

THE CHARACTER

CHARACTER NAME	PLAYER	HERITAGE	LIFESTYLE
BACKGROUND	PROFESSION	CLASS	MOTIVATION
HINDRANCE	SETTING	NARRATOR	NEMESIS CYCLE / SESSION

CHARACTERISTICS

	BASE	STATUS	CURRENT	DEFENSE
Physicality				
Dexterity				
Mentality				
Soul				
Influence				
Affluence				
Edge				

Current = Base + Status. A Defense Pool adds to an attacker's Challenge Level and never reduces damage. Edge has no skills of its own: it stands in for another characteristic and rolls that characteristic's skill.

STATUS · MAXIMUM EQUALS THE CHARACTERISTIC

Vitality (Physicality)

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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TYPE

Reflex (Dexterity)

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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TYPE

Sanity (Mentality)

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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TYPE

Corruption (Soul)

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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TYPE

Social (Influence)

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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TYPE

Affect (Affluence)

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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TYPE

Healing raises a negative status only to zero. Reaching the floor reduces the characteristic to zero and inflicts an injury on the matching table.

INJURIES AND CONDITIONS

Five injury tables: Vitality covers both Physicality and Dexterity.

RESOURCES

Clues	the why and the how	
Leads	the where and the who	
Acumen	buys skill ranks and mundane talents	
Essence	buys manifestations and magical talents	

Clues and Leads are spent against Location Difficulty. Essence is awarded at the start of each away phase for playing your motivation. Raw Materials are tracked in the loadout, not here.

THE CORE CHECK

Characteristic + Skill Die – Fate Die
≥ Challenge Level

Equal to the Challenge Level is a success.
Below 1 after modifiers is a Bane.
Double the Challenge Level or more is a Boon.

RANKS IN SKILL

RANK	SKILL DIE	TAGS
Untrained	D4	0
Rank 1	D6	1
Rank 2	D8	2
Rank 3	D10	3
Rank 4	D12	4
Rank 5	2D8	5
Rank 6	D20	6
Rank 7	D20 + D4	7

One tag may be invoked per rank of the skill.

RANKS IN FATE

¹ D4	² D6	³ D8	⁴ D10	⁵ D12	⁶ 2D8	⁷ D20
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CHALLENGE LEVEL

1–2	No roll unless stakes demand
3–5	Common (LD 3)
6–8	Uncommon (LD 6)
9–11	Rare (LD 9)
12–14	Epic (LD 12)
15–17	Artifact (LD 15)
18–20	Legendary (LD 18)
21–24	Mythical (LD 21)
25–30	Gods and broken seals

TURN ORDER

Superhuman
Fast
Normal
Slow
Delayed

Declare, then resolve by speed bracket.



Seven skills to each characteristic. Edge has none of its own. An untrained skill is rolled at D4 and grants no tags. Tags invoked on a check may never exceed the rank of the skill used.

Untrained D4 · 1 D6 · 2 D8 · 3 D10 · 4 D12 · 5 2D8 · 6 D20 · 7 D20+D4

PHYSICALITY

	RANK	DIE	TAGS
Brawling			
Melee			
Withstand			
Athletics			
Endurance			
Resilience			
Lore: Martial			

DEXTERITY

	RANK	DIE	TAGS
Stealth			
Marksmanship			
Thievery			
Driving			
Dodge			
Acrobatics			
Lore: Survival			

MENTALITY

	RANK	DIE	TAGS
Tracking			
Education			
Research			
Cunning			
Concentration			
Investigation			
Lore: Scholar			

SOUL

	RANK	DIE	TAGS
Willpower			
Discipline			
Occult			
Religion			
Intuition			
Observation			
Lore: Forbidden			

INFLUENCE

	RANK	DIE	TAGS
Charm			
Deception			
Leadership			
Performance			
Intimidation			
Manipulation			
Lore: Social			

AFFLUENCE

	RANK	DIE	TAGS
Negotiation			
Crafting			
Assessment			
Streetwise			
Bribe			
Purchase			
Lore: Business			

SKILL NOTES · DEFENSES, SPECIALTIES, NARRATOR RULINGS

Common defenses: Dodge against physical attacks (Acrobatics where a talent allows it), Withstand to absorb, Concentration against mental damage, Willpower against threats to the soul, Discipline against compulsion, Manipulation and Intuition against social attacks.

