

Valiant Ones

WANDER MODE - PACT SHEET

PACT MOTIVATION

CHALLENGE - EXPLORATION - RESPECT - RICHES - THRILLS - VENGEANCE

GATHERED LOOT



STORY ARC



STEP 1



STEP 2



CULMINATION

STORY ARC



STEP 1



STEP 2



CULMINATION

STORY ARC



STEP 1



STEP 2



CULMINATION

STORY ARC



STEP 1



STEP 2



CULMINATION

Battle

- ☐ **LOYALTY:** You instill great respect in your hirelings. They have the *mindset (loyal)* upgrade. If you take harm that would leave you bloodied, they will take the hit in your stead - bloodying or killing them.
- ☐ **MOUNTS:** You have mounts to carry you into battle, enough for your entire group, including hirelings. You always manage to replace lost ones during long downtimes. Detail them and give them edges (choose two): *aquatic - armored - enormous - fast - flying - magical - powerful - terrifying*.
- ☐ **STRATEGIC PLANS:** Proper strategy is the key to warfare. You take +1d on engagement rolls for ambush, assault, or strike raid plans. On a success, you gain a dark heart.
- ☐ **WARRIOR CULTURE:** When hirelings witness any pact member die in glorious combat, they gain morale and lose the bloodied condition if they have it. However, they are now compelled to finish what their allies started.

Mysticism

- ☐ **BOON:** During a downtime, you can make a sacrifice to your deity, paying cost to gain a boon (choose one): *take +1d on a single roll with an item this cycle - take +1d on your next resistance roll - your next failure instead becomes a mixed*. The sacrifice must be unique each time you ask for a boon.
- ☐ **INTERVENTION:** Once per cycle, one member of the pact can beseech the pact's deity to cast a tier 3 spell from their domains. You roll the dungeon tier as an action roll with no dice penalty and the GM determines who is open to any consequences.
- ☐ **FARSEEING:** Once during a long downtime, the pact gains glimpses of the activity of factions in the world. You can establish a fact about a faction or make a 3d roll to tick one of their clocks forward or backward.
- ☐ **VISIONS:** You can establish a fact in the present about an NPC's next likely action, but you immediately take shock of the GM's choice. A fortune roll determines how the NPC's action plays out. *What form does the vision take?*

START PLAY WITH ONE OF THE ABOVE PACT ABILITIES. EVERY TIME A STORY ARC CULMINATES, CHOOSE ANOTHER PACT ABILITY.

NOTES

Meddling

- ☐ **AGENTS OF CHAOS:** You excel at placing blame on others or interfering with faction plans. On a success on blowback, your hirelings gain morale and you can finish or reset a faction clock. *How did you redirect the blame to cause this?*
- ☐ **CUNNING PLANS:** A well-laid out plan has contingencies. You take +1d on engagement rolls for negotiation, stealth, or trickery plans. On a success during a flashback during such a plan, you gain a dark heart.
- ☐ **ORAL TRADITIONS:** You commonly share the oral traditions of your people with each other and others you meet. Once during a long downtime, the pact can establish a fact about the history, cultures, or arcana of the world. You can also flashback to use this. *What story was told to you and by whom?*
- ☐ **WINGED SCOUTS:** You are accompanied by bats, ravens, or other small winged beasts at your service. Each time you choose a plan, the pact can establish a fact about the target that your beasts saw from the sky. You can also flashback to use this again once during the plan.

Utility

- ☐ **GEARED UP:** You gain a supply slot and have a steady supply of the following concoctions and gear: *climbing gear - glowsticks - smoke bombs - tar bombs - throwing weapons - thunderstones - traps*.
- ☐ **PATHFINDING:** Your pact has a knack for traversing the land, finding hidden trails, and knowing to avoid danger. You take +1d on wander rolls.
- ☐ **TEAMWORK:** When you team up, you only take stress on a failure and 6s from different participants count towards rolling a critical.
- ☐ **VEHICLE:** The pact has an incredible vehicle, such as a submarine, dirigible, or steamcar. Detail the vehicle and give it edges (choose two): *armored - camouflaged - dependable - fast - nimble*. Give it a flaw (choose one): *clumsy - distinct - noisy - rickety - slow*. The pact always manages to fully repair the vehicle each long downtime.

