

SUBCLASS









Maneuver

NAME

HERITAGE



PRIMARY

NAME

NAME

FEATURE

FEATURE

FEATURE

SECONDARY





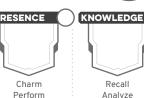
ACTIVE WEAPONS

PROFICIENCY () () ()

TRAIT & RANGE

TRAIT & RANGE

PRONOUNS



Deceive

Recall Analyze Comprehend

DAMAGE DICE & TYPE

DAMAGE DICE & TYPE

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE Mark 1 HP

MAJOR DAMAGE Mark 2 HP



Mark 3 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

00000000 HANDFULS



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 OOOOO

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	ARMOR

NAME **BASE THRESHOLDS BASE SCORE**

INVENTORY

INVENTORY WEAPON

□ PRIMARY SECONDARY

NAME

NAME

TRAIT & RANGE

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

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PRIMARY SECONDARY

DAMAGE DICE & TYPE

FEATURE



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

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

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.