Order of the Black Chalice

Player Name

Quests Survived

1

- *Note character details*
- *Roll **Stats***
- *Roll **Saves***

Roll 2d10 + 25 for each **Stat**.

- **Strength**
- **Speed**
- **Intellect**
- **Combat**

Character Name

Portrait

Known Languages

Patron Saint

Roll 2d10 for **Awe** & **Body**.

- **Awe**
- **Body**
- **Action Points** 2

2

- *Roll for your **Health** (1d10 + 10)*

Note **Defenses**.
*see **1**, below*

- **Armor**
- **Shield**
- **Resolve** 0

Health: Current / Max

Stress: Current 2 / Min

Wounds & Descriptions

1 ⬡
2 ⬡
3 ⬡ Armsman Only

3

- *Select Your Class*
- *Adjust your starting **Stats** & **Saves***
- *Take note of your Class's **Trauma Response***

Armsman
+10 Combat
+10 Body Save
+20 Awe Save
+1 Max Wounds
Whenever you Panic, every close friendly player must make an Awe Save.

Wancer
+12 Intellect
+5 to a Stat
+40 Awe Save
Whenever you fail an Awe Save, all close friendly players gain 1 Stress.

Rogue
+10 Intellect
+10 Speed
+5 Combat
Whenever you Panic, you escape mêlée combat, if any.

Journeyman
+5 to all Stats
+10 to all Saves
Once per day, you may take Advantage on a Panic Check.

4

- *Choose a **Loadout***
- *Note **Defenses** (see **2**, above)*
- *Roll **Coin** (2d10 x 10)*
- *Note **Armor**, **Shields** & **Weapons***

Warfare
A Weapon
Med. Armor
Shield
Horse
Orders

Mercantile
Rich Clothes
Jewelry
Exotic Pet
Ledger
+100 Coin

Religion
Blessed Water
Holy Object
Book & Pen & Ink
Staff & Dagger
Rare Herbs

Travel
A Weapon
Rope & Prybar
Treasure Map
Torch & Rations
Spyglass

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- *Note Class **Skills** and choose **Bonus Skills***

Armsman
Riding
Athletics
Military
+1 Novice

Wancer
Mysticism
1 Spell
+3 Novice
+1 Expert

Rogue
Streetwise
Stealth
Thieving
+1 Novice
+1 Expert

Journeyman
Literacy
Converse
+3 Novice
+2 Expert

To learn an Expert or Master Skill, you must first learn at least one of its prerequisite skills.

Novice Skills (+10 Bonus, 1 SP)	Expert Skills (+15 Bonus, 2 SP)	Master Skills (+20 Bonus, 3 SP)
☐ Merchantry	☐ Logistics	☐ Usury
☐ Streetwise	☐ Connections	☐ Communion
☐ Perform	☐ Confession	☐ Miracle Work
☐ Converse	☐ Spiritualism	☐ Alchemy
☐ Mysticism	☐ Scholarship	☐ Academics
☐ Literacy	☐ Surgery	☐ Anatomy
☐ Medicine	☐ Survival	☐ Natural Philosophy
☐ Foraging	☐ Husbandry	
☐ Riding	☐ Discipline	☐ Chivalry
☐ Athletics	☐ Tactics	☐ Command
☐ Military	☐ Security	☐ Engineering
☐ Stealth	☐ Astronomy	☐ Sailing
☐ Craft		
☐ Thieving		
☐ Navigation		

Armors/Shields	Bonuses	Properties

Weapons	Damage	Range	Special

Quiver

Coin

Unspent SP

6

◈ *Choose a **Background** to represent your character's lifestyle before Pilgrimage. Adjust your **Stats** and **Saves** (if applicable).*

Nomad

- **Lay of the Land** — You always know which direction you face. You have Advantage on Foraging Checks.
- **Animal Kinship** — You begin the game with a non-exotic animal companion that obeys all your commands, within reason.
- **Ancient Traditions** — Once per day, you may receive Advantage on a Mysticism, Foraging, or Navigation Check.

Folk

- **Influential** — Once per week while within 3 miles of a castle or cathedral, you may call in a favor. Bigger favors are more difficult.
- **Servant** — You begin play with a servant trained in 3 Novice Skills. They flee if mistreated or exposed to excessive risk.
- **Cultured** — Begin with +3 Known Languages. You may make Converse Checks with creatures who do not speak your language(s).

Monastic

- **Scholar** — You have Advantage on Literacy Checks while in a library or temple. You begin with a mysterious illuminated manuscript.
- **Faithful Resolve** — Once per day, you may spend 2 hours praying to your Deity. If you do, heal 2 Stress.
- **Order Veteran** — You are established in the Order. You have +5 Combat, and Advantage on Converse Checks with Order members.

Hermit

- **Mad Insights** — Once per day, you may gain one important story detail from the Keeper as a mad vision, but gain 3 Stress.
- **Survivalist** — Once per day, you may find a simple object you need in your pocket. You have Advantage on Survival Checks.
- **Inner Peace** — You begin with +10 Awe Save. Once per day, you may reroll a failed Panic Check or Awe Save, keeping the second result.

Paths of Enrichment

Paths of Enrichment and other character advancement options will be available in **Order of the Black Chalice 1.0** (coming soon).

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◈ *Choose a **Longing**, **Ideal**, and **Bond** (see pgs. 7 - 10). These **Characteristics** will shape your roleplay and XP advancement.*

Longings

- ☐ 0. Savior
- ☐ 1. Vengeance
- ☐ 2. Birthright
- ☐ 3. Love
- ☐ 4. Station
- ☐ 5. Accolade
- ☐ 6. Absolution
- ☐ 7. Reunion
- ☐ 8. Treasure
- ☐ 9. Secret

Ideals

- ☐ 0. Zeal
- ☐ 1. Honesty
- ☐ 2. Peace
- ☐ 3. Charity
- ☐ 4. Discovery
- ☐ 5. Indulgence
- ☐ 6. Temperance
- ☐ 7. Stewardship
- ☐ 8. Legacy
- ☐ 9. Beauty

Bonds

- ☐ 0. Beloved
- ☐ 1. Destiny
- ☐ 2. Captor
- ☐ 3. Duty
- ☐ 4. Guide
- ☐ 5. Judge
- ☐ 6. Mystery
- ☐ 7. Opportunity
- ☐ 8. Pride
- ☐ 9. Purpose

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◈ *Note your Sect's **Relic** (see pg. 22). Leave the right box blank until you learn your relic's **commandments** and **taboos**.*

Your Sect's Relic	Relic Notes and Experiences

Misc. Character Notes