

Character Name

**Human**

Race

**Fateweaver 5**

Class & Level

Height & Weight

Age & Sex

**8** STR **-1**

**14** CON **+2**

**13** DEX **+1**

Initiative

**+6**

Level + Dex

**10** INT **0**

**17** WIS **+3**

**19** CHA **+4**



Hit Points

**56**

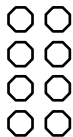
Maximum

Current

Recoveries

**8**

**5d6+2**



Death  
Saves



PD

**16**

10 + Level +  
Str/Con/Dex

AC

**17**

10 + Level +  
Con/Dex/Wis

MD

**20**

12 + Level +  
Int/Wis/Cha

Icon Relationships

**The Priestess (positive 2)**

**The Prince of Shadows (positive 1)**

**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.

**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. When you do so, you start the battle with focus.

**Favored Soul (Talent)**

Choose a domain from the cleric list, which you gain as a talent.

**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.



Class Feature

**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.

Attacks and Mediations

**Ornamental Dagger (Melee attack)**

Attack: 1d20+6 vs. AC

Hit: 5d4+2 damage

Miss: 5 damage

**Thrown hair pins (Ranged attack)**

Attack: 1d20+6 vs. AC

Hit: 5d4+2 damage

Miss: 5 damage

**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.

**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.

**Shield of Contemplation (Med.)**

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 gain a +3 bonus to all defenses.

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

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 13 damage, plus 5 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 55 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 23 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 110 hp or fewer; 46 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 back re 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 combat, the target can reroll natural 1 on any d20 roll.  
Focus: Target yourself and up to two nearby allies