





INSTINCT



Perceive
Sense
Navigate

PRESENCE



Charm
Perform
Deceive

KNOWLEDGE

Recall
Analyze
Comprehend

Add your current level to your damage thresholds.



**MAJOR
DAMAGE**



**SEVERE
DAMAGE**

[illegible]

STRESS

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



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



HANFOLS



BAGS

CHESTUNSTOPPABLE ☐

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 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*.

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
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FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
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FEATURE

ACTIVE ARMOR

NAME	BASE THRESHOLDS	BASE SCORE
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FEATURE

INVENTORY

INVENTORY WEAPON



☐ PRIMARY

☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
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FEATURE

INVENTORY WEAPON



☐ PRIMARY

☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
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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:

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FEATURE

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 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.

