



# SORCERER

## CHARACTER GUIDE

As a sorcerer, you were born with innate magical power, and you've learned how to wield that power to get what you want.

### 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 guide 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 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.

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.

- ☐ ☐ ☐ 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.

