

NAME	DISTINCTIVE FEATURES
PLAYER	

BRAWN BLOODIED 4D HEALING POOL	AGILITY RATTLED 4D HEALING POOL	WITS BLOODIED 4D HEALING POOL	PRESENCE RATTLED 4D HEALING POOL	CONDITIONS BLOODIED RATTLED VEX: FIGHT—FLIGHT FREEZE—FREAKOUT
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CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

STORY ☐ ☐ SPARK ☐ ☐

CHARACTER DETAILS		INTRODUCE A TANGLE: TAKE SPARK
BACKGROUNDS	WISDOM	
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		

BONDS		CHANGE A BOND: THE OTHER PC TAKES SPARK QUARREL: BOTH TAKE SPARK
PC	BOND	
PC: _____ BOND: _____ PC: _____ BOND: _____ PC: _____ BOND: _____		

PALADIN		TRACKERS
CORE TALENT ● OATHSWORN: You draw power from your three tenets. You don't take thorns from bloodied or rattled, instead taking +1d on rolls with the related physical or mental stats. Each session, you have 3 smite . When attacking in combat or argument, spend it 1-for-1 to drop dice from a task pool <i>after</i> rolling it. Affirmation: Each precap, state your tenets and discuss how they came up last session. <i>Give spark to one player</i> who joined a scene involving your tenets. Take 1 less smite for each tenet in violation. [Growth: 2 level/increase smite by 1]		
PATH TALENTS ○ AEGIS: You take +1d when defending with a shield and can use it to make a defense roll in a nearby ally's place. You can push yourself to defend multiple allies from a single attack, like blocking dragonfire. On a perfect, everyone you protected takes spark . ○ AUTHORITY: Your presence fills the air with authority. The GM judges an NPC's response, or you can spend story to set it: <i>admiration—obedience—respect—defiance</i> . You can push yourself to pull off a <i>potent feat of righteous command</i> . ○ CHALLENGE: Push yourself to challenge a foe, taking +1d on all rolls against them, but give them 1 suspense. If they do anything besides confront you, you can interrupt it—only on a perfect, the challenge continues. If an ally engages your foe, the challenge ends. ○ DAUNTLESS: Take spark when your roll is cut. Take +1d on story rolls if dropped. On a perfect, ignore it. ○ DIVINE BLESSING: You have spellcasting as the Channel Divinity talent. Detail your god and choose 1 minor domain, a 4d power pool (<i>per session</i>). You can drop 1 and roll the pool to cast a potent spell. ○ GUARDIAN: Take +1d when you assist on a defense roll. If your dice come up as a 6, you both take spark . ○ REBUKE: When the GM spends suspense to prompt an impact move, you take +1d on any follow-up action against the source. On a critical, take spark .		
TENETS: Mark if in violation. Slash for light, fill for heavy. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		SMITE 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"/> + At +, take a new talent.