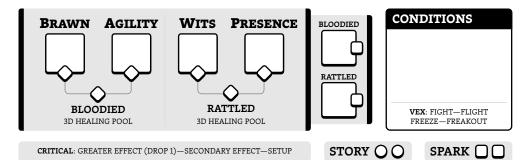
PLAYER	NAME	DISTINCTIVE FEATURES
	PLAYER	



CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

CHARACTER DETAILS					INTRODUCE A T	ANGLE: TAKE SPARK
BACKGROUNDS		WISES				
TRAITS: 2 you	are ●   1 you're	e really not Ø		DESIRES: 2 you	ı want ●   1 yo	u really don't Ø
O Brave	O Gentle	O Protective		O Belonging	O Justice	O Renown
O Caring	O Honest	O Quiet		O Glory	O Knowledge	O Thrills
O Confident	O Honorable	O Rash		O Harmony	O Love	O Wealth
O Curious	O Persistent	O Stubborn		O Honor	O Power	O Wisdom
0				0		

BONDS	Change a bond: the other PC takes spark   quarrel: both take spark
PC	BOND

WARLOCK	ACKERS
CORE TALENT	
● PACT: Your patron gives you gifts in exchange for obligations. Before each session, roll 2d and write these results down as Gifts. During the session, you can replace any rolled d6 (by anyone) with a gift result, then erase it. You can also cast cantrips with your patron's trappings as touchstones, useful as set dressing and magic utility. Gain a bonus talent and each talent is infused with your patron's trappings. Your obligation is an 8d Patience pool. [Growth: 3 levels/gain a bonus talent, -2d max Patience.]	NCE GIFTS
PATH TALENTS	
O <b>ELDRITCH WEAPONRY</b> : On a perfect when using cantrip utility as a weapon, you can <b>push yourself</b> to also inflict a spell-level effect with your patron's trappings as the touchstone. It can't deal more damage.	PUSH
O <b>HEX</b> : You can roll Presence to hex someone with: dread—clumsiness—confusion—forger misfortune—sleepiness. Decide when it takes effect: now—soon—much later—specific trigger. cosmic effect. It's magic, but not fully under your control.	
O KNOWING GAZE: When given time, you can learn: their greatest desire—what they're hiding—what they want to protect—who they serve. This gaze is highly disconcerting and only works on someone once. You can push yourself to do this on the spot.	PUSH
O <b>OTHERWORLDLY FORM</b> : You can turn into a floating, dispersed form, flavored after your trappings. Choose three things you can do in this form: appear barely visible—fly high in the sky with objects—move swiftly—slip through small gaps—speak.	
O RITUALIST: Take +1d on a ritual's rites and replace any one of its anchors with yourself.	
O <b>VISIONS</b> : You can roll Presence to ask your patron for forbidden knowledge. Ask the GM question. The answer may be cryptic or twisted to suit your patron's desires, but it will ne outright lie. On a messy or grim, roll the Patience pool.	
O <b>WAYFARER</b> : You can <b>push yourself</b> to teleport. The further or less familiar, the less precise. Max range is two days' ride away. Clear eyesight and no obstruction requires no roll, otherwise make a story roll. You can bring others, taking +1t per person.	PUSH
PATRON, NON-PATH TALENTS & NOTES	

STORY ARCS	Finish or move on from an arc: take spa
GROUP ARC	
CHARACTER ARC	

EXPERIENCE
Each session, take 1 XP.
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At +, take a new talent.