CLOCKS



Valiant Ones

NAME _____

RACE & LOOK _____

MOTIVATION: CHALLENGE - EXPLORATION - JUSTICE
RESPECT - RICHES - THRILLS

REVELRY: CAROUSING - COLLECTION - GAMBLING
LUXURY - OCCULT - WORSHIP

GEAR (ALWAYS WITH YOU)

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SUPPLY (BACKPACK)

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HIRELING

MORALE ☐

BLOODIED ☐

NAME _____

RACE & TYPE _____

ACTIONS

☐ ☐ SCAN
☐ ☐ TINKER
☐ ☐ TRICK
☐ ☐ FINESSE
☐ ☐ SKULK
☐ ☐ SMASH
☐ ☐ BANTER
☐ ☐ INVOKE
☐ ☐ THREATEN

UPGRADES (1 GOLD EACH)

☐ ADEPT ☐
☐ COMPANION
☐ EQUIPPED ☐
☐ FLUENT
☐ MINDSET
☐ STRAPPED ☐
☐ TRAINED
☐ VERSATILE

GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL
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BAD TRAIT: COCKY - DISHONEST - DUMB - GREEDY
IMPATIENT - INDECISIVE - STUBBORN

FRIEND OR MENTOR

PLANS

- ♦ **AMBUSH:** HIT THEM WHEN THEY LEAST EXPECT IT, MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.
- ♦ **ASSAULT:** BRING FULL FORCE TO BEAR, DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.
- ♦ **NEGOTIATION:** TALK IT OUT, TELL LIES, OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.
- ♦ **STEALTH:** SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT QUIETLY, BEING NOTICED AS LITTLE AS POSSIBLE.
- ♦ **STRIKE:** BUST IN, GET WHAT YOU WANT, AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.
- ♦ **TRICKERY:** CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.



BRAINS SMARTS, AWARENESS, INSIGHT

☐ ☐ ☐ **SCAN** / *perceptively*
☐ ☐ ☐ **TINKER** / *cleverly*
☐ ☐ ☐ **TRICK** / *slyly*



MUSCLES STRENGTH, AGILITY, SPEED

☐ ☐ ☐ **FINESSE** / *precisely*
☐ ☐ ☐ **SKULK** / *sneakily*
☐ ☐ ☐ **SMASH** / *powerfully*



GUTS PERSONALITY, METTLE, MAGIC

☐ ☐ ☐ **BANTER** / *affably*
☐ ☐ ☐ **INVOKE** / *magically*
☐ ☐ ☐ **THREATEN** / *forcefully*



BLOODIED

- ♦ **ASSIST:** GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- ♦ **GO HARD:** TRADE +EFFECT FOR -POSITION
- ♦ **TEAM UP:** TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- ♦ **TOUGH CHOICE:** TRADE +1D FOR A CONSEQUENCE
- ♦ **HEART:** TAKE +1D ON A ROLL



- ♦ **SHOCK:** TAKE -1D ON NEXT ROLL, THEN CLEARS
- ♦ **BLOODIED:** TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- ♦ **HEROIC DEATH:** TAKE A FINAL ACTION IF YOU HAVE A HEART LEFT WHEN YOU DIE.
- ♦ **GO BIG:** IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

DOWNTIME ACTIONS

- ♦ **BREW POTIONS** AND ALCHEMICALS.
- ♦ **CONTACT** FRIENDS, NPCs, OR FACTIONS.
- ♦ **CRAFT** AN ITEM, EDGE, OR CONTRAPTION.
- ♦ **GATHER INFO** BY SCOUTING, INQUIRING, ETC.
- ♦ **INCANT** A RITUAL.
- ♦ **RECRUIT** A HIRELING.

PROJECT CLOCKS



- ♦ **RISK IT:** RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

Artificer

○ **BREWMASTER:** When you make a concoction, you always make 1 extra dose, even on a failure. You gain a downtime action which you can only use to brew concoctions.

○ **CREATIVE FRENZY:** On a success while working on a crafting downtime project, the downtime action isn't consumed. You also gain a downtime action which you can only use to craft.

