

NAME	PRONOUNS
HERITAGE	SUBCLASS

LEVEL

EVASION

Start at 12

ARMOR

AGILITY

Sprint
Leap
Maneuver

STRENGTH

Lift
Smash
Grapple

FINESSE

Control
Hide
Tinker

INSTINCT

Perceive
Sense
Navigate

PRESENCE

Charm
Perform
Deceive

KNOWLEDGE

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to utilize an experience or help an ally.

Deadly Determination: Spend 3 Hope to clear 2 Stress.

EXPERIENCE

GOLD

HANDFULS	BAGS	CHEST
----------	------	-------

CLASS FEATURE

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.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
------	---------------	--------------------

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
------	---------------	--------------------

FEATURE

ACTIVE ARMOR

NAME	BASE THRESHOLDS	BASE SCORE
------	-----------------	------------

FEATURE

INVENTORY

INVENTORY WEAPON

☐ PRIMARY
 ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
------	---------------	--------------------

FEATURE

INVENTORY WEAPON

☐ PRIMARY
 ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
------	---------------	--------------------

FEATURE

ASSASSIN

CHARACTER GUIDE

As an assassin, you blend expertise in stealth and a mastery over death, dealing fatal blows to the unwary with lethal accuracy.

SUGGESTED TRAITS

+2 Agility, -1 Strength, +1 Finesse,
+0 Instinct, +0 Presence, +1 Knowledge

SUGGESTED PRIMARY WEAPON

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.

SUGGESTED ARMOR

Brigandine Armor - Thresholds 6/12 - Score 3

Lined: Mark a Stress to negate Minor damage.

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies,
and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a list of names with several marked off **OR**
a rusted blade inscribed with
an insignia

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: finely tailored, hooded, incognito, padded for silence, sinister, weathered

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a butcher, a coiled viper, a hidden razor, a hunter, a judge, a merchant, an owl

BACKGROUND QUESTIONS

Answer any of the following background questions.
You can also create your own questions.

You once killed someone you were close to. What happened, and how did it change you?

What organization trained you in the art of killing, and how did you become a member?

Throughout your career, one target has eluded you. Who are they, and how have they slipped through your fingers?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

I've killed someone for you. Who were they?

How did you save me when I was on the brink of death? What have I promised you as repayment?

What secret about myself did I tell you, and how did it change your view of me?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- ☐ Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to.
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.





NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 10



ARMOR



AGILITY


Sprint
Leap
Maneuver

STRENGTH


Lift
Smash
Grapple

FINESSE


Control
Hide
Tinker

INSTINCT


Perceive
Sense
Navigate

PRESENCE


Charm
Perform
Deceive

KNOWLEDGE


Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

Mark 1 HP

MAJOR
DAMAGE

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to utilize an experience or help an ally.


Square Up: Spend 3 Hope to intimidate a target within Close range, making them temporarily *Vulnerable*.

EXPERIENCE

GOLD



HANDFULS



BAGS



CHEST

CLASS FEATURE

I AM THE WEAPON

Your barehanded attacks are as strong as any blade. You have a primary weapon called Brawler's Strike equipped while you have no other Active Weapons. It uses a trait of your choice, has Melee range, and deals **d8+d6** physical damage using your Proficiency (both the d8 and d6 scale off your Proficiency). While this weapon is active, you gain a +1 bonus to your Evasion.

COMBO STRIKE d4 d6 d8 d10

After rolling damage on a successful attack with a Melee weapon, you can **mark a Stress** to start a combo strike. When you do, roll your Combo Die and note the result, then continue rolling your Combo Die until the result of your latest roll is lower than the roll that preceded it. You deal extra damage equal to the total of all rolled Combo Die results on this attack. The results can't be modified by any means.

Your Combo Die starts as a **d4**. Once per tier, you can increase your Combo Die by one step as a level advancement option.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE



MARTIAL ARTIST

MARTIAL STANCES

Once per rest during a moment of calm, you can clear your mind and refocus your martial instincts. Clear your Focus track, then roll a number of **d6s** equal to your Instinct and gain Focus equal to the highest result rolled. You can hold a maximum of 6 Focus.

