

Name and Pronouns:

## THE SWEET TALKER

Using careful words, the sweet talker has an impressive talent for manipulating other people and twisting interactions to their advantage. Their goal consists of helping the party influence, intimidate, or deceive NPCs or others with words. They are the party's go-to when it comes to social interactions.

### Narrative Option

Foible: \_\_\_\_\_



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Outburst Examples:

### Stats

<b>Force:</b> strength, agility, coordination, intimidation	+0
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	+0
<b>Wisdom:</b> perception, empathy, survival, insight	+0
<b>Charm:</b> persuasion, encouragement, deception, negotiation	+2

### Role Abilities

-  **Bargain** Once per encounter, when trying to convince an NPC to grant you something, offer them something in return and roll with one (1) additional die. If you know this is something they strongly desire, add one (1) more die.
-  **Clever Retort** Once per encounter, add one (1) die to another player's roll for a social action.

### Conditions

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### Health Points

Wounds (Take a condition every third mark)


Strain (Take a condition every third mark)


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Inventory:

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## THE STRATEGIST

The strategist views combat as a puzzle. Tactical thinking is the greatest strength of the strategist, allowing them to outwit their enemies and support their allies. Through plots and ploys, strategists are capable of turning potential failures into victory through careful planning and preparation.

### Narrative Option

Foible: \_\_\_\_\_



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Outburst Examples:

### Stats

<b>Force:</b> strength, agility, coordination, intimidation	+0
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	+2
<b>Wisdom:</b> perception, empathy, survival, insight	+0
<b>Charm:</b> persuasion, encouragement, deception, negotiation	+0

### Role Abilities

-  **Coordinate** Once per encounter, make a plan with a series of tasks assigned to several teammates and ensure everyone is on the same page. Each team member involved in the plan (including you) gets one (1) die added to one (1) action taken as part of this plan for the duration of the encounter.
-  **Know-It-All** Once per encounter, add one (1) die to a Logic action trying to learn or remember information.

### Conditions

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### Health Points

Wounds (Take a condition every third mark)


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## THE EMPATH

Emotions are the power of an empath, as they possess a keen insight into how others think and feel. Through emotions, allies can be supported and enemies weakened. Their ability to form and manipulate the feelings of others helps them see both the best and worst in people, thus revealing the true character of those before them.

### ----- Narrative Option -----

Foible: \_\_\_\_\_


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Outburst Examples:


### ----- Stats -----

<b>Force:</b> strength, agility, coordination, intimidation	<b>+0</b>
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	<b>+0</b>
<b>Wisdom:</b> perception, empathy, survival, insight	<b>+2</b>
<b>Charm:</b> persuasion, encouragement, deception, negotiation	<b>+0</b>

### ----- Role Abilities -----

 **Figure It Out** When trying to learn something about a situation or NPC that

relates to a teammate, add (1) die to your roll as you tap into emotional cues.

 **Harmonize** Once per encounter, you can take a Hard Healing action outside the limits of usual Healing. If it succeeds, explain to the team what unique value you see in each teammate and how they can synergize. If all teammates open up and resolve any current differences, players gain one (1) Morai and can add two (2) dice to one (1) action taken in this encounter that was helped by at least one other player.

### ----- Conditions -----

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### ----- Health Points -----

**Wounds (Take a condition every third mark)**


**Strain (Take a condition every third mark)**


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## THE BERSERKER

The berserker is a warrior that comes alive in the chaos of combat and fights in a trance-like fury. Their unquenchable rage is what fuels their fearlessness, resilience, and feats of strength. They have an immense craving for battle and are constantly looking for a fight. Berserkers derive strength from pain and may disregard their own safety.

### Narrative Option

Foible: \_\_\_\_\_



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Outburst Examples:

### Stats

<b>Force:</b> strength, agility, coordination, intimidation	<b>+2</b>
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	<b>+0</b>
<b>Wisdom:</b> perception, empathy, survival, insight	<b>+0</b>
<b>Charm:</b> persuasion, encouragement, deception, negotiation	<b>+0</b>

### Role Abilities

-  **Force of Nature** Once per encounter, activate this ability. For its duration, add one (1) die to each combat action you take. After, take half your remaining wound points and all your remaining strain points.
-  **Boiling Blood** Add one (1) die to attacks against opponents targetting or harming teammates.dd one (1) die to attacks against opponents targetting or harming teammates.

### Conditions

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### Health Points

Wounds (Take a condition every third mark)


Strain (Take a condition every third mark)


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## THE SPY

The spy is best at secretly gathering information by being stealthy, attentive, and cunning. They infiltrate into the enemy's territory to stalk for vulnerabilities and weaknesses with quick, precise maneuvers to give them leverage on an enemy and ultimately, reduce problems their party may face.

### Narrative Option

Foible: \_\_\_\_\_



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Outburst Examples:

### Stats

<b>Force:</b> strength, agility, coordination, intimidation	<b>+1</b>
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	<b>+0</b>
<b>Wisdom:</b> perception, empathy, survival, insight	<b>+0</b>
<b>Charm:</b> persuasion, encouragement, deception, negotiation	<b>+1</b>

### Role Abilities

-  **Sneak** When moving around stealthily, roll with one (1) additional die if there is a contingency plan in case you're caught.
-  **Spill** Once per encounter, when trying to get a character to reveal useful information, roll with one (1) additional die if you have leverage on them.

### Conditions

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### Health Points

Wounds (Take a condition every third mark)


Strain (Take a condition every third mark)


Name and Pronouns:

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## THE RANGER

With great skill in tracking and scavenging, rangers have a blend of skills allowing them to prioritize one over the other or both simultaneously. They are trained in several combat techniques and survival skills that help them explore untamed lands, detect danger, and strike with precision.

