

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 9



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.

Life Support: Spend 3 Hope to clear
a Hit Point on an ally within Close range.

EXPERIENCE

GOLD



HANDFULS



BAGS

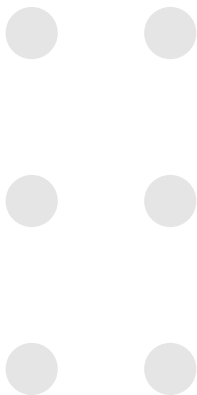


CHEST

CLASS FEATURE

PRAYER DICE

At the beginning of each session, roll a number of **d4s** equal to your subclass's Spellcast trait and place them on this sheet in the space provided. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die's value to reduce incoming damage, add to a roll's result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.



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

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Hallowed Axe - Strength Melee - d8+1 mag -
One-Handed

SUGGESTED SECONDARY WEAPON

Round Shield - Strength Melee - d4 phy - One-Handed

Protective: +1 to Armor Score

SUGGESTED ARMOR:

Chainmail Armor - Thresholds 7/15 - Score 4

Heavy: -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 bundle of offerings OR
a sigil of your god

CHARACTER DESCRIPTION

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

Clothes that are: glowing, rippling, ornate, tight,
modest, strange, natural

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: an angel, a doctor, an evangelist,
a monk, a priest

BACKGROUND QUESTIONS

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

Which god did you devote yourself to? What incredible feat did they
perform for you in a moment of desperation?

How did your appearance change after taking your oath?

In what strange or unique way do you communicate with your god?

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.

What promise did you make me agree to, should you die on
the battlefield?

Why do you ask me so many questions about my god?

You've told me to protect one member of our party above
all others, even yourself. Who are they and why?

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.

