

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.


Witch's Charm: When you or an ally within Far range rolls a failure on 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

When a creature causes you or an ally within Close range to mark any number of Hit Points, you can **mark a Stress** to *Hex* them. Action and damage rolls against a *Hexed* creature gain a bonus equal to your tier.

This condition lasts until the GM spends a number of Fear equal to your Spellcast trait to remove it or you *Hex* another creature. Otherwise, remove it when the scene ends.

COMMUNE

Once per long rest, during a moment of calm, you can commune with an ancestor, deity, nature spirit, or otherworldly being. Ask them a question, then roll a number of **d6s** equal to your Spellcast trait. Choose one value from the rolled results and reference the chart below for the 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 weave together the mysterious powers of earth, sky, and spirit to craft protective charms and hex your enemies.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Dualstaff - Instinct Far - d6+3 mag - Two-Handed

SUGGESTED ARMOR

Gambeson - Thresholds 5/11 - Score 3

Flexible: +1 to Evasion

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 talking skull

THEN DECIDE WHAT YOU USE FOR YOUR CRAFT:

handwritten journal, runestones, etc.

CHARACTER DESCRIPTION

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

Clothes that are: forboding, ragged, flowing,
stately, diaphanous, 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 spider, a sunny day, a doctor,
a candle flame, an old tree, a cat, a oracle

BACKGROUND QUESTIONS

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

How did you first discover your affinity for magical craft?

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 about my magical practice makes you most ill at
ease?

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

Why do you come to me for advice?

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.

