

Character Name

Human

Race

Fateweaver 9

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

14 CON **+2**

14 DEX **+2**

Initiative

+11

Level + Dex

10 INT **0**

18 WIS **+4**

20 CHA **+5**



Hit Points

140

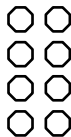
Maximum

Current

Recoveries

8

9d6+6



Death
Saves



PD

21

10 + Level +
Str/Con/Dex

AC

21

10 + Level +
Con/Dex/Wis

MD

25

12 + Level +
Int/Wis/Cha

Icon Relationships

The Priestess (positive 2)

The Prince of Shadows (positive 2)

The Archmage (conflicted 1)

One Unique Thing

Backgrounds

Got in trouble way too much as a kid +3

Fortune teller of a wandering troupe +5

**Ate a fruit from the tree of knowledge +4
(from Lore domain)**

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.

Calm Anticipation (Talent)

At the start of a battle, you can set the natural roll of your initiative to 4 instead of rolling a die, and start the battle with focus.

Favored Soul (Talent)

Choose a domain from the cleric list.

Domain: Knowledge/Lore (Bonus)

Adventurer Feat: Once per day, change a skill check involving knowledge to a natural 20.

Invocation of Knowledge/Lore (1/day): During your first round of a battle, you get a quick glimpse of the battle's future. Roll a d6; as a free action after the escalation die equals the number you rolled, allow one of your allies to reroll an attack roll with a +2 bonus.

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.



Basic attacks

Ornamental Dagger (Melee attack)

Attack: 1d20+11 vs. AC

Hit: 9d4+6 damage

Miss: 9 damage

Thrown hair pins (Ranged attack)

Attack: 1d20+11 vs. AC

Hit: 9d4+6 damage

Miss: 9 damage

Attacks and Mediations

Gather Focus (Class Feature)

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

Moment to Strike (Meditation)

Close-quarters spell; Once per battle
Always: You gain Focus until the end of your next turn.

Target: A nearby ally
Effect: You grant the ally a melee or ranged basic attack as a free action.

Champion Feat: If the ally's attack is an even miss, you don't expend this power.

Negation of the Self (Meditation)

Close-quarters spell; Once per battle
Always: You gain Focus until the end of your next turn.

Effect: Teleport to a nearby location you can see.

Mystic Barrier (Meditation)

Close-quarters spell; Once per battle
Always: You gain Focus until the end of your next turn.

Effect: Until the end of your next turn, you are immune to a type of damage that you specify (such as fire, or weapons).

Epic Feat: Specify two types of damage.

Shared Pain, Shared Hope (Med.)

Close-quarters spell; Once per battle
Always: You gain Focus until the end of your next turn.

Effect: Spend a recovery to heal. All nearby allies heal the same amount as your roll without spending a recovery.

Adventurer (5): Knowledge Domain, Boon of Destiny, These Wounds are not your Destiny, Dangling Puppet, Linguist

Champion (3): Boon of Destiny, Bonds of Friendship, Moment to Strike

Epic (2): Weaver’s Dance, Mystic Barrier

Linguist (Adventurer)

Adventurer Tier: You speak enough arcana, dwarven, elven, gnomish, gnoll, goblin, orcish, and other standard humanoid languages to comprehend enough of what most other humanoids are saying or screaming during battle.

Additional Spells

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 three allies. (Adventurer feat)
Champion Feat: If the escalation die is 1+, the target also heals hit points equal to your level.

These Wounds are not your Destiny

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

Cruel Coincidence (Spell)

Ranged spell; Interrupt action; Daily
Trigger: A nearby enemy rolls a natural 1 to 5 on a d20.
Target: The triggering enemy
Effect: The target is hit by an unfortunate accident, such as a stray arrow, an careless step into a lava pool or a falling stalactite. Use the environment to narrate the effect. It takes 30 damage, plus 15 for each point of the escalation die.
Focus: Cast the spell as a standard action on any nearby enemy, without a trigger, and deal double damage.

Dangling Puppet (Spell)

Ranged spell; Daily
Target: One nearby enemy with 135 hp or fewer
Effect: The target is dominated (save ends). While the target is dominated, it is completely under your control, and it is forced to act according to your orders on its turn. However, it can choose to take 65 psychic damage (incl. adventurer feat) to ignore your orders and act as it pleases for a turn. This does not end the spell — the target must still succeed at a save to shake off the effect completely.
Focus: You can affect an enemy with 270 hp or fewer; 130 damage to resist

Surprisingly Accurate Prediction (Spell)

Close-quarters spell; Daily
Effect: To cast this spell, make a prediction about the world around you. For example, you could tell your friend that the barmaid’s name is Sandy and she’s dreaming about attending Wizard college. Or you could tell everyone to just hang in for another sand dune because surely there is an oasis behind this one. As long as you make up something that hasn’t been established otherwise in the narrative, this is now a fact.
Be careful with making predictions that sound too good to be true, though, because they tend to backfire spectacularly. that vorpal sword you predicted to find behind the door? Turns out its owner, a terrible Death Knight, is quite attached to it and won’t give it up without a fight.

Ward against Bad Luck (Spell)

Close-quarters spell; Daily
Target: A nearby ally
Effect: Until the end of the battle, whenever you or a nearby ally rolls a natural 1 on d20, they can reduce the escalation die by 1 and reroll the die.

Weaver’s Dance (Spell)

Close-quarters spell; Daily; Quick action
Target: Self.
Effect: Until the end of the battle, you have a +2 bonus to AC and PD. When an attack against you is a natural even miss, you can force the attacker to reroll the attack against a target chosen by you.
Epic Feat: You can levitate and hover during your turn, but you must have solid ground under your feet by the end of it.

Circle of Friendship (Spell)

Close-quarters spell; Daily; Quick action
Effect: You and all nearby allies can spend a recovery to heal.
Focus: For all staggered targets the recovery heals the maximum amount.
Champion Feat: The ally with the lowest hit point total can spend a free recovery as a bonus.

One in a Million Chance (Spell)

Close-quarters spell; Daily
Effect: You cause something extremely unlikely to happen. An arrow that splits another arrow in mid-air. The first book you open in the Ancient Library of Khazum contains the clue you were looking for. A stranger in the corner of the tavern turns out to be a long-lost sibling. For the spell to work, the event has to be possible, just extremely unlikely. A dwarf’s long-lost brother still has to be a dwarf, not a minotaur. As with all powerful magic, be careful what you wish for. For example, just because someone is family, doesn’t mean you will be happy to meet them...