

Summoner

Name: _____

What Do You look like?



Inventory

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Gear: ○ ○ ○ ○ ○ ○

STR

DEX

CON

INT

WIS

CHA



Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence.

Summoner Moves

When you sacrifice to an Elemental to form a Pact, roll+CHA. Add it's name and aspect to your Eidolons list

- On 10+, no strikes
- 7-9, one strike
- 6-, two strikes

When you call upon the aid of an Eidolon, roll +CHA. On 7-9 choose one, 6- neither.

- They do exactly as you ask
- Do not mark a strike

When an Eidolon has 3 strikes, the pact is finished, erase it from your list.

Eidolons

Name: _____
Aspect: _____
Strikes: 000

Name: _____
Aspect: _____
Strikes: 000

Name: _____
Aspect: _____
Strikes: 000

Name: _____
Aspect: _____
Strikes: 000

Name: _____
Aspect: _____
Strikes: 000

Name: _____
Aspect: _____
Strikes: 000

Name: _____
Aspect: _____
Strikes: 000

Name: _____
Aspect: _____
Strikes: 000

Name: _____
Aspect: _____
Strikes: 000

Name: _____
Aspect: _____
Strikes: 000

Experience

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Summoner Advancement list.

Experience

Summoner Advancements

(You get one per level.)

- ◇ *Connected.* Gain +1 Charisma.
- ◇ *Learned.* Gain +1 Intelligence.
- ◇ *Empowered.* Gain +1 Strength.
- ◇ *Other-Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ◇ *Quicken.* Eidolon's deal +1 damage
- ◇ *Warlock.* You can make pacts with Demons.
- ◇ *Pocket Monster.* You can make pacts with Beasts.
- ◇ *Invocation.* When your actions venerate an Eidolon's Aspect, erase a strike.
- ◇ *Companion.* Choose an Eidolon and put a star next to it. This one is always summoned and its pact ends at 6 strikes.
- ◇ *Sacrifice.* You may mark a strike on a summoned Eidolon to avoid taking damage.
- ◇ *Chaotic Summons.* Roll WIS+CHA to call upon the aid of a random Eidolon from your list.

Or work with the GM to come up with something cooler!

Other Stuff

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

Character

Creation

(The GM will help you out.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment. (Create one Eidolon to start with, zero strikes)
6. Go find a dungeon!

Moves & Notes & Doodles