○ **FAITH IN SCIENCE:** You fully believe in your creations. You take +1d when you go hard with a concoction or contraption, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.

○ **INGENUITY:** You can spend stress to perform an incredible feat of creation, like *mixing concoctions on the fly to create a powerful combined effect, slapping together a temporary simple contraption, or ignoring volatility in science creations.*

○ **PRIDE:** You instill a deep sense of yourself into anything you create. When you or someone else rolls a critical using something you crafted, you gain a heart.

○ **SCRUTINY:** You can spend stress to establish a flaw in a structure or some machinery you can see. You take +1d when you act on that knowledge.

○ FLEXIBILITY

○ FLEXIBILITY

You can **flashback** to things such as *sabotaging structures, grabbing some materials, or brewing a concoction.*

GOLD



YOU CAN PAY GOLD TO:

- ♦ BUY AN ITEM, HELP, OR INFORMATION (TIER X 2 GOLD)
- ♦ BUY A CONSUMABLE (TIER GOLD)
- ♦ RECRUIT A HIRELING (REQUIRE 1 GOLD/LONG DOWNTIME UPKEEP)
- ♦ UPGRADE A HIRELING

LOOT ROLLS

FAILURE: HEART, BUT RISK OVERDOING IT

MIXED: 1 GOLD

SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

CHARACTER ARC (RETROSPECTIVE)



SIGNIFICANT MOMENT



SIGNIFICANT MOMENT



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CULMINATION / REALIZATION - TAKE 1 BONUS ADVENTUROUS XP

VALIANT XP



TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

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- ♦ YOU PLAYED UP YOUR MOTIVATION.

ADVENTUROUS XP



TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING BIG THIS SESSION.

DARK TONGUE WORDS

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ME	TWO	NO	DO	GIVE
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PLANS

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GUTS PERSONALITY, METTLE, MAGIC

☐ ☐ ☐ **BANTER** / *affably*
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PROJECT CLOCKS



- **RISK IT:** RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

Bard

☐ **INTUITION:** Others are an open book to you. You can spend stress to establish a target's emotional state, though it must be a reasonable emotion for them to be feeling. You take +1d when you act on that knowledge.

☐ **MASTERFUL LIAR:** You excel at lying when you go all in on a falsehood. You take +1d when you go hard to tell a lie. On a success, you gain a heart.

☐ **OPPORTUNIST:** You take +1d on a roll when acting immediately after an ally rolls a success on a resistance roll. *How do you leverage their success to your own advantage?*

☐ **STRINGS:** You can spend stress to have an ally remember your words or song in their head, allowing them to reroll a failure. If they roll a success, you gain a heart. *What advice or motivation did you previously impart on them?*

☐ **WEAVING THE WEB:** On a success during a flashback or downtime action to interact with contacts, you gain a heart. You also gain a downtime action which you can only use to contact a friend, faction, or other NPC.

☐ **WORDPLAY:** On a success when resisting with **BANTER**, **THREATEN**, or **TRICK**, you can also (choose one): *deflect blame* - *plant a false idea* - *have the GM reveal a secret*.

☐ **FLEXIBILITY**

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You can **flashback** to things such as *an evening spent socializing, performing for an influential person, or acquiring information from contacts*.

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GEAR (ALWAYS WITH YOU)

SUPPLY (BACKPACK)

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NOTES

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MORALE ☐

BLOODIED ☐

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RACE & TYPE _____

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PROJECT CLOCKS



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Cleric

○ **BULWARK:** You're the rock on which your allies lean. You take +1d when resisting consequences for an ally. On a success, the ally takes +1d on any follow-up action.

○ **CHANNELING:** You can spend stress to **INVOKE** tier 2 and tier 3 spells of your chosen deity's domains. Each god has two domains which act as magic paths. Define your god and their domains, plus any limitations they might impose.

○ **HOLY RITES:** You gain a downtime action which you can only use to incant rituals. On a success when incanting a ritual, you gain a heart.

○ **REBUKE:** You teach those who challenge you a harsh lesson. On a success when resisting, you take +1d if you immediately act against them. On a critical when resisting, you also (choose one): *convert them to your god's path* - *strike fear in their heart*.

