

NAME

SUBCLASS









Maneuver

HERITAGE

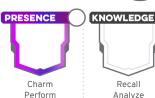






**ACTIVE WEAPONS** 

**PRONOUNS** 



Deceive

Recall Analyze Comprehend

#### **DAMAGE & HEALTH**

Add your current level to your damage thresholds.













Spend a Hope to use an experience or help an ally.



Make a Scene: Spend 3 Hope to temporarily Distract a target within Close range, giving them a -2 penalty to their Difficulty.

## **EXPERIENCE**

**GOLD** 

HANDFULS

BAGS

CHEST

### **CLASS FEATURE**

#### **RALLY**

Once per session, describe how you rally the party and give yourself and each of your allies a Rally Die. At level 1, your Rally Die is a **d6**. A PC can spend their Rally Die to roll it, adding the result to their action roll, reaction roll, damage roll, or to clear a number of Stress equal to the result. At the end of each session, clear all unspent Rally Dice.

At level 5, your Rally Die increases to a d8.

# PROFICIENCY ( ) ( ) ( ) **PRIMARY** NAME TRAIT & RANGE DAMAGE DICE & TYPE FEATURE **SECONDARY** NAME **TRAIT & RANGE DAMAGE DICE & TYPE** FEATURE **ACTIVE ARMOR** BASE THRESHOLDS NAME BASE SCORE FEATURE

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INVENTORY WEAPON		(M) (M)	PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE DICE & TYPE	
FEATURE				
INVENTORY WEAPON			PRIMARY	SECONDAR
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