

SUBCLASS









Maneuver

NAME

HERITAGE







**ACTIVE WEAPONS** 

**PRONOUNS** 



Deceive



Comprehend

# **DAMAGE & HEALTH**

Add your current level to your damage thresholds.



MAJOR DAMAGE Mark 2 HP



Mark 3 HP











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



Volatile Magic: Spend 3 Hope to reroll any number of your damage dice on an attack that deals magic damage.

# **EXPERIENCE**

CHEST

# **GOLD**

00000000 HANDFULS BAGS

# **CLASS FEATURE**

### **ARCANE SENSE**

You can sense the presence of magical people and objects within Close range.

## MINOR ILLUSION

Make a **Spelicast Roll (10)**. On a success, you create a minor visual illusion no larger than yourself within Close range. This illusion is convincing to anyone at Close range or farther.

# **CHANNEL RAW POWER**

Once per long rest, you can place a domain card from your loadout into your vault and choose to either:

- Gain Hope equal to the level of the card.
- Enhance a spell that deals damage, gaining a bonus to your damage roll equal to twice the level of the card.

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RIMARY		
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NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
ECONDARY		
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
	ACTIVE ARMOR	
	ACTIVE ARMOR	
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FEATURE		

**INVENTORY** 

INVENTORY WEAPON	: M (		RIMARY	SECONDA
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FEATURE				
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NAME	TRAIT & RANGE	D	DAMAGE DICE & TYPE	
FEATURE				



### **SUGGESTED TRAITS**

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

### SUGGESTED PRIMARY WEAPON

Dualstaff - Instinct Far - d6+3 mag - Two-Handed

### SUGGESTED ARMOR

Gambeson Armor - Thresholds 5/11 - Score 3 **Flexible:** +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 whispering orb **OR** a family heirloom

### **CHARACTER DESCRIPTION**

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

**Clothes that are:** always moving, flamboyant, inconspicuous, layered, ornate, 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:** a celebrity, a commander, a politician, a prankster, a wolf in sheep's clothing

# **BACKGROUND QUESTIONS**

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

What did you do that made the people in your community wary of you?

What mentor taught you to control your untamed magic, and why are they no longer able to quide you?

You have a deep fear you hide from everyone. What is it, and why does it scare you?

Then work with the GM to	annorato two starting	Evnorioncos for	vaurcharactor
THEIL WOLK WITH THE GIVI TO	yenerale lwo slai linc	I EXPENIENCES IOI	your character.

### CONNECTIONS

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

Why do you trust me so deeply?	
What did I do that makes you cautious around me?	
Why do we keep our shared past a secret?	

# 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.

$\Box\Box\Box$	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

access to (up to level 4).

Experiences.

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

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 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 one Stress slot.

Permanently gain a +1 bonus to two

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 traits and mark them.	unmarked character
Permanently gain one	Hit Point slot.
Permanently gain one	Strass slot

Permanently gain a +1 bonus to two
Experiences.

Chose an additional domain card of your level or lower from a domain you have

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.