

Character Name

**Human**

Race

**Fateweaver 3**

Class & Level

Height & Weight

Age & Sex

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

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

**12** DEX **+1**

Initiative

**+4**

Level + Dex

**10** INT **0**

**16** WIS **+3**

**18** CHA **+4**



Hit Points

**35**

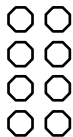
Maximum

Current

Recoveries

**8**

**3d6+2**



Death  
Saves



PD

**14**

10 + Level +  
Str/Con/Dex

AC

**15**

10 + Level +  
Con/Dex/Wis

MD

**18**

12 + Level +  
Int/Wis/Cha

Icon Relationships

**The Priestess (positive 2)**

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

**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.



Equipment

Attacks and Mediations

**Ornamental Dagger (Melee attack)**

Attack: 1d20+4 vs. AC

Hit: 3d4+1 damage

Miss: 3 damage

**Thrown hair pins (Ranged attack)**

Attack: 1d20+4 vs. AC

Hit: 3d4+1 damage

Miss: 3 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.

**Mantra of Cleansing (Meditation)**

Close-quarters spell; Once per battle

Target: You or a nearby ally (adventurer feat)

Effect: Make a save with Wisdom as bonus.

Gain Focus until the end of your next turn.

**Release Your Inner Anger (Med.)**

Close-quarters spell; Once per battle

Target: A nearby enemy

Effect: Deal 4 psychic damage. If you are staggered, deal 9 damage.

Gain Focus until the end of your next turn.

Mantra of Cleansing, Boon of Destiny, These Wounds are not your Destiny, Dangling Puppet

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)

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.

Unfortunate Misstep (Spell)

Ranged spell; 4/day  
Target: A nearby enemy  
Effect: The target provokes an opportunity attack from your ally that is currently engaged with it.  
Focus: Target two nearby enemies

Dangling Puppet (Spell)

Ranged spell; Daily  
Target: One nearby enemy with 35 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 14 psychic damage (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 70 hp or fewer; 28 damage to resist

Shield of Cards (Spell)

Ranged spell; Daily  
Target: You or a nearby ally  
Effect: You animate three cards (one card per spell level) to shield the target. When the target is hit by an attack against AC with a natural even roll, the attack hits a card instead and destroys it.  
Focus: When a card is destroyed, it deals 1d4 per level + Charisma damage to the attacker.