MANIFESTATIONS

	RANK	DIE	TACS
Evocation			
Enchantment			
Translocation			
Bastion			
Divination			
Transformation			
Conjuration			
Restoration			
Degradation			
Summoning			

Soul cost: 1 base, 2 with three to five tags, 3 with six or seven. Affinity is chosen on each cast. Essence buys manifestation ranks: a mentor halves the cost.

AFFINITY

- | | | |
|-----------------------------------|----------------------------------|------------------------------------|
| ☐ Earth | ☐ Wind | ☐ Water |
| ☐ Fire | ☐ Light | ☐ Shadow |
| ☐ Dream | ☐ Psionic | ☐ Celestial |
| ☐ Infernal | ☐ Blood | ☐ Death |
| ☐ Life | ☐ Space | ☐ Time |
| ☐ Chaos | ☐ Void | |

WEAKNESS

Every affinity except Blood is opposed by one other, and Blood is never resisted by an opposing affinity. Against a stated weakness, the defense Challenge Level drops by one and one extra point of status damage lands.

CANTRIPS, WARDS, CHARMS AND RITUALS

WARDS HELD

CHARMS CARRIED

CANTRIPS

RITUALS KNOWN

A character carries no more Charms at one time than their ranks in the manifestation stored.

SPELLS IN PLAY

SPELL	MANIFESTATION	SOUL

TALENTS

[illegible]

A talent grants an ability or access to a tag, and that tag is unlocked only on the skill its tree belongs to. Talents are bought in printed order and cost their position in the tree: acumen for mundane, essence for magical.

TRAITS

Astral · Chaotic · Divine · Elemental · Infernal · Otherworldly · Physical

HINDRANCE IN PLAY

DOWNTIME AND AWAY PHASE

DOWNTIME ACTIONS · THE NARRATOR SETS HOW MANY

- ☐ Rest and Recover
- ☐ Work Your Profession
- ☐ Train or Study
- ☐ Craft
- ☐ Repair
- ☐ Purchase
- ☐ Seek Information
- ☐ Trigger an NPC Bond

Resupply costs no action: every Inventory Wildcard is replenished during downtime.

AWAY PHASE · ONE ACTIVITY, PLUS THE FREE ACTIONS

- ☐ Flashback
- ☐ Side Scene, including crafting
- ☐ Work Profession

Free: Spend Acumen

Free: Spend Essence

Free: Trigger one NPC Bond

EQUIPPED					
SLOT	ITEM	RAR.	INHERENT PROPERTY	QUALITY SLOTS	MAGICAL SLOTS
Attire					
Weapon					
Storage					
Accessory					
Jewelry					
Vehicle / Mount					

Rarity sets the number of quality and magical slots, one of each per rank. An inherent property occupies no slot and is the last thing sundered. A Trench Coat or Ghillie Suit sits in the Attire slot and still grants its wildcards. An empty Vehicle slot grants one wildcard.

INVENTORY WILDCARDS			
TOTAL	DECLARED	SPENT	FREE
DECLARED ITEMS			

Spent wildcards replenish at a home, a safe house, a cache or in downtime. Unwieldy items are never drawn from a wildcard. Raw Materials hold a wildcard each and do not replenish.

INCIDENTALS · NO SLOT, NO WILDCARD

BONDS
NPC BONDS
PC BONDS

COMPANIONS		
NAME	RARITY	TRAIT

Every characteristic equals its rarity. Fate one across the board. It leaves play when two stand at zero. One plus your ranks in Leadership may be active; a companion from a class or a trait does not count.

