

Character Name

Human

Race

Fateweaver N1

Class & Level

Height & Weight

Age & Sex

7 STR **-2**

13 CON **+1**

11 DEX **+0**

Initiative

+0
Level + Dex

9 INT **-1**

15 WIS **+2**

17 CHA **+3**



Hit Points

9	
Maximum	Current

Recoveries

4
1d6+1



Death Saves



PD
10

10 + Level +
Str/Con/Dex

AC
11

10 + Level +
Con/Dex/Wis

MD
14

12 + Level +
Int/Wis/Cha

Icon Relationships

The Priestess (positive 1)

One Unique Thing

Backgrounds

Got in trouble way too much as a kid +3

Fortune teller of a wandering troupe +3

Talents & Features

Quick to Fight (Human Racial)

At the start of each battle, roll initiative twice and choose the result you want.

Follow the Thread (Class Feature)

Close-quarters spell; 3/day
Target: A nearby path, object or person
Effect: You gain quick flashes of insight about the target. For example, for cave entrance, you could gain a mental image of a large pile of gold, a giant, fire-breathing maw and a hot burning death. The interpretation is up to you.

Mortal Vessel (Talent)

Once per day, while you are unconscious, incapacitated, or even dead, your avatar can manifest itself as an incorporeal presence, a separate entity outside of your body. It can cast your spells as you would, but does not interact with reality in any other way. The avatar vanishes if you reawaken, or if it runs out of spells to cast.



Attacks and Spells

Gather Focus (Class Feature)

Close-quarters spell; At-will
Effect: You gain Focus and +2 to MD until the end of your next turn.

Boon of Destiny (Spell)

Ranged spell; at-will
Target: One nearby ally
Effect: The target can roll twice on its next attack roll, and that attack deals holy damage in addition to any other type.
Focus: Target two allies.

These Wounds are not your Destiny

Ranged spell; 3/day
Effect: You or a nearby ally can spend a recovery to heal, plus 2 hit points.
Focus: Heal the maximum amount.
Adventurer Feat: Deal half the amount healed as damage to a nearby enemy.

Basic attacks

Ornamental Dagger (Melee attack)

Attack: 1d20 vs. AC
Hit: 1d4 damage
Miss: —

Thrown hair pins (Ranged attack)

Attack: 1d20 vs. AC
Hit: 1d4 damage
Miss: —