○ **SANCTIFIER:** Draw a 4-segment clock on your sheet. Tick it once each time you cleanse something defiled or ruined that is antithetical to your god's domains. When the clock is full, a tier 2 ritual immediately manifests in that location and you start a new clock.

○ **SMITE:** Designate a weapon as your *holy weapon*. It's now your magic focus. On a success when attacking someone with it, you can spend stress to immediately affect the target with a tier 1 spell without rolling.

FLEXIBILITY

FLEXIBILITY

You can **flashback** to things such as *combing through the temple archives, making a sacrifice to your god, or preaching to believers.*

GOLD



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SUPPLY (BACKPACK)

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NOTES

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BLOODIED ☐

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ACTIONS

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- ☐ STRAPPED ☐
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- ♦ **INCANT** A RITUAL.
- ♦ **RECRUIT** A HIRELING.

PROJECT CLOCKS



- ♦ **RISK IT:** RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION



BRAINS SMARTS, AWARENESS, INSIGHT

- ☐ ☐ ☐ **SCAN** / *perceptively*
- ☐ ☐ ☐ **TINKER** / *cleverly*
- ☐ ☐ ☐ **TRICK** / *slyly*



MUSCLES STRENGTH, AGILITY, SPEED

- ☐ ☐ ☐ **FINESSE** / *precisely*
- ☐ ☐ ☐ **SKULK** / *sneakily*
- ☐ ☐ ☐ **SMASH** / *powerfully*



GUTS PERSONALITY, METTLE, MAGIC

- ☐ ☐ ☐ **BANTER** / *affably*
- ☐ ☐ ☐ **INVOKE** / *magically*
- ☐ ☐ ☐ **THREATEN** / *forcefully*



BLOODIED

- ♦ **ASSIST:** GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- ♦ **GO HARD:** TRADE +EFFECT FOR -POSITION
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- ♦ **GO BIG:** IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

HEARTS



Druid

○ **BEASTFORM:** You can spend stress to assume the form of a beast. While in this form, one of your actions swaps ratings with another and you gain either **PRIMAL ABILITY** or a special ability from another calling. You also gain a dark impulse (from *Wicked Ones*) while in this form. All of these are chosen when you first take this ability.

○ **NATURE MAGIC:** You have mastered the *stormstrike* and *wildheart* magic paths, needing only a single magic focus. You can spend stress to **INVOKE** tier 2 and tier 3 spells of these paths. However, you cannot cast tier 2 and 3 spells while within a walled town.

○ **NATURE'S WHISPERS:** The natural world around you speaks to you, offering information. On a success when resisting, you can ask the GM a question or to reveal a secret related to the situation. You also gain a defense against lies, trickery, and stealth.

○ **WEAVING:** You effortlessly blend nature magic with the material or mundane. On a success when casting a spell, you take +1d on any follow-up using a different action.

○ **WILD BREWS:** You can brew potions of any tier from all witchcraft paths. You also gain a downtime action which you can only use to brew potions.

○ **WRATH:** You do not suffer slight lightly. When you cast a spell immediately after a resistance roll, you take +1d and it costs no stress to cast.

○ **FLEXIBILITY**

○ **FLEXIBILITY**

You can **flashback** to things such as *interacting with plants or animals, brewing a concoction, or scaring unwelcome guests away from the wilds.*

GOLD



YOU CAN PAY GOLD TO:

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- ♦ UPGRADE A HIRELING

LOOT ROLLS

FAILURE: HEART, BUT RISK OVERDOING IT
MIXED: 1 GOLD
SUCCESS: VALUABLE ITEM
COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

CHARACTER ARC (RETROSPECTIVE)



SIGNIFICANT MOMENT



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CULMINATION / REALIZATION - TAKE 1 BONUS ADVENTUROUS XP

VALIANT XP



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ADVENTUROUS XP



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DARK TONGUE WORDS

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Valiant Ones

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SUPPLY (BACKPACK)

☐ ☐

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HIRELING

MORALE ☐

BLOODIED ☐

NAME _____

RACE & TYPE _____

ACTIONS

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UPGRADES (1 GOLD EACH)

- ☐ ADEPT ☐
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PROJECT CLOCKS



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Monk



○ **ACOLYTE:** You have a trainee, taking your hireling spot. They have the *mindset (loyal)* and *companion* upgrades. Upgrades cannot be purchased, however for every ability you have, they also earn an upgrade (choose one): *equipped - mindset (fearless) - trained - versatile*.

