ERRANT

Name

Portrait

Pronouns | Alignment | Age

Failed Profession

Keepsake

Renown | XP (Current / Next Renown)

PLAYER

ATTRIBUTES

roll 4d4 and record the scores for each attribute in order, you may choose to swap the scores of two attributes

SKILL
quickness, precision and perception

SPEED
x-encumbrance

MV Dice: 4+ | 8+ | 12+ | 16+ | 20

PHYSique
power, toughness, and endurance

HP (Max / Current)

CONDITIONS & WOUNDS

MIND
knowledge, focus, and reason

LANGUAGES
start with 2, +1 for each point >10

PRESence
charm, confidence, and willpower

DAMAGE DIE

The Violent	*d8*
The Deviant	*d6*
The Zealot	*d6*
The Occult	*d4*

RETAINERS

=max Hirelings	
=max Specialists	
=max Mercenaries	H / S
x/4=max Henchmen	M / Hm

ANCESTRY

once per session abilities. you may choose to be older

- ○ Tough - when you would be reduced to 0 hp, you may choose to be reduced to 1 hp instead. Min. age: 2d20+10.
- ○ Arcane - you can attempt to perform a minor magical feat related to your ancestry: roll 2d6 and add your renown, on a 10+ you succeed, on a 7-9 a complication occurs, on a 6 or lower, failure. Min age: 3d20+10.
- ○ Cunning - you may reroll any d20 roll. Min. age: 1d20+10.
- ○ Adaptable - you may choose to use one attribute for a check in lieu of another. Min. age: 1d10+10.

ARCHETYPE

choose one item

- ○ The Violent
  - heavy weapon (2 item slots)
  - large shield (2 item slots, 6 blocks)
  - small shield (1 item slot, 4 blocks)
- ○ The Deviant
  - alchemist's tools (1 item slot)
  - burglar's tools (1 item slot)
- ○ The Zealot
  - one of their relics (1 item slot)
- ○ The Occult
  - the four grimoires of their starting sorceries (1/4 item slot each).

SPECIAL ABILITIES

ITEM SLOTS

Total | ¼

+1 for every ¼ of item slots filled, +1 for each filled item slot beyond that

ENCUMBRANCE

Left Hand

Right Hand

Backpack

use the back of the sheet for notes, maps and additional equipment →