive — lie · bluff · disguise · misdirect	○○○	□□□□□
Command — lead · rally · order · intimidate	○○○	□□□□□

ABILITIES

TIER I

- □ **Aevic Sense** — Ask whether Aevic activity is nearby; receive an impression. No roll or cost.
- □ **Circuit Breaker** — One action; touch device or active Form. Aevum check interrupts it for one round.
- □ **Rapid Recharge** — Once per exploration, spend one action to recover 1d3 Aevum, up to capacity.
- □ **Applied Knowledge** — Once per exploration, use your Lore proficiency dice for another appropriate action.
- □ **Battle Attunement** — Ten-minute Breather: party each gains +1 to one roll in the anticipated combat.

TIER II

- □ **Tinkerer / Artificer** — *Create or repair simple Aevic devices.*
- □ **Heightened Reservoir** — *Increase total reservoir capacity.*
- □ **Multidisciplined** — another playbook's Tier I ability (uses a Tier II pick): ability / playbook

TIER III

- □ **Adaptable** — Once per Form activation, substitute 1 Aether for 1 Earth or 1 Water at a 1:1 cost.

AEVUM RESERVOIR

5 SHARED SLOTS — 0 / 5 ready

○ ○ ○ ○ ○

Earth · Water · Aether · Spent · Clear all

E 0 · W 0 · A 0 · spent 0

TREASURE

AP	EAP	WAP	AAP	Bits

WEAPONS & ARMOUR

EQUIPMENT

B I N A R Y · A E V I C S

AEVIC FORMS

AEVIC TARGETING: Forms have no touch or distance limit. Choose a target you can see anywhere on the battlefield. Reviving someone is a separate natural ability and requires adjacency.

PROTECTION & RESTORATION

HEAL — 1W

Restore **2d3 Health** to a living target. May restore a living creature at 0 Health in the same activation.

WARD — ?

Create a protective Aevic barrier granting **+1 AC for 3 rounds**.

FORTIFY — 1E

Grant a target **1d3 temporary Health**. Temporary Health from Fortify can stack.

REPULSION FIELD — XX

Project a repulsive Aevic force that physically pushes a creature or object away by 1 hex for each Aevic pearl expended.

ENERGY & CONTROL

AEVUM BLAST — 1X

Project Aevic energy at a target. Make a spell attack against AC; on a hit, deal **1d6 damage**.

GRASP — 1X

Manipulate or retrieve an unattended object at a distance.

BIND — 1X

Hold a creature in place for one round; it can still act.

PULSE — 1X

Burst of force pushes a nearby creature or object.

UTILITY & MANIPULATION

LIGHT PEARL — 1A

Hovering physical pearl, torch-equivalent light. Move it within reach; dismiss/remanifest during the same exploration at no extra cost. Expires after one exploration.

VEIL — 1A

Briefly obscure a person or small area.

WHISPER — 1A

Send a short silent message to someone you can see.

SHAPE — XX

Choose and expend Aevic pearls in any combination; describe the intended effect. The GM adjudicates what is possible and its scale.

COST: E Earth · W Water · A Aether · X any humour · XX variable expenditure, GM adjudicates.