



AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

Add your current level to your damage thresholds.

STRESS

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

EXPERIENCE





HANDEFULS
BAGS
CHEST

PRESTIDIGITATION

You can perform harmless, subtle magical effects at will. For example, you can change an object's color, create a smell, light a candle, cause a tiny object to float, illuminate a room, or repair a small object.

STRANGE PATTERNS

Choose a number between 1 and 12. When you roll that number on a Duality Die, gain a Hope or clear a Stress. You can change this number when you take a long rest.

PROFICIENCY ● ○ ○ ○ ○ ○ ○

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

MAJOR	SEVERE
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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

WIZARD

CHARACTER GUIDE

As a wizard, you've become familiar with the arcane through the relentless study of grimoires and other tools of magic.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Greatstaff - Knowledge Very Far - d6 mag -
Two-Handed

Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

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 book you're trying to translate OR
a tiny, harmless elemental pet

THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

large tomes, tarot cards, etc.

CHARACTER DESCRIPTION

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

Clothes that are: beautiful, clean, common,
flowing, layered, patchwork, tight

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 eccentric, a librarian, a lit fuse,
a philosopher, a professor

BACKGROUND QUESTIONS

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

What responsibilities did your community once count on you for?
How did you let them down?

You've spent your life searching for a book or object of great
significance. What is it, and why is it so important to you?

You have a powerful rival. Who are they, and why are you so
determined to defeat them?

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 favor have I asked of you that you're not sure you can fulfill?

What weird hobby or strange fascination do we both share?

What secret about yourself have you entrusted only to me?

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.

