

NAME _____ PRONOUNS _____

HERITAGE _____ SUBCLASS _____



EVASION
Start at 10

ARMOR

16 small shield icons arranged in a 4x4 grid.

AGILITY **STRENGTH** **FINESSE** **INSTINCT** **PRESENCE** **KNOWLEDGE**

Sprint
Leap
Maneuver

Lift
Smash
Grapple

Control
Hide
Tinker

Perceive
Sense
Navigate

Charm
Perform
Deceive

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE **MAJOR DAMAGE** **SEVERE DAMAGE**

Mark 1 HP Mark 2 HP Mark 3 HP

HP

STRESS

HOPE

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

GOLD

HANDFULS BAGS CHEST

CLASS FEATURE

ARCANE SENSE

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

MINOR ILLUSION

Make a **Spellcast 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.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME _____ TRAIT & RANGE _____ DAMAGE DICE & TYPE _____

FEATURE _____

SECONDARY

NAME _____ TRAIT & RANGE _____ DAMAGE DICE & TYPE _____

FEATURE _____

ACTIVE ARMOR

NAME _____ BASE THRESHOLDS _____ BASE SCORE _____

FEATURE _____

INVENTORY

INVENTORY WEAPON

PRIMARY SECONDARY

NAME _____ TRAIT & RANGE _____ DAMAGE DICE & TYPE _____

FEATURE _____

INVENTORY WEAPON

PRIMARY SECONDARY

NAME _____ TRAIT & RANGE _____ DAMAGE DICE & TYPE _____

FEATURE _____

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.