You can **spend a Focus** to shift into a known martial stance, gaining its effects until you take Severe damage, mark your last Hit Point, or shift into a different stance. Otherwise, you drop the stance and end its effects at the end of the scene.

FOCUS:

KNOWN TIER 1

- ☐ **Favored:** Gain a bonus to damage rolls equal to a trait of your choice.
- ☐ **Invigorating:** On a successful attack, roll a **d4**. On a result of 4, gain a Focus.
- ☐ **Quick:** When you make an attack, you can **spend a Focus** or **mark a Stress** to target another creature within range with that attack.
- ☐ **Reliable:** Gain a +1 bonus to your attack rolls.

KNOWN TIER 2

- ☐ **Aggressive:** Gain a -1 penalty to your Evasion. On a successful attack, roll an additional damage die and discard the lowest result.
- ☐ **Anchored:** Gain a +2 bonus to your damage thresholds. While in this stance, you can't be moved against your will.
- ☐ **Defensive:** Attack rolls targeting you from within Melee range have disadvantage unless the attacker marks a Stress to negate the disadvantage.
- ☐ **Otherworldly:** On a successful attack, you can deal physical or magic damage.

KNOWN TIER 3

- ☐ **Grappling:** On a successful attack within Melee range, you can **spend a Focus** or **mark a Stress** to temporarily *Restrain* the target or throw the target up to Close range.
- ☐ **Scary:** On a successful attack, the target must mark a Stress.
- ☐ **Stable:** You can **spend a Focus** instead of an Armor Slot to reduce damage.
- ☐ **Vigilant:** When you are targeted by an attack, you can **mark a Stress** to gain a **d6** bonus to your Evasion against the attack.

KNOWN TIER 4

- ☐ **Crushing:** When you deal Severe damage, you can **spend a Hope** to force the target to mark an additional Hit Point.
- ☐ **Exacting:** When you roll a 1 on a damage die, you can treat it as the highest value on the die instead.
- ☐ **Honed:** **Spend a Focus** before you make an attack roll to gain a +1 bonus to your Proficiency for that attack.
- ☐ **Isolating:** Gain advantage on attack rolls when there are no other creatures within Very Close range of you or your target.

BRAWLER

CHARACTER GUIDE

As a brawler, you've honed your body into a lethal weapon, allowing you to deliver powerful strikes that intimidate your foes.

SUGGESTED TRAITS

+1 Agility, +1 Strength, 0 Finesse,
+2 Instinct, 0 Presence, -1 Knowledge

SUGGESTED PRIMARY WEAPON

Brawler's Strike - Instinct Melee - d8+d6 phy

SUGGESTED ARMOR

Brigandine Armor - Thresholds 6/12 - Score 3

Lined: Mark a Stress to negate Minor damage.

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies,
and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

hand wraps from a mentor **OR**
a book about your secret hobby

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: bright, haphazard, practical, pristine, someone else's, standard-issue

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a flowing river, a golden retriever, a loose cannon, a parent, a protector, a veteran

BACKGROUND QUESTIONS

Answer any of the following background questions.
You can also create your own questions.

Where did you spend time during your formative years that taught you, directly or indirectly, how to fight in the style you use?

What organization has vowed to kill you on sight, and what did you do to invoke their ire?

Who did you recently lose a fight to that you're desperate for a rematch against?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What is one thing we're both afraid of?

What do I rely on you for during our travels? How do you feel about it?

I still haven't forgiven you for something you said to me. What was it, and why did you say it?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Permanently increase your Combo Die by one step (d4 to d6, d6 to d8, etc.).

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.
- ☐ Permanently increase your Combo Die by one step (d4 to d6, d6 to d8, etc.).

☐ ☐ Increase your Proficiency by +1.

☐ ☐ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to.
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.
- ☐ Permanently increase your Combo Die by one step (d4 to d6, d6 to d8, etc.).

☐ ☐ Increase your Proficiency by +1.

☐ ☐ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 11



ARMOR



AGILITY


Sprint
Leap
Maneuver

STRENGTH


Lift
Smash
Grapple

FINESSE


Control
Hide
Tinker

INSTINCT


Perceive
Sense
Navigate

PRESENCE


Charm
Perform
Deceive

KNOWLEDGE


Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

Mark 1 HP

MAJOR
DAMAGE

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to utilize an experience or help an ally.


