

NAME

PRONOUNS

HERITAGE

ANCESTRY

BACKGROUND

SUBCLASS

LEVEL

EVASION

Start at 9

ARMOR

AGILITY

Sprint  
Leap  
Maneuver

STRENGTH

Lift  
Smash  
Grapple

FINESSE

Control  
Hide  
Tinker

INSTINCT

Perceive  
Sense  
Navigate

PRESENCE

Charm  
Perform  
Deceive

KNOWLEDGE

Recall  
Analyze  
Comprehend

## DAMAGE &amp; HEALTH

Add your current level to your damage thresholds.

MINOR  
DAMAGE

Mark 1 HP

MAJOR  
DAMAGE

Mark 2 HP

SEVERE  
DAMAGE

Mark 3 HP

HP

STRESS

## HOPE

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

**Life Support:** Spend 3 Hope to clear  
a Hit Point on an ally within Close range.

## EXPERIENCE

## GOLD

HANDFULS

BAGS

CHEST

## CLASS FEATURE

## PRAYER DICE

number of Prayer Dice:

At the beginning of each session, roll a number of **d4s** equal to your subclass's Spellcast trait and place them on this sheet in the space provided. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die's value to reduce incoming damage, add to a roll's result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.

## ACTIVE WEAPONS

PROFICIENCY

## PRIMARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

## SECONDARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

## ACTIVE ARMOR

MAJOR

SEVERE

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

## INVENTORY

## INVENTORY WEAPON

☐ PRIMARY☐ SECONDARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

## INVENTORY WEAPON

☐ PRIMARY☐ SECONDARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

ANCESTRY:

FEATURE

FEATURE

DOMAIN CARD:

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

SUBCLASS:

FOUNDATION

SPECIALIZATION

MASTERY

CLASS

SPELLCAST TRAIT

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

SUBCLASS:

FOUNDATION

SPECIALIZATION

MASTERY

CLASS

SPELLCAST TRAIT

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

# SERAPH

## CHARACTER GUIDE

As a seraph, you've taken a vow to a god who helps you channel sacred arcane power to keep your party on their feet.

### SUGGESTED TRAITS

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

### SUGGESTED PRIMARY WEAPON

Hallowed Axe - Strength Melee - d8+1 mag -  
One-Handed

### SUGGESTED SECONDARY WEAPON

Round Shield - Strength Melee - d4 phy - One-Handed

**Protective:** +1 to Armor Score

### 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 bundle of offerings **OR**  
a sigil of your god

### CHARACTER DESCRIPTION

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

**Clothes that are:** glowing, rippling, ornate, tight,  
modest, strange, natural

**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:** an angel, a doctor, an evangelist,  
a monk, a priest

### BACKGROUND QUESTIONS

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

Which god did you devote yourself to? What incredible feat did they  
perform for you in a moment of desperation?

How did your appearance change after taking your oath?

In what strange or unique way do you communicate with your god?

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.

What promise did you make me agree to, should you die on  
the battlefield?

Why do you ask me so many questions about my god?

You've told me to protect one member of our party above  
all others, even yourself. Who are they and why?

### 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 character  
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.

### 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 tier and mark them.

☐ ☐ ☐ Gain a +1 bonus to two unmarked character  
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 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.

☐ ☐ 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.

☐ 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.

