Name & Title Level: Alignment: Profession:	Hit Die: Social Class: Motives:	Current Disposition	Notes
Attributes Charisma Dexterity Ferocity Health Intelligence Willpower	Score Current Modifier Score Modifier 1 -5 2 -4 3 -3 4-5 -2 6-8 -1 9-12 None. 13-15 +1 16-17 +2 18 +3 19 +4 20+ +5	Money	
Equipment Health Limit 1-3 1 4-5 2 6-8 3 9-12 4 13-15 5 16-17 6 18 7 19 8 20+ 9 Armour: Speed:	Encumbering Items Small Items		

Name & Title Level: Alignment:	Hit Die: Social Class:		Current Disposition	Spells Known	Level Corrupted? O O O
Profession:	Motives:				
Attributes	Score Current Modifier	Score Modifier 1 -5 2 -4	Experience	53	0 0
Dexterity	888	3 -3 4-5 -2 6-8 -1	ib and i		O O
Ferocity Health	200	9-12 None. 13-15 +1 16-17 +2	Money		
Intelligence Willpower	888	18 +3 19 +4 20+ +5			O O
Equipment Health Limit	Encumbering Items	Small Items			
1-3 1 4-5 2 6-8 3					
9-12 4 13-15 5 16-17 6					
18 7 19 8 20+ 9			225		
Armour: Speed:					

Name & Title Level: Alignment: Profession:	Hit Soc	Die: cial Class: otives:			Current Disposition	Spells Known	Level Corrupted O O O O O O
Attributes	Score Current	Modifier	Score	Modifier	Experience		0
			1	-5			
Charisma	\rightarrow	\rightarrow	2	-4			O
Dexterity			3 4-5	-3 -2	R dd		O
Ferocity			6-8	-1			O
	\rightarrow	\rightarrow	9-12	None.	Money		O
Health			13-15 16-17	+1			0
Intelligence	() ()		18	+2			O
Willpower	00		19 20+	+4			O O
Equipment					Notes		
Health Limit	Encumbering Items	9	Small Items	4			
1-3 1 4-5 2			1	-			
6-8 3			1	1			
9-12 4				SCA	PARIE		
13-15 5		4	1			J.	
16-17 6		1		- O Green	de la constantina della consta	J	
18 7		10		STOP A	Reco		
19 8		N. T. S. R.		TUIT	T III III		
Armour:							
Speed:		010	E E	A A	70 E . 70		

Name: Alignment: Profession: Hit Die: Disposition: Attributes Max Now			Name: Alignment: Profession: Hit Die: Disposition: Attributes Max Now		
Charisma	Equipment:	Armour:	Charisma Max NOW	Equipment:	Armour:
Dexterity			Dexterity		
Ferocity			Ferocity		
Health	15		Health	, J	
Intelligence			Intelligence		
Willpower			Willpower	230	
	Re	tainer Re	cord Sheet		
Name: Alignment: Profession: Hit Die: Disposition:			Name: Alignment: Profession: Hit Die: Disposition:		
Attributes Max Now Charisma	Equipment:	Armour:	Attributes Max Now Charisma	Equipment:	Armour:
Dexterity Ferocity			Dexterity Ferocity		8
Health			Health		
Intelligence			Intelligence		
Willpower			Willpower		
п проист			"Anpower		

		Est.
Settlement Name Settlemen	t Log Visitors	Resentment Scor
	Name: Reasons:	
People, Places, & Things	Name: Reasons:	
	Name: Reasons:	
Social Institutions	Name: Reasons:	
	Name: Reasons:	
	Leader Community Size	Population Settlement Die
S PAR	AND THE PROPERTY OF THE PROPER	Less than a hundred people. 1d4
	AL ALLES	Hundreds of people. 1d6
	THE STATE OF THE S	Thousands of people. 1d8
	THE WAY IN THE PARTY OF THE PAR	Tens of thousands of people 1d10
	AND ILLIAM SECTION AND AND AND AND AND AND AND AND AND AN	A hundred thousand people. 1d12
	Sprawling metropolis.	So many people. 1d20
Evo E		· · · · · /

Level:

Hit Die: 1d8

Alignment:

Social Class:

Motives:

Attributes	Score	Current	Modifier	Score	Modifier
1. 4. 1				1	-5
Charisma				2	-4
				3	-3
Dexterity		\rightarrow		4-5	-2
Ferocity				6-8	-1
rerocity			\rightarrow	9-12	None.
Health				13-15	+1
		\rightarrow		16-17	+2
Intelligence				18	+3
				19	+4
Willpower				20+	+5