○ **CONTROL:** You fluidly control a fight. On a success when resisting an attack in close combat, you can also (choose one): *disarm them - redirect the attack - reposition them nearby*.

○ **FEARLESS:** You know the body is just a vessel. You take +1d when you go hard and put your own body on the line, but you can't resist any consequences from the roll. You also gain a defense against fear or intimidation.

○ **JOY OF BATTLE:** You love nothing more than your own excellence in battle. On a critical while engaged in combat, you clear 1 stress and gain a heart.

○ **MARTIAL ARTS:** You can spend stress to perform an incredible feat of athletics, like *facing off against a group of foes on equal footing, maneuvering up or across nearly any surface, or snatching an arrow out of the air*.

○ **WILLPOWER:** Your mind and body do not fold easily. On a failure when resisting, you can immediately roll an extra 1d that counts towards the roll. If the result is a success, it counts as a critical.

○ **FLEXIBILITY**

○ **FLEXIBILITY**

You can **flashback** to things such as *training with a great master, surveying a target's strength, or long periods of intense meditation*.

GOLD



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HIRELING

MORALE ☐

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NAME _____

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PROJECT CLOCKS



- ♦ **RISK IT:** RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

Ranger

○ **FERAL SENSES:** Animal blood runs through your veins, causing your senses to extend twice as far as normal. You take +1d when tracking or surveying an area. You also gain a defense against surprise.

○ **HUNTING PET:** You have a hunting pet. It has the *companion* upgrade and knows tricks (choose two): *cause confusion* - *fetch* - *herd prey* - *locate prey* - *surprise attack*. Your pet takes +1d when performing known tricks.

○ **SCOUT:** You make a habit of roaming ahead and scouting out targets. Any time your party chooses a plan, you can establish a weakness you have learned about your target's defenses. During the plan, you can also spend stress to establish a second fact.

○ **THRILL OF THE HUNT:** You can spend stress to establish a small, momentary weakness in your prey. You gain +effect when you exploit this on your next roll to stalk, catch, or bring them down. On a success, you gain a heart.

○ **TRICK SHOTS:** You can pull off improbable (but not impossible) shots with a ranged weapon, like ricocheting a projectile off a wall or shooting through one target and hitting another. You ignore any circumstances towards effect from the difficulty, but you must explain how you pulled off the shot.

○ **WILD KNOWLEDGE:** You can spend stress to establish a fact about plants, animals, or the weather. You take +1d when you act on that knowledge.

FLEXIBILITY

FLEXIBILITY

You can **flashback** to things such as *setting a trap*, *scouting out a location*, or *hunting up some food*.

GOLD



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COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

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SIGNIFICANT MOMENT	_____

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CULMINATION / REALIZATION - TAKE 1 BONUS ADVENTUROUS XP	_____

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SUPPLY (BACKPACK)

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HIRELING

MORALE ☐

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HEARTS



Rogue

○ **POISONER:** Making or procuring poisons is second nature for you. You have a steady supply of the following tier 1 concoction poisons: *blinding* - *disorienting* - *slowing* - *nauseating*. You also gain two supply slots which you can only use for them.

○ **POUNCE:** You recognize the perfect timing to strike. You take +1d when you catch someone by surprise. On a critical, you clear 1 stress.

○ **PROWLER:** You can spend stress to perform an incredible feat of agility, like *slipping unimpeded through a mob, leaping safely from a high tower, or hiding in plain sight*.

○ **SLIPPERY:** You're tough to pin down. On a success when resisting an enemy attack, you can also (choose one): *disappear from their sight* - *pick their pocket* - *reposition behind them*.

○ **STALKER:** Your lurking presence forces foolish action. On a success while moving stealthily, NPCs near you (choose one): *do something stupid due to paranoia* - *reveal a secret*.

