

NAME LOOK

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE D6 ARMOR HP CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

DRIVE

- KNOWLEDGE
Amass hidden or forbidden knowledge to further your goals
- REDEMPTION
Better yourself or your allies through hardship or suffering
- CONTROL
Bend the knee of those beneath you or opposing you

STARTING MOVES

ELDRITCH HEX

When you summon magic from the source of your power and afflict an enemy, roll +INT and deal damage. On a 10+ choose 2 Hexes, on a 7-9 choose 1 Hex. On a 6 or less choose 1 Hex and the GM will choose a horrible side effect or consequence.

- *Hex of Blood - Heal an ally within *Close* range equal to damage dealt.
- *Hex of the Void - Teleport the target anywhere within *Close* distance.
- *Hex of Insanity - Bestow terrible visions forcing the target to attack the nearest of their allies.
- *Hex of the Skittering Dark - The target suffers momentary blindness and a maddeningly heightened sense of hearing.
- *Hex of the Pale Dream - Reverse the effects of one of the target's enchantments.

SOURCE OF POWER

- GIFT OF A DYING GOD
Your power was bestowed upon you, a final sacrifice from the cosmic death throes of a being who made you its final champion. When at the Black Gates you may beseech it rather than Death.
- CHAINED SECRETS OF A DEAD GOD
Your power is your own, stolen from the lingering essence of a long dead and terrible god. Whenever an ally would visit the Black Gates, you can strike a deal with Death in their stead.
- THIEF OF THE BOUND GOD
Your power is siphoned from a god bound by long forgotten methods and alien power, struggling to escape. You gain the **Hex of Chains** - The target is frozen in place for a brief moment.

BONDS

Fill in the name of one of your companions in at least one:

- _____ knows the true source of my power
- _____ is worthy of my powers and my aid
- _____ is an agent of a terrible and polarizing power, and they must be watched
- _____ knows that the end justifies the means, and are a valuable asset to my goals



THE PARIAH

LEVEL XP