### Narrative Option

Foible: \_\_\_\_\_



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Outburst Examples:

### Stats

<b>Force:</b> strength, agility, coordination, intimidation	<b>+1</b>
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	<b>+0</b>
<b>Wisdom:</b> perception, empathy, survival, insight	<b>+1</b>
<b>Charm:</b> persuasion, encouragement, deception, negotiation	<b>+0</b>

### Role Abilities

-  **Forage** When scavenging for food, water, or shelter, roll with one (1) additional die. This circumvents the need to spend Moirai or have an encounter.
-  **Bow and Blade** You do not need to be engaged with an opponent to use the Flank maneuver with another player.

### Conditions

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### Health Points

Wounds (Take a condition every third mark)


Strain (Take a condition every third mark)


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## THE NINJA

Like spies, ninjas have mastered stealth and strive to defeat their enemies, gather information, and steal secrets. They are proficient in many martial arts skills and weapons. While the ninja may not be as strong as a barbarian, they specialize in making strong, deliberate attacks as they move through the shadows, swiftly striking down enemies, and vanish again with ease.

### Narrative Option

Foible: \_\_\_\_\_



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Outburst Examples:

### Stats

<b>Force:</b> strength, agility, coordination, intimidation	<b>+1</b>
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	<b>+1</b>
<b>Wisdom:</b> perception, empathy, survival, insight	<b>+0</b>
<b>Charm:</b> persuasion, encouragement, deception, negotiation	<b>+0</b>

### Role Abilities

-  **Hide** When trying to blend into your surroundings, roll one (1) additional die if you have knowledge that would give you an advantage.
-  **Strike** Once per encounter, when attacking enemies who are not aware of your presence or do not consider you to be a threat, add two (2) dice to your combat action.

### Conditions

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### Health Points

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## THE CHARLATAN

The charlatan excels at being connected and cunning. For them, deception is as natural as telling the truth to get what they want.

Knowing the right words to say and the right people to say them to, the charlatan reflects what people want to see and believe. The charlatan is talented in reading others and how to apply that to get what they want.

### Narrative Option

Foible: \_\_\_\_\_



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### Outburst Examples:

### Stats

<b>Force:</b> strength, agility, coordination, intimidation	<b>+0</b>
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	<b>+0</b>
<b>Wisdom:</b> perception, empathy, survival, insight	<b>+1</b>
<b>Charm:</b> persuasion, encouragement, deception, negotiation	<b>+1</b>

### Role Abilities

-  **Entice** Once per encounter, add one (1) die to your roll to convince an NPC to take a certain course of action if you have appealed to their physical or emotional sensibilities.
-  **Know Somebody** Once per encounter, call upon a useful ally's help. They can be someone from your past or someone you met during the session. This person can help you get into an area, learn information, or acquire a valuable resource. They may ask for something in return unless you spend one (1) Moira.

### Conditions

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### Health Points

Wounds (Take a condition every third mark)


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## THE ARTISAN

The artisan is adept at handcrafting whatever they need and possesses a vast range of artistic talents, such as dancing or forgery. Their skillful hands help them craft finished items from raw materials, whether it's clothing or food. Their expertise in various art skills makes them aware of just how helpful different tool sets can be when used correctly.

### Narrative Option

Foible: \_\_\_\_\_



0	1	2	3	4	5
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Outburst Examples:

### Stats

<b>Force:</b> strength, agility, coordination, intimidation	+0
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	+1
<b>Wisdom:</b> perception, empathy, survival, insight	+0
<b>Charm:</b> persuasion, encouragement, deception, negotiation	+1

### Role Abilities

-  **Craft** Once per encounter, you may have the exact tools and materials on hand to create a helpful resource. For example, you can sew costumes, forge a letter or seal, or recreate a trinket or piece of jewelry. This circumvents the need to spend Moirai or have an encounter.
-  **Perform** When partaking in an art with the intent of helping others, add one (1) die to your roll. Example arts include dancing, playing music, cooking, or playing a character.

### Conditions

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### Health Points

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## THE ENGINEER

Engineers rely on their exceptional skill with machinery and technology to overcome various obstacles and achieve their goals. Their resourcefulness and creativity allows them to design, build, and mend devices that enhance their strengths and compensate for weaknesses. An engineer's inventions can turn the tide of any dangerous situation.

### Narrative Option

Foible: \_\_\_\_\_


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Outburst Examples:

### Stats

<b>Force:</b> strength, agility, coordination, intimidation	+0
<b>Logic:</b> wittiness, idea-generating, learning, knowledge recollection	+1
<b>Wisdom:</b> perception, empathy, survival, insight	+1
<b>Charm:</b> persuasion, encouragement, deception, negotiation	+0

### Role Abilities

 **Rig** Once per encounter, add one (1) die to your roll to put together exactly the device you need right now with the parts available to you.

 **Fix** When mending broken items or devices, add one (1) die to your roll.

### Conditions

Physical Conditions (wounds)

- ☐ **Immobilized** Cannot take maneuvers
- ☐ **Staggered** Cannot take actions
- ☐ **Disoriented** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- ☐ **Frightened** Remove one (1) die from Force actions
- ☐ **Angry** Remove one (1) die from Wisdom actions
- ☐ **Hopeless** Remove one (1) die from Charm actions

### Health Points

Wounds (Take a condition every third mark)


Strain (Take a condition every third mark)


Name and Pronouns:

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Inventory:

- Age:
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- Relationships:

