

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 use an experience or help an ally.

Staggering Strike: Spend 3 Hope when you succeed on an attack to temporarily *Stagger* your target and force them to mark a Stress. While *Staggered*, they have disadvantage on attack rolls.

EXPERIENCE

GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

I AM THE WEAPON

While you don't have any equipped weapons:

- You gain a +1 bonus to Evasion.
- Your unarmed strikes are considered a Melee weapon, use the trait of your choice, and deal **d8+d6** phy damage using your Proficiency.

COMBO STRIKES d4 d6 d8 d10

After making a damage roll with a Melee weapon but before dealing that damage to the target, **mark a Stress** to start a combo strike. When you do, roll your Combo Die and note its value. Then, roll your Combo Die again. If the value of the second roll is equal to or greater than your first roll, continue rolling until the latest Combo Die's roll is less than the roll that preceeded it. Total all rolled values and add that amount to your weapon's damage. These values cannot be adjusted by features that affect damage dice.

Your Combo Die starts as a **d4**. When you level up, once per tier you may use one of your advancement options to increase your Combo Die instead.

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

BRAWLER

CHARACTER GUIDE

As a brawler, you can use your fists just as well as any weapon to fight off the threats that get in your way.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Quarterstaff - Instinct Melee - d10+3 phy - Two-Handed

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

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

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 loose cannon, a parent, a veteran
a flowing river, a golden retriever, a protector

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 group or organization has always had your back, and how
did you get in their good graces?

Who did you lose a fight to long ago that you are 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?

I rely on you for something important during our travels together.
What is it and 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.

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.

