

NAME	DISTINCTIVE FEATURES
PLAYER	

<b>BRAWN</b>  <b>BLOODIED</b> 4D HEALING POOL	<b>AGILITY</b>  <b>BLOODIED</b> 4D HEALING POOL	<b>WITS</b>  <b>RATTLED</b> 4D HEALING POOL	<b>PRESENCE</b>  <b>RATTLED</b> 4D HEALING POOL	<b>BLOODIED</b>  <b>RATTLED</b>  <b>CONDITIONS</b>  <b>VEX: FIGHT—FLIGHT</b> <b>FREEZE—FREAKOUT</b>
CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP				STORY <input type="radio"/> <input type="radio"/> SPARK <input type="checkbox"/> <input type="checkbox"/>

<b>CHARACTER DETAILS</b>		INTRODUCE A TANGLE: TAKE SPARK																								
BACKGROUNDS	WISDOMS																									
<p>TRAITS: 2 you are ●   1 you're really not Ø</p> <table><tr><td><input type="radio"/> Brave</td><td><input type="radio"/> Gentle</td><td><input type="radio"/> Protective</td></tr><tr><td><input type="radio"/> Caring</td><td><input type="radio"/> Honest</td><td><input type="radio"/> Quiet</td></tr><tr><td><input type="radio"/> Confident</td><td><input type="radio"/> Honorable</td><td><input type="radio"/> Rash</td></tr><tr><td><input type="radio"/> Curious</td><td><input type="radio"/> Persistent</td><td><input type="radio"/> Stubborn</td></tr></table> <p>○</p>		<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	<p>DESIRES: 2 you want ●   1 you really don't Ø</p> <table><tr><td><input type="radio"/> Belonging</td><td><input type="radio"/> Justice</td><td><input type="radio"/> Renown</td></tr><tr><td><input type="radio"/> Glory</td><td><input type="radio"/> Knowledge</td><td><input type="radio"/> Thrills</td></tr><tr><td><input type="radio"/> Harmony</td><td><input type="radio"/> Love</td><td><input type="radio"/> Wealth</td></tr><tr><td><input type="radio"/> Honor</td><td><input type="radio"/> Power</td><td><input type="radio"/> Wisdom</td></tr></table> <p>○</p>	<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
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<b>BONDS</b>		CHANGE A BOND: THE OTHER PC TAKES SPARK   QUARREL: BOTH TAKE SPARK
PC	BOND	

<b>CLERIC</b>	GOD	
<b>CORE TALENT</b>		
● <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).]		
MAJOR	MINOR	MINOR
<b>PATH TALENTS</b>		
○ <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		
○ <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> ).		
○ <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> .		
○ <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		
○ <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.		
○ <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		
○ <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		

<b>STORY ARCS</b>	FINISH OR MOVE ON FROM AN ARC: TAKE SPARK
GROUP ARC	
CHARACTER ARC	

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