



*As a wizard, you've become familiar with the arcane through the relentless study of grimoires and other tools of magic.*

### SUGGESTED TRAITS

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

### SUGGESTED PRIMARY WEAPON

Greatstaff - Knowledge Very Far - d6 mag -  
Two-Handed

**Powerful:** On a successful attack, roll an additional damage die and discard the lowest result.

### 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 book you're trying to translate OR  
a tiny, harmless elemental pet

#### THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

large tomes, tarot cards, etc.

### CHARACTER DESCRIPTION

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

**Clothes that are:** beautiful, clean, common,  
flowing, layered, patchwork, 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:** an eccentric, a librarian, a lit fuse,  
a philosopher, a professor

## BACKGROUND QUESTIONS

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

What responsibilities did your community once count on you for?  
How did you let them down?

You've spent your life searching for a book or object of great  
significance. What is it, and why is it so important to you?

You have a powerful rival. Who are they, and why are you so  
determined to defeat them?

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 favor have I asked of you that you're not sure you can fulfill?

What weird hobby or strange fascination do we both share?

What secret about yourself have you entrusted only to me?

## 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.



**ANCESTRY:**

FEATURE

FEATURE

**DOMAIN CARD:**

DOMAIN

TYPE

RECALL

FEATURE

**COMMUNITY:**

FEATURE

**DOMAIN CARD:**

DOMAIN

TYPE

RECALL

FEATURE

**SUBCLASS:**

◆ FOUNDATION | ◆ SPECIALIZATION | ◆ MASTERY

CLASS

SPELLCAST TRAIT

FEATURE

**DOMAIN CARD:**

DOMAIN

TYPE

RECALL

FEATURE

**SUBCLASS:**

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