EMBERWATCH
Tabletop Roleplaying Game

Character _____

Species _____

Player _____

Instincts

PERSEVERANCE ⬡   KINSHIP ⬡   ⬡ INFLUENCE   ⬡ PROTECTION

CURIOSITY ⬡   ⬡   ⬡ INNOVATION

AGGRESSION

- Agility
- Arcana
- Awareness
- Burglary
- Craft

Keep   Ranks

- Deception
- Fortitude
- History
- Insight
- Intimidation

- Science
- Sneak
- Technology
- Wildcraft
- Willpower

- Investigation
- Medicine
- Might
- Performance
- Persuasion

Combat

Melee ○○○○○○
Ranged ○○○○○○
Magical ○○○○○○

○○○○○○ Brawling
○○○○○○ Thrown

Size _____ Speed _____ Footprint _____

Weapon _____ Damage _____ Keep _____
Description:

Weapon _____ Damage _____ Keep _____
Description:

Weapon _____ Damage _____ Keep _____
Description:

Hit Points

Max:	Current:

(Fortitude + Level)x5

Soak

Max: _____
Fortitude + Armor

○○○○○ ○○○○○
○○○○○ ○○○○○
○○○○○ ○○○○○
○○○○○ ○○○○○

Armor

_____

Resistance

Arcane ○○○○○○
Elemental ○○○○○○
Nature ○○○○○○
Physical ○○○○○○
Shadow ○○○○○○

Equipment

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Resources ○○○○○○
Keep 4

Talents

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

Level _____

Total XP _____

Current XP _____

Level Up:
+2 Talents
+1 Instinct

XP Costs:

Core Skill - NR x2	Keep 3 to 4 - 15 xp
Martial Skill - NR x3	Keep 4 to 5 - 20 xp
Magic Skill - NR x3	Keep 5 to 6 - 25 xp

Spell Component - 15 xp

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Magic

Potenth
- ● Physical
- ○ Shadow
- ○

Infuses targets with strengthening or weakening magic. Potenth works from within, enhancing or disrupting muscles, senses, or structure—impacting both bodies and objects on a fundamental level.

Primacy
- ● Elemental
- ○ Arcane
- ○

Channels pure, chaotic magic in its rawest form. Whether blasting with elemental force or shielding allies with primal energy, Primacy is magic unrefined and devastatingly powerful.

Soulsong
- ● Nature
- ○ Shadow
- ○

Manipulates life force and spirit—used to heal, connect, or harm. Soulsong touches the essence of living beings, communing with the dead or reshaping vitality through will and intention.

Sublimancy
- ● Arcane
- ○ Nature
- ○

Transforms the physical essence of matter. Sublimancy reshapes objects, terrain, or beings permanently—mending, creating, or destroying by rewriting what something is at its core.

Veilcraft
- ● Shadow
- ○ Arcane
- ○

Bends perception, emotion, and reality. Masters of Veilcraft obscure, reveal, and reshape what's seen or known—crafting illusions, warping time and space, and unearthing hidden truths.

2nd Damage Type Unlocks at Rank 4

Effects

Effect		Description
Bind ○		Cost: 3 - Restrict a creature's movement or slow them down.
Blast ○		Cost: 3 - Strike a target with raw elemental or arcane energy.
Conjure ○		Cost: 4 - Create a temporary, usable item out of pure magic.
Dispel ○		Cost: 3 - End or suppress an ongoing magical effect.
Expose ○		Cost: 2 - Weaken a target, making them take extra damage from all attacks.
Force ○		Cost; 2 - Push, pull, or shift an object or creature with magical momentum.
Heal ○		Cost: 4 - Restore health and vitality to a living creature.
Influence ○		Cost: 4 - Alter a creature's emotions, instincts, or mental state.
Mend ○		Cost: 2 - Repair a broken or damaged object.
Obscure ○		Cost: 4 - Hide a person, object, or area from sight or detection.
Reveal ○		Cost: 4 - Expose illusions, disguises, or anything hidden.
Sense ○		Cost: 3 - Detect hidden magic, spirits, emotions, or unseen forces.
Shape ○		Cost: 3 - Transform existing material into a new shape or structure.
Structure ○		Cost: 3 - Shape solid force or element into a barrier, platform, or structure.
Summon ○		Cost: 5 - Call forth a magical creature or spirit to assist you.
Temper ○		Cost: 2 - Strengthen or weaken an object's durability.
Transmute ○		Cost: 3 - Change one material into another without altering its form.
Vigor ○		Cost: 4 - Strengthen or weaken a creature's body or defenses.
Weave ○		Cost: 4 - Create convincing illusions or sensory distortions.

Known   Keep

Forms

Form		Description
Aura ○		Cost: 6 / 10 - A 5 ft or 10 ft radius field that moves with the caster.
Burst ○		Cost: 3 / 4 / 5 - An instant explosion in a 5 ft, 10 ft, or 15 ft radius.
Cascade ○		Cost: 6 - Jumps from the first target to up to two nearby targets.
Cone ○		Cost: 3 / 4 - A 15 ft or 30 ft cone radiating from the caster.
Line ○		Cost: 3 / 4 - A 20 ft or 40 ft line affecting all in its path.
Nova ○		Cost: 4 / 5 - A radial pulse centered on the caster.
Ray ○		Cost: 2 - A beam targeting one visible creature or object.
Self ○		Cost: 1 - Affects only the caster.
Shell ○		Cost: 4 - Encases a target in a magical layer.
Sigil ○		Cost: 3 - Stores the spell in a glyph triggered by chosen conditions.
Tether ○		Cost: 2+ - Creates a lasting magical link between caster and target(s).
Touch ○		Cost: 1 - Requires physical contact with the target.
Trail ○		Cost: 2 - Leaves a lingering path that applies effects over time.
Whisper ○		Cost: 2 - Sends a subtle sensation or message only the target perceives.
Zone ○		Cost: 4 / 5 - A stationary field affecting a 10 ft or 15 ft area.

Known

Ranges

Range		Description
Self ●		Cost: 1 - Affects only the caster.
Touch ●		Cost: 1 - Requires physical contact with the target.
Close ○		Cost: 3 - Within 0–30 feet.
Near ○		Cost: 4 - Within 31–60 feet.
Far ○		Cost: 5 – Within 61–120 feet.
Very Far ○		Cost: 6 - Within 121–200 feet.
Sight ○		Cost: 8 – Any target you can clearly see.
Remote ○		Cost: 10 – Known location, but not visible.
Unseen ○		Cost: 15 – Unknown location, guessed by magic.

Known

*Ranges must be taken in order.

1) Choose an Effect (what the spell does), a Form (how it manifests), and a Range (how far it reaches).

2) Set the Potency to control strength, duration, or damage.

3) Calculate Difficulty:
(Potency X Effect) + Form + Range.

Multi Effect:
(Potency X (Effect + Effect)) + Form + Range

4) Roll (Magic Skill + Foci Magic Rating) vs. the Difficulty.

5) On a success, the spell takes full effect. On a failure, the spell still activates but also has consequences.

6) Resolve the outcome. Apply the spell's effect based on your selected components.

My Spells

Name	Potency	Effect(s)	Form	Range	Difficulty	Skill	Notes