HOME AND LOCATIONS		
LOCATION	RARITY	TAGS

NEMESIS	
NAME	
PRIMARY	DIFFICULTY
CYCLE	
Introduction 1–3. Buildup 4–6. Confrontation 7–9.	
ALLIES LOST / GAINED	

DRUID

Earth to begin with. The trials open the rest.

CHARACTER NAME

PLAYER

AFFINITIES IN PLAY

CLASS POSSESSIONS

Adder Stone Shard Necklace

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Rare jewelry with the Silver inherent tag and the Foci [Translocation] magical tag. Once per session it opens a gate to Otherworld, wide enough for the group, which fades after one round.

IN PLAY

Druid Staff

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Begins as a common weapon with the Long inherent tag and the Indestructible magical tag. Its rarity rises by one with every trial passed.

IN PLAY

Sacred Grove

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A rare Forest location with the Hidden inherent tag. It is the sanctuary, and it is where the trials are fought.

IN PLAY

GATE USED THIS SESSION

☐

THE TRIALS · ONE AFFINITY, ONE GUARDIAN, FOUGHT ALONE

☐ Fire

☐ Wind

☐ Water

☐ Shadow

☐ Light

In place of a nemesis, challenge the primordial guardian of a plane you do not hold. The trial is fought at the grove when the nemesis cycle concludes, and the Druid fights alone. Win and the affinity is yours. Lose and that plane is barred until you claim authority over another.

EARTH held from the start

ADVANCEMENT

MENTOR BOND

Mentored: essence equal to the rank. Unmentored: double.

BONUS ESSENCE THIS AWAY PHASE · THREE AT MOST

☐

☐

☐

One extra essence for each new sacred grove found, each passage of Ogham translated and each new Otherworld location explored, to a maximum of three in any away phase. Light of Awen adds the Banish tag to your spells.

NOTES

WIZARD

Space and Time to begin with. The rest is timing.

CHARACTER NAME

PLAYER

AFFINITIES IN PLAY

CLASS POSSESSIONS

Wizard's Wand

CUR EALM

Begins as a common item with the Ballistic inherent tag and the Foci [Evocation] magical tag. In an away phase, raise its rarity by one at a permanent cost of Edge equal to the rank gained. Once per nemesis cycle, to a maximum of mythical, and never below an Edge of one.

IN PLAY

Wizard's Enclave

CUR EALM

A rare location with the Sanctum inherent tag and the Magic Mirror tag. Through the mirrors you confer with mentors regardless of time or space, living or not yet born.

IN PLAY

EDGE SPENT ON THE WAND

RAISED THIS CYCLE

SHIFTING STARS · ROLL A D12 AT THE START OF EACH DAY

TODAY'S SIGN

- 1 Aries

Add your Edge to Dexterity for all tests.
- 2 Taurus

Use Edge when casting Bastion.
- 3 Gemini

Cast the same spell twice each turn. Pay both costs.
- 4 Cancer

All Evocation gains the Vampiric magical tag.
- 5 Leo

All Evocation gains Destructive, using no tag slot.
- 6 Virgo

Re-roll Evocation skill dice, once, outside the usual limit.
- 7 Libra

Transformation costs no Soul.
- 8 Scorpio

Cast Degradation two ranks higher than you can.
- 9 Sagittarius

Treat the Wand's inherent tag as Sniper.
- 10 Capricorn

Add the Riposte tag to all Bastion spells.
- 11 Aquarius

Downgrade fate dice on offensive spells by your Edge, minimum 1.
- 12 Pisces

Cast Enchantment two ranks higher, and add Phantom free, damage becomes Mentality.

Talents and traits exist that bend this roll, which is how a wizard comes to choose their moment.

NOTES

WITCH

Shadow, and one of Fire, Wind, Water or Earth. Alchemy from the start.

CHARACTER NAME

PLAYER

AFFINITIES IN PLAY

CLASS POSSESSIONS

Book of Shadows

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Begins as a common tome accessory with the Throwing inherent tag and the Foci [Bastion] magical tag. Its rarity rises by one for every nemesis defeated. Once it is mythical, raise the familiar instead.

