

PATH: THE SWORD

You never back down, and you never give up. You are out front, fighting the forces of evil, and you don't apologize for being loud while you do it, but you will fight to the ends of the Earth for your team and for your friends.

TRAITS

- [] **Daring (S♠).** *Go big, or die trying.*
- [] **Courage (H♥).** *A hero until the very end.*
- [] **Instinct (D♦).** *You don't know, you just do.*
- [] **Wild (C♣).** *You will never go down without a fight.*

Base Resources: A kick-ass wardrobe, your named magical melee weapon (+1S), your magic armor (+1Ch), something to invigorate you (*Short rest*; uses: □□)

BACKGROUNDS + ABILITIES

- **THE WARRIOR.** You are skilled in dozens of forms of combat, and you have been training your entire life to fight evil.
 - [] **Slaying.** Combat (Ruthless). *Dispatching your enemies with devastating efficiency.*
 - [] **Agile.** *You know how to move through a fight to get the greatest advantage.*
 - [] **Presence.** *You radiate with the strength of all the masters that have preceded you.*
- Extra Resources:** A hidden weapon (+2S; uses: □□□), something that focuses you (*Full rest*; uses: □)

- **THE BRUTE.** You are an ox that tears through the forces of darkness, and shrugs off the pinpricks of their weapons.
 - [] **Fight.** Combat (Brutal). *From the school of "a good defense is punching your opponent's face".*
 - [] **The Ox.** *The body and mind needed to endure a beating, with the strength to return the favor.*
 - [] **The Look.** *"Do NOT!", without saying a word.*
- Extra Resources:** Your weapon is blunt and heavy (+1S to your weapon), a flask of something nice (*Full rest*; uses: □)

- **THE ARCHER.** From afar you skillfully dispatch the monsters that threaten the world, each arrow landing with pin-point accuracy.
 - [] **Archery.** Combat (Precision). *You know how to land shots that have the most effect.*
 - [] **Scout.** *You know how to spot both danger and opportunities.*
 - [] **Evasion.** *If the danger gets too close, you know how to get away.*
- Extra Resources:** Your weapon has range, a food that fuels you (*Full rest*; uses: □)

- **THE CAPTAIN.** You lead people into battle, riding out front to inspire, and wading deep into the fight to make sure that every hit counts.
 - [] **Charge.** Combat (Strategic). *You fight to achieve goals, and not win glory.*
 - [] **Leadership.** *You inspire people to fight and to win, regardless of the odds.*
 - [] **Allies.** *You know people want to help, and you are the one that can convince them.*
- Extra Resources:** Your weapon inspires people (+3Ch; uses: □), something that brings you hope (*Full rest*; uses: □)

PATH: THE WAND

You wield unfathomable amounts of ancient power and you have to have the control to keep it from blowing everything apart. People might call you overly serious, but you don't let that bother you in the slightest; you can't. You keep your heart close, but that just means that you know that your *real* friends will *never* let you down.

CORE

- [] **Steady (S♠).** *You are always in control.*
- [] **Stoic (H♥).** *You don't say a lot, but your calm speaks volumes.*
- [] **Insight (D♦).** *Deep knowledge from ancient wisdom.*
- [] **Resolve (C♣).** *You have the strength of will to continue.*

Base Resources: An elegant wardrobe, your named magic staff (+1Ch), a familiar (-1df), something to calm you (*Short rest*; uses: □□).

BACKGROUNDS + ABILITIES

- **THE SCHOLAR.** You have a wealth of knowledge from the Ancients before, and it helps you understand how to defeat the evils of today.
 - [] **Secret Knowledge.** Magic (Ritual). *Ancient and secret rituals to stop the forces of darkness.*
 - [] **Genius.** *You have actual expertise in dozens of useful fields.*
 - [] **Worldly.** *You know the language, customs, and cultures of many places - even some that no longer exist...*
- Extra Resources:** An endless journal you keep your notes in (+1Ch), a good book (*Full rest*; uses: □)

- **THE HEALER.** You are here to stem the *harm* that is caused when the forces of darkness clash against the forces of *light*.
 - [] **Healing.** Magic (Evocation). *You have the power to heal disease and injuries, no matter how grievous.*
 - [] **Herbalist.** *You know how to create various potions and tinctures with various effects.*
 - [] **Kindness.** *People enjoy your company, and opponents are caught off-guard by your earnestness.*
- Extra Resources:** Components for potions (uses: □□□□), spicy herbs (*Full rest*; uses: □)

- **THE STORM.** You *smash* the forces of evil with a raging *torrent* of magical energies, unleashed with a fury buried *deep* inside.
 - [] **Elemental Control.** Magic (Evocation). *You wield the power of the four elements with just your voice.*
 - [] **Indomitable.** *When you set yourself in motion, nothing can change your mind.*
 - [] **Bad Wind.** *You always seem to know that danger is coming, even when you can't see it.*
- Extra Resources:** An item for focusing (+3Ch; uses: □□), a droplet of something pure (*Full rest*; uses: □)

- **THE VOICE.** You are mesmerizing even *without* the magic, and while others *crush* evil with their powers, you *soothe* and *heal* it with the power of your words.
 - [] **Inspire.** Magic (Psychic). *You are able to influence the actions of others through your words.*
 - [] **Earnest.** *Through your kindness and honesty, people entrust you with their deepest secrets.*
 - [] **Joyous.** *You exude a happiness and love for life that is contagious.*
- Extra Resources:** Something fun to lighten the mood (+3S; uses: □□), something sweet and delicious (*Full rest*; uses: □)