

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 11



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 & 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.


**Patron's Boon:** Spend 3 Hope to call out to your patron for help, gaining 1d4 Favor.

## EXPERIENCE

## GOLD



HANDFULS



BAGS



CHEST

## CLASS FEATURE

### WARLOCK PATRON:

You have committed yourself to a patron (god, demon, fae, or other supernatural entity) in exchange for power. Write their name above. Then choose their spheres of influence, at GM discretion (Nature & Mischief, Love & War, Knowledge & Shadow, etc.), record them below, and set their values to +2. Anytime you increase your tier, these spheres of influence gain a permanent +1 bonus. Before making an action roll that relates to one of your patron's spheres of influence, you can **spend a Favor** to call on them and add its value to the roll.

### SPHERES OF INFLUENCE

FAVOR

Start with 3 Favor. During a rest, spend one of your downtime moves to tithe to your patron. When you do, gain Favor equal to your Presence. If you choose to forgo this offering, the GM instead gains a Fear.

## 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

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

# WARLOCK

## CHARACTER GUIDE

As a warlock, you've pledged your life to a patron in exchange for great power.

### SUGGESTED TRAITS

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

### SUGGESTED PRIMARY WEAPON

Scepter - Presence Far - d6 phy - Two-Handed  
**Versatile:** This weapon can also be used with these statistics—Presence, Melee, d8.

### 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 carving that symbolizes your patron OR  
a ring you can't remove

### CHARACTER DESCRIPTION

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

**Clothes that are:** shadowy, billowing, smoking,  
lavish, sacred, mended, neat, luminous

**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 coming storm, a devotee, a jester,  
an soothsayer, a monarch, a live wire, a hot mess

### BACKGROUND QUESTIONS

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

What desperate situation led you to pledge your life to your patron?

Your patron has given you one task you must accomplish  
above all else. What is it, and why does it worry you?

You and your patron are similar in a very specific way.  
What characteristic do you share, and how do you feel about it?

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.

I confide in you about what my patron says and does. Why?

You once saw me tithe to my patron and it's changed how you  
interact with me. What did you see and how has it affected you?

I once did something very foolish, and you have never let me  
live it down. What was it?

### 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.