○ **UNSEEN HAND:** When you assist an ally, you only take consequences if they roll a failure. If they roll a critical, you clear 1 stress. *How do you help without anyone knowing?*

FLEXIBILITY

FLEXIBILITY

You can **flashback** to things such as *snatching something valuable, lying to create opportunity, or stashing some items*.

GOLD



YOU CAN PAY GOLD TO:

- BUY AN ITEM, HELP, OR INFORMATION (TIER X 2 GOLD)
- BUY A CONSUMABLE (TIER GOLD)
- RECRUIT A HIRELING (REQUIRE 1 GOLD/LONG DOWNTIME UPKEEP)
- UPGRADE A HIRELING

LOOT ROLLS

FAILURE: HEART, BUT RISK OVERDOING IT
MIXED: 1 GOLD
SUCCESS: VALUABLE ITEM
COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

CHARACTER ARC (RETROSPECTIVE)

<input type="checkbox"/>	_____
SIGNIFICANT MOMENT	

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SIGNIFICANT MOMENT	

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SIGNIFICANT MOMENT	

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CULMINATION / REALIZATION - TAKE 1 BONUS ADVENTUROUS XP	

VALIANT XP



TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:
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• YOU HAD A SIGNIFICANT MOMENT OR CULMINATION OF YOUR ARC.
• YOU JUMPED INTO SOMEONE ELSE'S DOWNTIME SCENE.
• YOU PLAYED UP YOUR MOTIVATION.

ADVENTUROUS XP



TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING BIG THIS SESSION.

DARK TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

Valiant Ones

NAME _____

RACE & LOOK _____

MOTIVATION: CHALLENGE - EXPLORATION - JUSTICE
RESPECT - RICHES - THRILLS

REVELRY: CAROUSING - COLLECTION - GAMBLING
LUXURY - OCCULT - WORSHIP

GEAR (ALWAYS WITH YOU)

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SUPPLY (BACKPACK)

☐ ☐

NOTES

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HIRELING

MORALE ☐

BLOODIED ☐

NAME _____

RACE & TYPE _____

ACTIONS

- ☐ ☐ ☐ SCAN
- ☐ ☐ ☐ TINKER
- ☐ ☐ ☐ TRICK
- ☐ ☐ ☐ FINESSE
- ☐ ☐ ☐ SKULK
- ☐ ☐ ☐ SMASH
- ☐ ☐ ☐ BANTER
- ☐ ☐ ☐ INVOKE
- ☐ ☐ ☐ THREATEN

UPGRADES (1 GOLD EACH)

- ☐ ADEPT ☐
- ☐ COMPANION
- ☐ EQUIPPED ☐
- ☐ FLUENT
- ☐ MINDSET
- ☐ STRAPPED ☐
- ☐ TRAINED
- ☐ VERSATILE

GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL
HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH

BAD TRAIT: COCKY - DISHONEST - DUMB - GREEDY
IMPATIENT - INDECISIVE - STUBBORN

FRIEND OR MENTOR

PLANS

- ♦ **AMBUSH:** HIT THEM WHEN THEY LEAST EXPECT IT, MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.
- ♦ **ASSAULT:** BRING FULL FORCE TO BEAR, DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.
- ♦ **NEGOTIATION:** TALK IT OUT, TELL LIES, OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.
- ♦ **STEALTH:** SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT QUIETLY, BEING NOTICED AS LITTLE AS POSSIBLE.
- ♦ **STRIKE:** BUST IN, GET WHAT YOU WANT, AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.
- ♦ **TRICKERY:** CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.



BRAINS SMARTS, AWARENESS, INSIGHT

- ☐ ☐ ☐ **SCAN** / *perceptively*
- ☐ ☐ ☐ **TINKER** / *cleverly*
- ☐ ☐ ☐ **TRICK** / *slyly*



MUSCLES STRENGTH, AGILITY, SPEED

- ☐ ☐ ☐ **FINESSE** / *precisely*
- ☐ ☐ ☐ **SKULK** / *sneakily*
- ☐ ☐ ☐ **SMASH** / *powerfully*



