

Character Sheet

NAME

PLAYER

DOM

MARKS

GRA

MARKS

PER

MARKS

ENDURANCE (7d POOL)

CON

MARKS

REV

MARKS

HAR

MARKS

MORALE (7d POOL)

DOWNED: ALL ACTIONS REQUIRE YOU TO EITHER TAKE A MARK OR BE ASSISTED BY ANOTHER PLAYER.

Conditions and Status Effects

CONDITION

CONDITION

CONDITION

Patron

YOU HAVE ENTERED INTO A PACT WITH AN OTHERWORLDLY BEING TO GAIN GIFTS IN EXCHANGE FOR OBLIGATIONS. SELECT ONE OF THE FOLLOWING TOUCHSTONES TO FORM YOUR PACT:

1. DESTINY
2. DEATH
3. DREAMS
4. DESTRUCTION
5. DESIRE
6. DESPAIR
7. DELIRIUM
8. DEPRAVITY

PACT OF ...

DISTINCT COLOR OR VISUAL SIGNATURE

Obligation

EACH PATRON HAS DIFFERENT DEMANDS. YOUR PATRON HAS AN **8d** **PATIENCE** DICE POOL.

PATIENCE

WHAT AGREEMENT DID YOU MAKE?

WHEN THIS PATIENCE POOL IS DEPLETED, YOUR PATRON WILL GIVE YOU A VISIT IN SOME WAY TO "CLEAR UP THE ISSUE", AND THEN REPLENISH THE POOL.

Gifts

YOUR PATRON LIKES TO MEDDLE IN YOUR AFFAIRS. WHEN CREATING A CHARACTER ROLL THREE D8S AND WRITE THEIR RESULTS DOWN AS "GIFTS". DURING A SCENE, YOU CAN REPLACE **ANY** ROLLED D8 (BY ANYONE, INCLUDING THE MODERATOR) WITH ONE OF YOUR GIFT DICE, THEN ERASE THAT GIFT.

GIFT

GIFT

GIFT

AT THE START OF A SCENE, YOU MAY RE-ROLL YOUR SPENT GIFTS.

Spellcasting

YOUR PATRON ALLOWS YOU TO CAST TWO (2) CANTRIPS. FOLLOW THE SPELL GENERATION PROCESS TO CREATE THESE CANTRIPS. WHENEVER YOU CAST THESE SPELLS, EITHER ADD YOUR PATRON'S TOUCHSTONE, DISTINCT COLOUR OR VISUAL SIGNATURE TO THE VERBAL DESCRIPTION OF YOUR SPELL.

CANTRIP

CANTRIP

Potent Spells

YOU MAY ATTEMPT TO CAST YOUR CANTRIPS AS A STANDARD SPELL. ROLL A NUMBER OF YOUR PATRON'S PATIENCE POOL TO DO SO. YOU CAN CHOOSE TO ROLL AS MANY OR AS FEW AS YOU'D LIKE, BUT CANNOT ROLL MORE THAN WHAT IS REMAINING IN THE POOL.

CRITICAL: YOU MAY CAST THE SPELL AS A POTENT SPELL.
GRIM: YOU MAY CHOOSE TO TAKE A MARK TO CAST AS A STANDARD SPELL, OTHERWISE IT IS A CANTRIP.
DISASTROUS: THE SPELL BACKFIRES IN SOME WAY.