

NAME **PRONOUNS**

HERITAGE

SUBCLASS







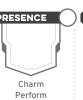


Maneuver









Deceive

Recall Analyze Comprehend

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Add your current level to your damage thresholds.



MAJOR DAMAGE Mark 2 HP









Spend a Hope to use an experience or help an ally.



Frontline Tank: Spend 3 Hope to clear 2 Armor Slots.

EXPERIENCE

GOLD

HANDFULS





FEATURE

CLASS FEATURE

UNSTOPPABLE

Once per long rest, you can become *Unstoppable*. You gain an Unstoppable Die. At level 1, your Unstoppable Die is a **d4**. Place it on this sheet in the space provided, starting with the 1 value facing up. After you make a damage roll that deals 1 or more Hit Points to a target, increase the Unstoppable Die: Unstoppable Die value by one. When the die's value would exceed its maximum value or when the scene ends, remove the die and drop out of Unstoppable. At level 5, your Unstoppable Die increases to a d6.

While Unstoppable, you gain the following benefits:

- You reduce the severity of physical damage by one threshold (Severe to Major, Major to Minor, Minor to None).
- You add the current value of the Unstoppable Die to your damage roll.
- You can't be Restrained or Vulnerable.

	ACTIVE WEAPONS	5	
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FEATURE			
SECONDARY			
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FEATURE			
FEATURE	INVENTORY		

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ANCESTRY:	DOMAIN CARD:
FEATURE	DOMAIN TYPE RECALL FEATURE
COMMUNITY: FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
SUBCLASS: FOUNDATION SPECIALIZATION MASTERY CLASS SPELLCAST TRAIT FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
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SUGGESTED TRAITS

+1 Agility, +2 Strength, -1 Finesse, 0 Instinct, +1 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON

Battleaxe - Strength Melee - d10+3 phy - Two-Handed

SUGGESTED ARMOR

Chainmail Armor - Thresholds 7/15 - Score 4 *Heavy:* -1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a totem from your mentor **OR** a secret key

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: casual, intricate, loose, padded, royal, tactical, weathered

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a captain, a caretaker, an elephant, a general, a wrestler

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Who from your community did you fail to protect, and why do you still think of them?

You've been tasked with protecting something important and delivering it somewhere dangerous. What is it, and where does it need to go?

You consider an aspect of yourself to be a weakness. What is it, and how has it affected you?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

How did I save your life the first time we met?

-What small gift did you give me that you notice I always carry with me?

-What lie have you told me about yourself that I absolutely believe?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked characte
traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

Experiences.

Choose an additional domain card of your

level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



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TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from	the list below or any from
the previous ties	r and mark them

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from
the previous tier and mark them

Gain a +1 bonus to two unmarked character traits and mark them.
traits and mark them.

Permanently gain one Hit Point slot.
Dormanontly gain one Stress slot

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	Permanently gain a +1 bonus to two Experiences.

\Box	Choose an additional domain card of your
_	level or lower from a domain you have

access to.		
Permanently gain a	+1 bonus to	your Evasion.

	Take an upgraded subclass card. Then
_	cross out the multiclass ontion for this tier

	Increase your Proficiency by +1.
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Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the
other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you

have access to.