

Character Name

Human

Race

Fateweaver 1

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

14 CON **+2**

12 DEX **+1**

Initiative

+2

Level + Dex

10 INT **0**

16 WIS **+3**

18 CHA **+4**



Hit Points

21

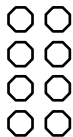
Maximum

Current

Recoveries

8

1d6+2



Death
Saves



PD

12

10 + Level +
Str/Con/Dex

AC

13

10 + Level +
Con/Dex/Wis

MD

16

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: 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+2 vs. AC
Hit: 1d4+1 damage
Miss: 1 damage

Thrown hair pins (Ranged attack)

Attack: 1d20+2 vs. AC
Hit: 1d4+1 damage
Miss: 1 damage

Attacks and Spells

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
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.

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: Heal the maximum 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.