Equipment

Health	Limit	Encumbering Items
1-3	1	
4-5	2	
6-8	3	
9-12	4	
13-15	5	
16-17	6	
18	7	
19	8	
20+	9	

Small Items

Armour:

Speed:

Current Disposition



Experience



Money



The Assassin

Special Abilities

- When you attack from behind or by surprise, you ignore non-magical armour and deal additional damage, even if you roll to attack and you miss. At levels 1-3, you inflict +1d8 damage; at levels 4-5, you inflict +1d10 damage; at levels 7-9, you inflict +1d12 damage.
- When you charge a foe with a longer weapon, they cannot attack you first.
- When you employ stealth, you can always add your level to overcome attempts to ambush someone, hide from them, sneak past them, or break and enter.
- You can always **add your level to any physical attacks** and **escape attempts** you make that are overcome attempts.

Write your fifth special ability here:

You can't be good, and you can't use your special abilities while wearing a suit of plate.



Level:

Hit Die: 1d6

Alignment:

Social Class:

Motives:

Attributes	Score	Current	Modifier	Score	Modifier
1 1 1				1	-5
Charisma				2	-4
Destaction				3	-3
Dexterity				4-5	-2
Ferocity				6-8	-1
rerocity			\rightarrow	9-12	None.
Health	()	()		13-15	+1
		/		16-17	+2
Intelligence				18	+3
				19	+4
Willpower				20+	+5

Equipment

Health	Limit	Encumbering Items	Small Items
1-3	1		1
4-5	2		- Q
6-8	3		
9-12	4		1 4
13-15	5		1 1
16-17	6		
18	7		S. P.
19	8		THE DE
20+	9	4	The state of the s

Armour:

Speed:

Current Disposition



Experience



Money



The Bard

Special Abilities

- As a simple action, **you may transfer your Disposition to your allies**. For each point of Disposition you lose, one other character who can see, hear, or touch you gains 2 points of Disposition. You may distribute lost points amongst other characters as you see fit.
- When you re-roll your Disposition, any allies who also re-roll their Disposition get advantage. You may decide who is an ally and who is not at any time.
- You may always add your level to overcome rolls you make to perform for an audience or socialize as a bard (e.g. busking, getting gigs, impressing a patron).

Write your fourth special ability here:

You can't be evil, and you can't use your special abilities while wearing a suit of plate.



Level:

Hit Die: 1d8

Alignment:

Social Class:

Motives:

Attributes	Score	Current	Modifier	Score	Modifier
1 4 4				1	-5
Charisma				2	-4
				3	-3
Dexterity		\rightarrow		4-5	-2
Ferocity				6-8	-1
refocity			\rightarrow	9-12	None.
Health			()	13-15	+1
		\rightarrow		16-17	+2
Intelligence				18	+3
				19	+4
Willpower				20+	+5

Equipment

ealth]	Limit	Encumbering Items	Small I
1-3	1		
4-5	2		
6-8	3		1
9-12	4		1 3
13-15	5		0 3
16-17	6		E
18	7		S FLA
19	8		RIV
20+	9	V .	- Li - C

Armour:

Speed:

Current Disposition



Experience



Money



The Champion

Special Abilities

- During a rest, you can give anyone else who shares your alignment advantage when they re-roll their Disposition or Psychic Armour.
- You always know when magic in your presence requires or targets your alignment, and when someone in your presence shares your alignment.
- You can always add your level to any physical attacks you make that are overcome rolls, and to all social overcome attempts in which you defend your alignment.
- You have **advantage on all saves** against magic that targets your alignment.

Write your alignment special ability here:

You can't be neutral, and you can't use your special abilities while hiding your alignment.



Name & Titles Level: Hit Die: 1d6 Alignment: Social Class: Motives: Attributes Score Modifier Current Modifier -5 Charisma 2 -4 -3 3 **Dexterity** 4-5 -2 -1 6-8 **Ferocity** 9-12 None. 13-15 Health +1 16-17 +2 Intelligence 18 +3 19 +4 Willpower +5 20+ Equipment Health Limit **Encumbering Items Small Items** 1-3 4-5 2 6-8 3 9-12 4 13-15 16-17 6 18

19

20+

8

Armour:

Speed:

Current Disposition



Experience



The Cultist

Special Abilities

- You can always add your level to any physical attacks you make that are overcome attempts (unless you are using a restricted weapon).
- You have a spiritual enemy, that you may banish from your presence as a simple action. Choose one of the following: beasts (and beastlings), dwellers in the deep, faeries, golems, humans, or the undead.
- You know 2 spells per level, plus additional spells
 equal to your Willpower modifier. When you cast a
 spell you know, you may save against your Willpower
 to control it, instead of your Intelligence.

