

NAME	DISTINCTIVE FEATURES
PLAYER	

<b>BRAWN</b>  <b>BLOODIED</b> 3D HEALING POOL	<b>AGILITY</b>  <b>RATTLED</b> 3D HEALING POOL	<b>WITS</b>  <b>BLOODIED</b> 3D HEALING POOL	<b>PRESENCE</b>  <b>RATTLED</b> 3D HEALING POOL	<b>CONDITIONS</b>  <b>BLOODIED</b>  <b>RATTLED</b>  <b>VEX: FIGHT—FLIGHT</b> <b>FREEZE—FREAKOUT</b>
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CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

STORY ☐ ☐ SPARK ☐ ☐

CHARACTER DETAILS		INTRODUCE A TANGLE: TAKE SPARK
BACKGROUNDS	WISDOMS	
TRAITS: 2 you are ●   1 you're really not Ø <input type="radio"/> Brave <input type="radio"/> Gentle <input type="radio"/> Protective <input type="radio"/> Caring <input type="radio"/> Honest <input type="radio"/> Quiet <input type="radio"/> Confident <input type="radio"/> Honorable <input type="radio"/> Rash <input type="radio"/> Curious <input type="radio"/> Persistent <input type="radio"/> Stubborn		DESIRES: 2 you want ●   1 you really don't Ø <input type="radio"/> Belonging <input type="radio"/> Justice <input type="radio"/> Renown <input type="radio"/> Glory <input type="radio"/> Knowledge <input type="radio"/> Thrills <input type="radio"/> Harmony <input type="radio"/> Love <input type="radio"/> Wealth <input type="radio"/> Honor <input type="radio"/> Power <input type="radio"/> Wisdom
<input type="radio"/>		<input type="radio"/>

BONDS		CHANGE A BOND: THE OTHER PC TAKES SPARK   QUARREL: BOTH TAKE SPARK
PC	BOND	
<input type="radio"/>		

CLERIC	GOD
CORE TALENT	
● <b>CHANNEL DIVINITY:</b> Your god grants you spellcasting ability. You roll a domain pool to cast and that domain pool and your god's epithet serve as touchstones. Your major domain is a 6d pool and your minor domains are 4d pools. They replenish each session. You can drop 1d and roll the domain to cast a <b>potent spell</b> . [Growth: 2 levels/increase one domain pool by 1d (max 8d).]	
<input type="checkbox"/> MAJOR	<input type="checkbox"/> MINOR
<input type="checkbox"/> MINOR	
PATH TALENTS	
<input type="checkbox"/> <b>BLESSED:</b> Once per session, you can re-roll a roll you just made as your god attempts to intervene. The re-roll is made without any thorns on it. On a perfect, <b>take spark</b> . <input type="checkbox"/> USED	
<input type="checkbox"/> <b>DEVOUT:</b> Intelligent creatures recognize you as a person of deep honesty and only your most hated enemies would treat you with a lack of respect or doubt your word. This aura is upheld by your unwavering commitment—you must <b>push yourself</b> to act in bad faith ( <i>no free activation</i> ).	
<input type="checkbox"/> <b>HEALER:</b> When you heal someone, through treatment or magic, they drop 2d before rolling the pool. If it depletes from your care, <b>take spark</b> .	
<input type="checkbox"/> <b>IRON WILL:</b> Each session, you have a <b>3d Iron Will</b> pool. When you get rattled or take vex, roll the pool. If dice remain, ignore the damage. If possible, you can also lash out at the cause or a bystander and: <i>instill dread in their heart—sow doubt in their mind</i> . <input type="checkbox"/> IRON WILL	
<input type="checkbox"/> <b>RINGS FALSE:</b> You always know when someone is lying, though not necessarily the truth. You take +1d on a follow-up if you reveal you know they're lying.	
<input type="checkbox"/> <b>SERMONS:</b> When given time, you can pull off <b>potent feats of persuasion in the name of your beliefs</b> . You can also <b>push yourself</b> to do it on the spot. One time only, you can make this a ritual-level effect. <input type="checkbox"/> PUSH <input type="checkbox"/> RITUAL	
<input type="checkbox"/> <b>SHEPHERD:</b> When you assist an ally on a defense roll that would leave them rattled or with vex, you can <b>invoke your bond</b> to take +1d on the roll. On a perfect, you both <b>take spark</b> .	
NON-PATH TALENTS & NOTES	

STORY ARCS	FINISH OR MOVE ON FROM AN ARC: TAKE SPARK
GROUP ARC	
CHARACTER ARC	

EXPERIENCE
Each session, take 1 XP.
<input type="checkbox"/> + <input type="checkbox"/> + <input type="checkbox"/> + <input type="checkbox"/> + <input type="checkbox"/> + <input type="checkbox"/> + <input type="checkbox"/> + <input type="checkbox"/> +
At +, take a new talent.