



STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Damage	Burden	Feature
Katana	Agility	Melee	d10+3 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Brass Knuckles	Strength	Melee	d8+1 phy	One-Handed	—
Scimitar	Presence	Melee	d8+1 phy	One-Handed	—
Twisted Dagger	Knowledge	Melee	d8 phy	One-Handed	Piercing: Damage dealt with this weapon treats the target's Major threshold as having a -2 penalty.
Whipsword	Finesse	Very Close	d8 phy	One-Handed	Versatile: This weapon can also be used with these statistics—Finesse, Melee, d10.
Rope Dart	Instinct	Close	d6+1 phy	Two-Handed	—

STARTING PRIMARY WEAPONS – MAGIC

Name	Trait	Range	Damage	Burden	Feature
Brightsword	Strength	Melee	d10+3 mag	Two-Handed	—
Shadowblade	Presence	Melee	d8 phy/mag	One-Handed	Otherworldly: On a successful attack, you can deal physical or magic damage.
Enchanted Chakram	Finesse	Close	d6+1 mag	One-Handed	Ricochet: When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Casting Dagger	Instinct	Close	d6 mag	One-Handed	Versatile: This weapon can also be used with these statistics—Instinct, Melee, d8.
Runelock Pistol	Knowledge	Far	d6+3 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Arcane Rifle	Agility	Very Far	d10+3 mag	Two-Handed	Aimed: Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.

STARTING SECONDARY WEAPONS

Name	Trait	Range	Damage	Burden	Feature
Hatchet	Agility	Melee	d8 phy	One-Handed	Follow-Up: On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Offhand Brass Knuckles	Strength	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Throwing Knives	Finesse	Melee	d8 phy	One-Handed	Stockpiled: You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Fighting Cloak	Presence	Melee	d4 phy	One-Handed	Padded: +2 to damage thresholds
Rune Shield	Knowledge	Melee	d4 mag	One-Handed	Protective: +1 to Armor Score
Focus Runes	Instinct	Very Close	d6 mag	One-Handed	Focused: +1 to primary weapon damage to targets within Very Close range

STARTING ARMOR

Name	Base Thresholds	Base Score	Feature
Mage Robes	4 / 10	2	Enchanted: Gain a bonus to your damage thresholds equal to your Spellcast trait.
Brigandine Armor	6 / 12	3	Lined: Mark a Stress to negate Minor damage.
Scale Mail Armor	7 / 14	3	Cumbersome: -1 to Finesse
Banded Armor	8 / 16	4	Bulky: -1 to Evasion; when you take Severe damage, you must mark a Stress.



DOMAIN

MULTICLASS FEATURE

CHARACTER SHEET

NOTES



When you multiclass, take one of the warlock foundation cards and place it into your loadout. Then choose one domain to expand into.



When leveling up, you can take domain cards from this domain at half your level or lower (rounded up).

PATRON'S PACT

You have committed yourself to a supernatural entity—such as a god, fae, or demon—in exchange for power. Write their name below, then work with your GM to determine their sphere of influence (such as Nature, Chaos, Wisdom, Mischief, Love, War, Justice, or Death). Before making an action roll that relates to your patron's sphere of influence, you can **spend a Favor** to call upon their aid, rolling your Patron Die and adding its result to the total. At level 5, your Patron Die is a **d8**.

PATRON'S NAME

SPHERE OF INFLUENCE

FAVOR ○ ○ ○ ○ ○ ○

You start with 3 Favor. You can use a downtime move to show tribute to your patron. Describe how and gain Favor equal to your Spellcast trait. Additionally, when you succeed on an action roll with Hope, you can choose to gain a Favor instead of a Hope.

NOTES

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When you multiclass, take one of the witch foundation cards and place it into your loadout. Then choose one domain to expand into.



When leveling up, you can take domain cards from this domain at half your level or lower (rounded up).

HEX

Mark a Stress to temporarily *Hex* a target within Far range. While *Hexed*, the target gains a penalty to their damage rolls and Difficulty equal to your tier. The maximum number of creatures you can *Hex* at one time is equal to your Spellcast trait.

COMMUNE

Once per long rest during a moment of calm, you can commune with an ancestor, a deity, a spirit, or an otherworldly being. Ask them a question, then roll a number of **d6s** equal to your Spellcast trait. Choose one of the results and reference the chart below for the effect.

Roll	Effect
1-3	You taste a flavor, smell a scent, or feel a sensation relevant to the answer.
4-5	You hear sounds or see a vision relevant to the answer.
6	You psychically experience a scene relevant to the answer as if you were there.

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. On the left side, there are several small, dark, V-shaped marks or indentations, suggesting the paper might be part of a bound notebook or folder. The overall appearance is that of a clean, unused piece of stationery.



When you multiclass, take one of the assassin foundation cards and place it into your loadout. Then choose one domain to expand into.



When leveling up, you can take domain cards from this domain at half your level or lower (rounded up).

MULTICLASS FEATURES

MARKED FOR DEATH

On a successful weapon attack, you can **mark a Stress** to make the target *Marked for Death*. When you deal damage to a target you've *Marked for Death*, add a number of **d4s** equal to your tier to the damage roll.

You can have only one adversary *Marked for Death* at a time. This condition lasts until you take a rest, the current adversary *Marked for Death* is defeated, or the GM spends a number of Fear equal to your tier to clear it.

GET IN & GET OUT

Spend a Hope to ask the GM for a quick or inconspicuous way into or out of a place you can see. The next roll you make that acts on this information has advantage.

NOTES

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CHARACTER SHEET

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