Spells Known	Level	Corrupted?	
		O	
		O	
		O	
		O	
		O	
		O	
		O	
		O	
		O	
		O	
		O	
		O	
/		O	
<u>/-</u>		O	
# /		O	
(40)		O	
		O	
		O	
		O	
		O	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		0	

Money

Name & Reputation Members Notes

Tithed Experience



Half of the experience points you earn are automatically tithed to your cult. In order for them to count toward advancement, you must buy them back by spending the same amount in cyphers on advancing your cult. You may send this money as a tithe to your superiors, or spend it on establishing a shrine or temple of your own.

The Cult

Restrictions

- You can't be of lawful alignment.
- You may fight with your bare hands, throw things at people, use shields, and wear light armour, plus choose two:
 - O Blades
 - O Blunt Weapons
 - O Firearms
 - O Garrotes
 - O Heavy Armour
 - O Missile Weapons
 - O Whips

The ones you do not choose are restricted by your cult precepts or you are not skilled at using them. You cannot use your special abilities while using restricted weapons or armour.

Abjuration of a Spiritual Enemy

Choose 1 of the following as your spiritual enemy:

Beastlings • Dwellers in the Deep • Faeries • Golems • Humans • The Undead

Roll 2d6 + Willpower modifier to banish your enemy:

- 0-6 Abjuration has no effect. Either your foe is too strong, or your convictions are too weak.
- 7-9 If your foe is your level or lower, you can hold them at bay. Otherwise, the abjuration has no effect.
- 10-11 If your foe is your level or lower, they are held at bay and take 1d6 damage each round they do not move away from you, until they have left your presence. If your foe is of higher level than you are, you can hold them at bay, but no more.
- 12+ Your foe is held at bay and takes 1d6 damage each round they do not move away from you, until they leave your presence. If they are your level or lower, they take 1d6 damage each round even if they are moving away from you (until they leave your presence).

Name	8	les
Level:		0

Hit Die: 1d8

Alignment:

Social Class:

Motives:

Attributes	Score	Current	Modifier	Score	Modifier
1 1				1	-5
Charisma				2	-4
Dantanita				3	-3
Dexterity		\rightarrow		4-5	-2
Ferocity				6-8	-1
refocity			\rightarrow	9-12	None.
Health		()		13-15	+1
		/		16-17	+2
Intelligence				18	+3
24411				19	+4
Willpower				20+	+5

Equipment

Armour:

Speed:

Health	Limit	Encumbering Items	Small Items
1-3	1		1
4-5	2		- 4
6-8	3		
9-12	4		4
13-15	5		1
16-17	6		1 6 3 -
18	7		S. P.
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Current Disposition



Experience



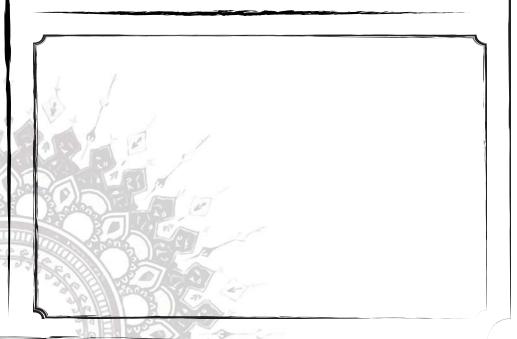
Money

The Fighter

Special Abilities

- When you make a physical attack, you can inflict additional damage, whether you hit or miss. At levels 1-3, you inflict +1d8 damage; at levels 4-5, you inflict +1d10 damage; at levels 7-9, you inflict +1d12 damage.
- When your Disposition is lower than your level, if you join the fight or press the attack, you may increase your Disposition so it equals your level.
- You can always add your level to any physical attacks and intimidation attempts you make that are overcome rolls.

Write your fourth special ability here:



Name & Titl Level:		Hit	Die: 1d4		
Alignment: Motives:			cial Class:		
Attributes	Score	Current	Modifier	Score	Modifier
				1	-5
Charisma				2	-4
Dexterity				3	-3
Dexterity		\rightarrow		4-5	-2
Ferocity				6-8 9-12	-1 None.
111(1.				13-15	+1
Health		\rightarrow		16-17	+2
Intelligence				18	+3
				19	+4
Willpower				20+	+5
Equipment		T.			
Health Limit	Encumbering	g Items		Small Items	1
1-3 1 4-5 2				- 6	1
6-8 3					1 3 30
9-12 4				012	STATE
13-15 5			10	1 10	
16-17 6					1
18 7			5	AL C	Store A
19 8			16	THE PARTY	1 633

20+

Armour:

Speed:

Current Disposition



Experience



Money



Psychic Armour



Restrictions

You can't be chaotic, you can't use your special abilities while wearing a non-magical suit of plate, and you get no damage bonus for wielding a non-magical two-handed weapon.