IN PLAY

Familiar

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A rare animal companion carrying the Familiar magical tag. It lets you spend Edge in place of Soul to cast. Edge spent this way returns at the next downtime and is never a permanent loss.

IN PLAY

The Coven

Named by you and held as an NPC bond. In downtime it convenes and casts a blessing at ranks equal to your manifestation, at no Soul cost to you, lasting until the next downtime. Never a communal offensive spell: Harm Ye None.

IN PLAY

EDGE SPENT THIS SESSION · NO MORE THAN YOUR EDGE

BLESSING TAKEN THIS DOWNTIME

The Coven mentors every manifestation except Evocation and Degradation.

MOON PHASES · ONE STEP EACH SESSION, EIGHT SESSIONS TO THE CYCLE

PHASE IN PLAY

☐ New Moon

Two ranks in Enchantment.

☐ Waxing Crescent

Two ranks in Divination.

☐ First Quarter

Two ranks in Translocation.

☐ Waxing Gibbous

Downgrade fate dice two ranks on manifestation checks.

☐ Full Moon

Two ranks in Transformation.

☐ Waning Gibbous

Two ranks in Conjuraton.

☐ Last Quarter

Two ranks in Bastion.

☐ Waning Crescent

Two ranks in Restoration.

NOTES

SHAMAN

One affinity from Dream, Celestial, Life or Death.

CHARACTER NAME

PLAYER

AFFINITIES IN PLAY

CLASS POSSESSIONS

Spirit Animal

A common animal companion with the Sensory-Link and Ethereal Form magical tags. It shares sight, sound and scent at any distance, and it moves through what is solid. It gains a rank for each nemesis defeated, to a maximum of mythical.

IN PLAY

CUR EALM

Totem Weapon

Begins as a common weapon and rises one rank of rarity with every nemesis cycle completed. Its form and its tags follow your affinity, below.

IN PLAY

CUR EALM

Sanctuary

Grants a location the Safe Haven tag for the session, with no need of an item bearing the Sanctuary magical tag. What it looks like, and what it does for a sleeper, follows your affinity.

IN PLAY

SANCTUARY RAISED THIS SESSION

☐

LOCATION WARDED

AFFINITY, TOTEM AND SANCTUARY

- ☐ **Life** Staff. Long inherent tag, Restorative magical tag. A sleeper heals one Physicality or Dexterity injury on waking in a Life sanctuary.
- ☐ **Death** Veil Reaper, a tribal spear. Counter inherent tag, Soul Drain magical tag. In downtime, commune with the dead in a Death sanctuary as a rank five Divination.
- ☐ **Dream** Mirage Blade, a tribal sword. Fast inherent tag, Phantom magical tag. A sleeper heals one Mentality injury on waking in a Dream sanctuary.
- ☐ **Celestial** Starlight sword. Parry inherent tag, Banish magical tag. A sleeper heals one corruption on waking in a Celestial sanctuary.
- The totem rises free, one rank for each nemesis cycle. The sanctuary lasts the session.

NOTES

WARLOCK

Blood and Infernal. The power is borrowed and the lender collects.

CHARACTER NAME

PLAYER

AFFINITIES IN PLAY

CLASS POSSESSIONS

Demon Mark

CURLEAM

Begins as a common tattoo accessory with the Defensive magical tag. Its rarity rises every time you complete your patron's desire, to a maximum of mythical.

IN PLAY

Infernal Rites

Once in each away phase, raise the rarity of one belonging by a rank. The cost is Edge equal to the rank acquired, and that Edge is gone for good.

IN PLAY

Hellgate

Once per session, two Soul. A door to the infernal realms that lasts until your next turn. It opens on the Barrens of Acheron unless you spend one more Soul for somewhere you have already been.

