

NAME HERITAGE

SUBCLASS





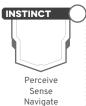




Maneuver

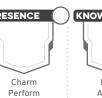






ACTIVE WEAPONS

PRONOUNS



Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.















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



No Mercy: Spend 3 Hope to gain a +1 bonus to your attack rolls until your next rest.

EXPERIENCE

GOLD

HANDFULS



CLASS FEATURE

ATTACK OF OPPORTUNITY

When an adversary within Melee range attempts to leave that range, make a reaction roll using a trait of your choice against their Difficulty. Choose one effect on a success, or two if you critically succeed:

- They can't move from where they are.
- You deal damage to them equal to your primary weapon's damage.
- · You move with them.

COMBAT TRAINING

You ignore burden when equipping weapons. When you deal physical damage, you gain a bonus to your damage roll equal to your level.

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SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Longsword - Agility Melee - d8+3 phy - Two-Handed

SUGGESTED ARMOR

Chainmail Armor - Thresholds 7/15 - Score 4 Heavy: -1 to Evasion

INVENTORY

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:

the drawing of a lover **OR** a sharpening stone

CHARACTER DESCRIPTION

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

Clothes that are: bold, patched, reinforced, royal, sleek, sparing, 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 bull, a dedicated soldier, a gladiator, a hero, a hired hand

BACKGROUND QUESTIONS

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

Who taught you to fight, and why did they stay behind when you left home?

Somebody defeated you in battle years ago and left you to die. Who was it, and how did they betray you?

What legendary place have you always wanted to visit, and why is it so special?

nen work with the GM to generate two starting Experiences for your	cnaracter
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CONNECTIONS

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

We knew each other long before this party came together. How?

What mundane task do you usually help me with off the battlefield?

What fear am I helping you overcome?

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.

$\neg \sqcap \sqcap$	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.
traits and mark them.

Permanently gain one Hit Point slot. Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

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.

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.