The Scholar

Special Abilities

Spalla Manus

- When you spend a turn searching, you always find hidden things in a dungeon of your level or lower, and you always save against your full Dexterity score when you search a higher-level dungeon.
- When you tend to someone who is injured, they recover twice as many attribute points or remove twice as many Wounds as normal. Each day, you may tend to a number of patients equal to your level (you may tend yourself).
- When you treat someone who has been injured no more than a day earlier, you may restore lost attribute points or remove Wounds equal to your level. You may not heal them again until they suffer another injury.
- You can use any magic item and gain its full benefits, regardless of alignment, profession, or other restrictions.
- You have Psychic Armour. Roll your Hit Die (1d4) twice and add the results together.
- You know 1 spell per level, plus additional spells equal to your Intelligence modifier.

Spens Known	Level	Corrupted?
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		O
		O

Level:

Hit Die: 1d6

Alignment:

Social Class:

Motives:

Attributes	Score	Current	Modifier	Score	Modifier
1 1				1	-5
Charisma				2	-4
				3	-3
Dexterity				4-5	-2
Ferocity				6-8	-1
refocity			\rightarrow	9-12	None.
Health		()		13-15	+1
1100/1011		\rightarrow		16-17	+2
Intelligence				18	+3
				19	+4
Willpower				20+	+5

Equipment

Health 1	Limit	Encumbering Items	Small Iten
1-3	1		1
4-5	2		
6-8	3		1
9-12	4		(4)
13-15	5		P 3
16-17	6		E
18	7		S. P.
19	8		RIVE
20+	9	- 7	The Comment

Armour:

Speed:

Current Disposition



Experience



Money



The Thief

Special Abilities

- When you employ stealth, you can always add your level to overcome attempts to ambush someone, hide from them, sneak past them, or break and enter.
- When you quickly search an area you have not searched before, without spending a whole turn, you can roll to search as normal, the same as other characters who do spend a turn.
- When you spend a turn searching, you always find
 what is hidden in a dungeon of your level or lower, and
 you always roll against your full Dexterity score when
 you search a higher-level dungeon (instead of half your
 Dexterity).
- You can always add your level to your initiative rolls, and to overcome rolls you make in order to deceive someone, make your escape, run a confidence scam, or steal something.

Write your fifth special ability here:

You can't use your special abilities while wearing a suit of plate.



evel: lignment:	5.5	Sh.	Die: 1d4 cial Class:			Disposition
lotives:	Ba .	-7				
ttributes	Score	Current	Modifier	Score	Modifier	Experience
100				1	-5	
arisma		\rightarrow		2	-4	, i
xterity		()		3	-3	by self
		>		4-5 6-8	-2 -1	
rocity				9-12	None.	
lth				13-15	+1	Money
ICH		$\rightarrow \prec$		16-17	+2	
elligence				18	+3	`
				19	+4	
lpower				20+	+5	
ipment						Psychic
lth Limit	Encumberin	a a Teama		Small Items		Armour
3 1	Encumbern	ig items		oman Items	1	
5 2				10	1	
3						
2 4					SO De	RADIE
5 5			14	1		Restrictions
7 6			1			
7			3		COLOR P	You can't use your special abilities while
8			R	DE C	THIT	encumbered, wearing
+ 9			TO MAN		NI DE	a suit of plate, or using
rmour:					1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	a shield; and you get no damage bonus for

Speed:

e Wizard

wielding a two-handed weapon.

ial Abilities

- Then you fail to control a spell, you may lose 1d4 oints of Willpower instead of rolling on the miscasting ble (you must choose before you roll).
- hen your knowledge of a spell would become orrupted, you may prevent the corruption if you save gainst your Willpower score (or half your Willpower, unded down, if the spell is higher level than you are).
- ou have Psychic Armour. Roll your Hit Die (1d4) vice and add the results together.
- ou know 2 spells per level, plus spells equal to your telligence modifier.

Spells Known	Level	Corrupted?
		O
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		O
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		Ο
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		O
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		O
<u> </u>		O
# 2		O
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The Comment		O
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