

Jurgen | 1 | Jarek

HUMAN ANCESTRY

11 | +1 STRENGTH
11 | +1 AGILITY
12 | +2 INTELLECT
11 | +1 WILL

5 Speed
1 Size
14 Defense (base: 9)
14 Health
Damage: __

SKILLS & PROFESSIONS

Unskilled -1
Profession (Rake, Priest)
+0

Athletics +__
Bureaucracy & Law +__
Drive & Pilot & Ride +__
Gather Intelligence +__
Observe & Search +1
Persuade & Deceive +1
Sneak & Hide +1
Survive & Forage +__

Academics:

- Clockworks +1
Craft ()
Etiquette & Contacts ()
Perform ()

NOVICE PATHS: Priest

Prayer (Magical)

You can use a reaction when you or a creature within 5 yards of you makes an attribute roll to speak aloud a prayer that grants 1 boon to the roll. After you use this talent, you lose access to it (luck ends).

Holy Symbol (Magical)

You have a symbol of your faith, a burning snake (double S). If you lose this symbol, you can fashion a new one after you rest. The symbol has a number of charges equal to your level. Once per round, you can expend 1 charge from the symbol each time you use it to invoke one of the following effects. You replenish expended charges after you rest.

- **Holy Smite:** When your roll to attack results in a success, you can deal an extra 3d6 damage.

- **Holy Healing:** You can use an action to enable yourself or one ally within 5 yards to heal 3d6 damage.
- **Holy Denunciation:** You can use an action to present your holy symbol to one creature that can see you, hear you, and is within 10 yards. Make a Will roll against the target's Will. You roll with 1 boon if you know the target is a demon, faerie, fiend, spirit, or undead. On a success, the target becomes held (luck ends).

EXPERT PATHS

MASTER PATHS

ARMOR & SHIELD

name | defense

Leather armor | 12 or +1
Shield | +2

WEAPONS

name | to-hit | boons & banes | damage | hands | properties

Sword | +1 |
| 2d6 | 1h | Slashing (+1d6
extra damage on crit)

Whip | |||

EQUIPMENT

Normal set of clothes,
backpack, waterskin,
provisions (7 days), 5
torches, and a tinderbox,
handcuffs, club

TRADITIONS

talents & spells

Chronomancy

Borrow Against the Future
(Magical): You can use this
talent at the start of your
turn. Increase the number
of actions you can use
during your turn by one. At
the end of your turn, make
a Will roll. On a failure, you
become confused (luck
ends). You can use this
talent once, twice at level 3,
and three times at level 7.
You regain expended uses
after you rest.

Shadowmancy

Nightfall Blade (Magical):

You can use an action to
produce a blade of solid
shadow in your hand and
use it to make an attack, if
you choose. The blade
remains for 1 hour or until
you use this talent again.
The blade uses the rules for
a dagger, but attacks with it
deal an extra 1d6 damage
(2d6 damage at level 3 or
4d6 damage at level 7), and
the weapon lacks the Light
trait. When you attack with
the blade, you can use
Intellect in place of the
attribute you would
normally use, and you roll
to attack with 1 boon.
Finally, when you get a
critical success on a roll to
attack with the blade, the
target loses 1d6 Health.

BACKGROUND

You spoke to a snake in a
pillar of fire.

LANGUAGES

Common and Archaic.

ALLIES