Patron's Boon: When you fail a roll, you can **spend 3 Hope** to reroll with advantage.

EXPERIENCE

GOLD



HANDFULS



BAGS



CHEST

CLASS FEATURE

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. Your Patron Die starts at a **d6** and increases to a **d8** at level 5.

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.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

WARLOCK

CHARACTER GUIDE

As a warlock, you've pledged your life to an otherworldly patron in exchange for extraordinary power.

SUGGESTED TRAITS

+1 Agility, -1 Strength, 0 Finesse,
+1 Instinct, +2 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON

Scimitar - Presence Melee - d8+1 phy - One-Handed

SUGGESTED SECONDARY WEAPON

Fighting Cloak - Presence Melee - d4 phy - One-Handed

Padded: +2 to damage thresholds

SUGGESTED ARMOR

Mage Robes - Thresholds 4/10 - Score 2

Enchanted: Gain a bonus to your damage thresholds equal to your Spellcast trait.

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies,
and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a carving that symbolizes your patron **OR**
a ring you can't remove

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: billowing, lavish, luminous, mended, neat, sacred, shadowy, smoking

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a coming storm, a devotee, a hot mess, a jester, a live wire, a monarch, a soothsayer

BACKGROUND QUESTIONS

Answer any of the following background questions.
You can also create your own questions.

Who from your community shunned you after you made a pact with your patron?

What desperate situation led you to pledge your life to your patron?

Your patron has given you one task you must accomplish above all else. What is it, and why does it worry you?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

Why do you think I confide in you about what my patron says and does?

Our relationship has changed since you saw me show tribute to my patron. What did you see, and how has it affected you?

I once did something very foolish, and you've never let me live it down. What was it?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- ☐ Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to.
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

EVASION

Start at 10

ARMOR

AGILITY

Sprint
Leap
Maneuver

STRENGTH

Lift
Smash
Grapple

FINESSE

Control
Hide
Tinker

INSTINCT

Perceive
Sense
Navigate

PRESENCE

Charm
Perform
Deceive

KNOWLEDGE

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

Mark 1 HP

MAJOR
DAMAGE

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to utilize an experience or help an ally.

Witch's Charm: When you or an ally within Far range fails an action roll, you can **spend 3 Hope** to change it into a success with Fear instead.

EXPERIENCE

GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

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. |

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

WITCH

CHARACTER GUIDE

As a witch, you use detailed knowledge of magical craft to weave spells that bolster your allies and hex your enemies.

SUGGESTED TRAITS

0 Agility, -1 Strength, 0 Finesse,
+2 Instinct, +1 Presence, +1 Knowledge

SUGGESTED PRIMARY WEAPON

Casting Dagger - Instinct Close - d6 mag - One-Handed

Versatile: This weapon can also be used with these statistics—Instinct, Melee, d8.

SUGGESTED SECONDARY WEAPON

Rune Shield - Knowledge Melee - d4 mag - One-Handed

Protective: +1 to Armor Score

SUGGESTED ARMOR

Mage Robes - Thresholds 4/10 - Score 2

Enchanted: Gain a bonus to your damage thresholds equal to your Spellcast trait.

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies,
and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a small, harmless pet **OR**
a scrying stone

THEN DECIDE WHAT YOU USE FOR YOUR CRAFT:

a handwritten journal, runestones, etc.

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: diaphanous, flowing, foreboding, ragged, stately, uniquely patterned

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a candle flame, a cat, a doctor, an old tree, an oracle, a spider, a sunny day

BACKGROUND QUESTIONS

Answer any of the following background questions.
You can also create your own questions.

Who from your community feared your magical craft? What rumor did they spread about you, and what truth did it contain?

You once used your power to help someone in a dire situation. Who were they, and why did they come to you?

Your magic once opened a door best left closed. Who or what was on the other side?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What unique ritual or practice have I taught you that we now perform together?

I once appeared to you in a dream and shared a vision of the future. What did I tell you?

What do you typically come to me for advice about?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- ☐ Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to.
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

