

NAME _____ PRONOUNS _____
 HERITAGE _____ SUBCLASS _____



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.

Frontline Tank: Spend 3 Hope to clear 2 Armor Slots.

EXPERIENCE

GOLD

HANDFULS BAGS CHEST

CLASS FEATURE

UNSTOPPABLE

Once per long rest, you can become *Unstoppable*. You gain an Unstoppable Die. At level 1, your Unstoppable Die is a **d4**. Place it in the space provided, starting with the 1 value facing up. After you make a damage roll that deals 1 or more Hit Points to a target, increase the Unstoppable Die value by one. When the die's value would exceed its maximum value or when the scene ends, remove the die and drop out of *Unstoppable*. At level 5, your Unstoppable Die increases to a **d6**.



While *Unstoppable*, you gain the following benefits:

- You reduce the severity of physical damage by one threshold (Severe to Major, Major to Minor, Minor to None).
- You add the current value of the Unstoppable Die to your damage roll.
- You can't be *Restrained* or *Vulnerable*.

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 _____

As a guardian, you run into danger to protect your party, keeping watch over those who might not survive without you there.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Battleaxe - Strength Melee - d10+3 phy - Two-Handed

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 totem from your mentor OR
a secret key

CHARACTER DESCRIPTION

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

Clothes that are: casual, intricate, loose, padded, royal, tactical, weathered

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 captain, a caretaker, an elephant, a general, a wrestler

BACKGROUND QUESTIONS

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

Who from your community did you fail to protect, and why do you still think of them?

You've been tasked with protecting something important and delivering it somewhere dangerous. What is it, and where does it need to go?

You consider an aspect of yourself to be a weakness. What is it, and how has it affected 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.

How did I save your life the first time we met?

What small gift did you give me that you notice I always carry with me?

What lie have you told me about yourself that I absolutely believe?

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.