IN PLAY

rites used this away phase

hellgate used this session

edge spent on rites

PATRON AND MANDATES

PATRON	ACTIVE MANDATES · NEVER MORE THAN YOUR EDGE					
MANDATE	ROLLED	SEVERITY	DONE			

- Minor · one corruption6, 7, 12, 15, 17, 19
- Significant · two corruption1, 2, 3, 9, 10, 13, 16
- Grave · three corruption4, 5, 8, 11, 14, 18, 20

One Edge for each mandate completed, and no more than one Edge from mandates in any nemesis cycle. Abandon a mandate and the corruption lands at once, and no new mandate may be drawn until your next downtime. Commune in downtime for a lead or a roll on the table.

NOTES

VOODOO PRIEST OF THE LOA

Shadow, Blood and Death. A Bokor, or a Caplata.

CHARACTER NAME

PLAYER

AFFINITIES IN PLAY

CLASS POSSESSIONS

Hex Bag

CURALM

Begins as a common accessory with the Ward inherent tag and the Foci [Degradation] magical tag. It carries your Degradation spells without spending your own Soul. Its rarity rises with each Loa whose favor you gain.

IN PLAY

Servant

CURALM

A common minion with the Mindless inherent tag and the Undead magical tag. Its rarity equals your ranks in Summoning. Destroyed, it is replaced with a downtime action, or in the action phase where there is a fresh corpse.

IN PLAY

My Word Is Bond

A pact sealed by the spoken word. Break it and the Cursed condition follows, removable only by making amends to the holder of the pact. It begins at rank one, and once the Hex Bag is mythical each further Loa adds a rank instead.

IN PLAY

CURSE RANK

PACTS HELD

FAVOR OF THE LOA · EACH ONE RAISES THE HEX BAG BY A RANK

LOA	NEMESIS CHARACTERISTIC	LOA	NEMESIS CHARACTERISTIC
☐ Baron Samedi	Soul	☐ Papa Legba	Physicality
☐ Erzulie Freda	Influence	☐ Ogun	Dexterity
☐ Maman Brigitte	Soul	☐ Ghede Nibo	Mentality
☐ Simbi	Affluence	☐ Gran Ibo	Dexterity

When declaring a nemesis you may name the champion of a Loa. The favor is rarely won by force: the challenge is tied to a place and to a price.

NOTES

Mistfall: Armageddon | Character Sheet | built from Core Rulebook V10.0

Page 10 of 11 · 7th Reality Games, LLC

VESSEL

Human heritage only. No magic of your own, and a primordial at your shoulder.

CHARACTER NAME

PLAYER

AFFINITIES IN PLAY

THE GHOST

Primordial Ghost

CUR EALM

A common companion with the Sentient inherent tag and the Ethereal magical tag. On defeating a nemesis you may forgo the Edge and raise its rarity by one instead, to a maximum of mythical. Unmerged it acts as a companion of its own.

IN PLAY

GHOST

HYBRID ENCOUNTERS USED · ONE PER RANK BETWEEN DOWNTIMES

SPIRIT FORM AND VESSEL FORM

☐ Tide · Water

Spirit: affinity to Water, moves through objects, regenerates one point in every characteristic for each turn submerged, in an ocean or in a glass.
Merged: Teeth and Webbed Fins traits, Gifted [Tracking], the Water affinity, immunity to Water damage and effects. Dexterity and Soul rise by ranks in Tide.

☐ Willow · Wind

Spirit: affinity to Wind, moves through objects, regenerates one point in every characteristic for each turn spent in the skies.
Merged: Wings and Talons traits, Gifted [Observation], the Wind affinity, immunity to Wind damage and effects. Dexterity and Soul rise by ranks in Willow.

☐ Atlas · Earth

Spirit: affinity to Earth, moves through objects, regenerates one point in every characteristic for each turn spent in the earth.
Merged: Carapace and Cold Blooded traits, Gifted [Willpower], the Earth affinity, immunity to Earth damage and effects. Physicality and Soul rise by ranks in Atlas.

Choose one of the three ghosts above. Brick, the ghost of fire that Amber carries, belongs to the history of the Baku-verse and is not a player option.

MERGED FORM · WHAT CHANGES WHILE YOU ARE ONE BEING

NOTES