

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
☐ WEAK -1	☐ SHAKY -1	☐ SICK -1	☐ STUNNED -1	☐ CONFUSED -1	☐ SCARRED -1
STR	DEX	CON	INT	WIS	CHA





DAMAGE
 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

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

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.

BLACKEN THE SOUL, HARDEN THE BODY

When you make camp, roll +INT. On a 10+ choose 2 Bargains, on a 7-9 choose 1 Bargain. On a 6 or less choose 1 Bargain but the GM chooses 1 Bargain that will flow from you and affect an enemy at an inopportune time. These Bargains remain until you make camp again.

***Bargain of The Blind Orphan** - Your eyesight weakens and you only see in shades of black and white, but you are able to sense impending dooms or ambushes nearby.

***Bargain of Cancerous Flesh** - Your skin develops painful boils, scars, and lesions. You gain +2 armor when wearing light or no armor, but the sores may burst at the worst of times.

***Bargain of The Siphoned Soul** - You are unable to feel more than a shadow of emotion, and others are put off easily by your presence. You are strengthened by the lack of empathy and gain 1d8 temporary hit points.

***Bargain of Tainted Veins** - Your veins turn black, and your joint stiffen painfully. Whenever you are struck in battle the attacker takes your class damage.

WELLSPRING OF KNOWLEDGE

When you Spout Lore and apply your knowledge of ancient and terrible mysteries you may know an additional minor, long forgotten secret that no one else knows. In addition, sharing these mysteries with others may be used as Leverage when using Parley.

BLINDING WHISPERS

When you speak words of power tainted with the source of your power, roll +CHA. **On a 10+** those listening heed your words and will act in your best interest for a short time. **On a 7-9** those listening will heed your words but act in the best interest of your power source. **On a 6 or less** all those present fully realize what you just attempted.



THE PARIAH

 LEVEL
 XP