GUTS PERSONALITY, METTLE, MAGIC

- ☐ ☐ ☐ **BANTER** / *affably*
- ☐ ☐ ☐ **INVOKE** / *magically*
- ☐ ☐ ☐ **THREATEN** / *forcefully*



BLOODIED

- ♦ **ASSIST:** GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- ♦ **GO HARD:** TRADE +EFFECT FOR -POSITION
- ♦ **TEAM UP:** TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- ♦ **TOUGH CHOICE:** TRADE +1D FOR A CONSEQUENCE
- ♦ **HEART:** TAKE +1D ON A ROLL



- ♦ **SHOCK:** TAKE -1D ON NEXT ROLL, THEN CLEARS
- ♦ **BLOODIED:** TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- ♦ **HEROIC DEATH:** TAKE A FINAL ACTION IF YOU HAVE A HEART LEFT WHEN YOU DIE.
- ♦ **GO BIG:** IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

DOWNTIME ACTIONS

- ♦ **BREW POTIONS** AND ALCHEMICALS.
- ♦ **CONTACT** FRIENDS, NPCs, OR FACTIONS.
- ♦ **CRAFT** AN ITEM, EDGE, OR CONTRAPTION.
- ♦ **GATHER INFO** BY SCOUTING, INQUIRING, ETC.
- ♦ **INCANT** A RITUAL.
- ♦ **RECRUIT** A HIRELING.

PROJECT CLOCKS



- ♦ **RISK IT:** RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

Sorcerer

○ **COUNTERSPELL:** On a success when resisting magical effects, you also (choose one): *absorb the spell and clear 1 stress* - *establish a quirk about the caster's power* - *reflect the spell at the caster*.

○ **FAMILIAR:** You're magically bonded to a small critter, no bigger than a cat. You can speak telepathically while it's close by. Choose two actions that it excels at, which you roll your own **INVOKE** for. You roll 0d on anything else. It's knocked out of a scene when bloodied and magically returns during recovery. You can spend stress to cast a tier 1 spell through it.

○ **GRAND SORCERY:** You can choose a second path for your **SORCERY** ability and can cast from any sorcery path with only a single magic focus.

○ **OVERLOAD:** You open yourself to a torrent of power. You take +1d when you go hard with a spell, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.

○ **SORCERY:** You have mastered a magic path (choose one): *enchantment* - *evocation* - *force mastery* - *illusion* - *pyromancy*. You can spend stress to **INVOKE** tier 2 and tier 3 spells of your path.

○ **SPELLFORGE:** You gain a downtime action which you can only use to incant rituals to make magic items. These rituals also require one less special requirement than usual.

○ **FLEXIBILITY**

○ **FLEXIBILITY**

You can **flashback** to things such as *acquiring arcane knowledge*, *striking occult deals*, or *creating magic items*.

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CHARACTER ARC (RETROSPECTIVE)



SIGNIFICANT MOMENT



SIGNIFICANT MOMENT



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CULMINATION / REALIZATION - TAKE 1 BONUS ADVENTUROUS XP

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SUPPLY (BACKPACK)

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PROJECT CLOCKS



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Warrior

☐ **ASSAULT:** You're a force to be reckoned with. On a success in close combat, you can also (choose one): *cleave into a nearby enemy - destroy their shield or armor - send them flying.*

☐ **FURY:** When you suffer injury or humiliation, you take +1d if you immediately lash out. On a critical, you clear 1 stress.

☐ **PACK MULE:** You can carry an immense amount. You gain two gear slots, a defense based on them, and a supply slot. *Where do you keep all of that extra stuff?*

☐ **RAGE:** You can spend stress to perform an incredible feat of strength, like *throwing a large boulder, tackling a charging horse, or facing off against a much larger foe on equal footing.*

☐ **RAWHIDE:** Your thick hide protects you from harm. You take +1d when resisting physical attacks and spend 1 less stress when you do so. *What makes your hide so tough?*

☐ **SHOW OFF:** You bream with overconfidence. You take +1d when you go hard to intimidate or impress someone with your physical prowess. On a critical, you clear 1 stress.

☐ FLEXIBILITY

☐ FLEXIBILITY

You can **flashback** to things such as *carousing with a warband, threatening violence, or acquiring just the right weapon.*

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