

Name & Titles

Level:

Hit Die:

Alignment:

Social Class:

Profession:

Motives:

Attributes

Score

Current

Modifier

Score

Modifier

Charisma

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

Dexterity

Ferocity

Health

Intelligence

Willpower

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

Current  
Disposition

Experience

Money

Notes

Armour:

Speed:

## Name & Titles

**Level:**

## Hit Die:

**Alignment:**

**Social Class:**

**Profession:**

### Motives:

| Attributes   | Score | Current | Modifier | Score | Modifier |
|--------------|-------|---------|----------|-------|----------|
| Charisma     |       |         |          | 1     | -5       |
|              |       |         |          | 2     | -4       |
| Dexterity    |       |         |          | 3     | -3       |
|              |       |         |          | 4-5   | -2       |
| Ferocity     |       |         |          | 6-8   | -1       |
|              |       |         |          | 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 |                   |             |
| 4-5          | 2 |                   |             |
| 6-8          | 3 |                   |             |
| 9-12         | 4 |                   |             |
| 13-15        | 5 |                   |             |
| 16-17        | 6 |                   |             |
| 18           | 7 |                   |             |
| 19           | 8 |                   |             |
| 20+          | 9 |                   |             |

## Current Disposition



## Experience



## Money



### Spells Known

[illegible]



Name:  
Alignment:  
Profession:  
Hit Die:  
Disposition:

Attributes    Max    Now

|              |  |  |
|--------------|--|--|
| Charisma     |  |  |
| Dexterity    |  |  |
| Ferocity     |  |  |
| Health       |  |  |
| Intelligence |  |  |
| Willpower    |  |  |

Equipment:    Armour: \_\_\_\_\_

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Name:  
Alignment:  
Profession:  
Hit Die:  
Disposition:

Attributes    Max    Now

|              |  |  |
|--------------|--|--|
| Charisma     |  |  |
| Dexterity    |  |  |
| Ferocity     |  |  |
| Health       |  |  |
| Intelligence |  |  |
| Willpower    |  |  |

Equipment:    Armour: \_\_\_\_\_

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## Retainer Record Sheet

Name:  
Alignment:  
Profession:  
Hit Die:  
Disposition:

Attributes    Max    Now

|              |  |  |
|--------------|--|--|
| Charisma     |  |  |
| Dexterity    |  |  |
| Ferocity     |  |  |
| Health       |  |  |
| Intelligence |  |  |
| Willpower    |  |  |

Equipment:    Armour: \_\_\_\_\_

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Name:  
Alignment:  
Profession:  
Hit Die:  
Disposition:

Attributes    Max    Now

|              |  |  |
|--------------|--|--|
| Charisma     |  |  |
| Dexterity    |  |  |
| Ferocity     |  |  |
| Health       |  |  |
| Intelligence |  |  |
| Willpower    |  |  |

Equipment:    Armour: \_\_\_\_\_

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Settlement Name

# Settlement Log

Visitors

Resentment Scores

## People, Places, & Things

## Social Institutions

Name:  
Reasons:

Name:  
Reasons:

Name:  
Reasons:

Name:  
Reasons:

Name:  
Reasons:

Name:  
Reasons:

Name:  
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Name:  
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Name:  
Reasons:

Name:  
Reasons:

Name:  
Reasons:

Name:  
Reasons:

Leader

Community Size

Population

Settlement Die

Small village. Less than a hundred people. 1d4

Large village. Hundreds of people. 1d6

Town. Thousands of people. 1d8

Small city. Tens of thousands of people. 1d10

Large city. A hundred thousand people. 1d12

Sprawling metropolis. So many people. 1d20

Name & Titles

Level: Hit Die: 1d8

Alignment: Social Class:

Motives:

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

## 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        |                   |             |

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.



Name & Titles

Level:

Hit Die: 1d6

Alignment:

Social Class:

Motives:

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

## 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        |                   |             |

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.



Name & Titles

Level:

Hit Die: 1d8

Alignment:

Social Class:

Motives:

Attributes

Score

Current

Modifier

Score

Modifier

Charisma

Dexterity

Ferocity

Health

Intelligence

Willpower

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

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

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.



**Hit Die: 1d6**

**Social Class:**

### Motives:

| Attributes   | Score       | Current     | Modifier    | Score | Modifier |
|--------------|-------------|-------------|-------------|-------|----------|
| Charisma     | <div></div> | <div></div> | <div></div> | 1     | -5       |
|              |             |             |             | 2     | -4       |
| Dexterity    | <div></div> | <div></div> | <div></div> | 3     | -3       |
|              |             |             |             | 4-5   | -2       |
| Ferocity     | <div></div> | <div></div> | <div></div> | 6-8   | -1       |
|              |             |             |             | 9-12  | None.    |
| Health       | <div></div> | <div></div> | <div></div> | 13-15 | +1       |
|              |             |             |             | 16-17 | +2       |
| Intelligence | <div></div> | <div></div> | <div></div> | 18    | +3       |
|              |             |             |             | 19    | +4       |
| Willpower    | <div></div> | <div></div> | <div></div> | 20+   | +5       |
|              |             |             |             |       |          |

## 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 |                   |             |

**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

[illegible]

## 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:
  - ☐ Blades
  - ☐ Blunt Weapons
  - ☐ Firearms
  - ☐ Garrotes
  - ☐ Heavy Armour
  - ☐ Missile Weapons
  - ☐ 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 & Titles

Level:

Hit Die: 1d8

Alignment:

Social Class:

Motives:

Attributes

Score

Current

Modifier

Score

Modifier

Charisma

1

-5

Dexterity

2

-4

Ferocity

3

-3

Health

4-5

-2

Intelligence

6-8

-1

Willpower

9-12

None.

13-15

+1

16-17

+2

18

+3

19

+4

20+

+5

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

Armour:

Speed:

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 & Titles

Level:

Hit Die: 1d6

Alignment:

Social Class:

Motives:

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

## 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        |                   |             |

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.



**Hit Die: 1d4**

**Social Class:**

### Motives:

| Attributes   | Score | Current | Modifier | Score | Modifier |
|--------------|-------|---------|----------|-------|----------|
| Charisma     |       |         |          | 1     | -5       |
|              |       |         |          | 2     | -4       |
| Dexterity    |       |         |          | 3     | -3       |
|              |       |         |          | 4-5   | -2       |
| Ferocity     |       |         |          | 6-8   | -1       |
|              |       |         |          | 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 |                   |             |
| 4-5          | 2 |                   |             |
| 6-8          | 3 |                   |             |
| 9-12         | 4 |                   |             |
| 13-15        | 5 |                   |             |
| 16-17        | 6 |                   |             |
| 18           | 7 |                   |             |
| 19           | 8 |                   |             |
| 20+          | 9 |                   |             |

## Current Disposition



## Experience



## Money



## Psychic Armour



## Restrictions

You can't use your special abilities while encumbered, wearing a suit of plate, or using a shield; and you get no damage bonus for wielding a two-handed weapon.

# The Wizard

## Special Abilities

- **When you fail to control a spell**, you may lose 1d4 points of Willpower instead of rolling on the miscasting table (you must choose before you roll).
- **When your knowledge of a spell would become corrupted**, you may prevent the corruption if you save against your Willpower score (or half your Willpower, rounded down, if the spell is higher level than you are).
- **You have Psychic Armour**. Roll your Hit Die (1d4) twice and add the results together.
- **You know 2 spells per level**, plus spells equal to your Intelligence modifier.

## Spells Known

[illegible]