

CHARACTER SHEETS FOR **THE INDIE HACK**

VERSION 0.2

These are fan created form fillable alternate character sheets made for use with “**The Indie Hack**” by Slade Stolar, published by Scablands Press.

Credits

PDF layout and design
by Thomas Novosel

Contents

[The Veteran](#)

[The Exorcist](#)

[The Hunter](#)

[The Scoundrel](#)

[The Elementalist](#)

[The Occultist](#)

[The Outlander](#)

Secret Alternate Pages!

You found the other other secret alternate pages for printing! Specifically this one prints out 1 character onto a full letter page.

#Awesome

#Greatness

#CoolSecrets

Meanwhile on the internet...

www.thomas-novosel.com

NAME:

THE VETERAN

You have stared into the face of death herself. Now, life holds few pleasures, and you must take up your sword again.

Attributes

Tough: _____ (+1 from class)

Precise: _____ (+0 from class)

Clever: _____ (-1 from class)

Natural Aptitudes

Choose 2:

- Tactics
- Fighting Humans
- Endurance

Positive Details

• **Weapon Master**

(Proficient with all bows; Hand, Heavy, and Dueling Weapons; all shields; and all armour)

• **Cleave Through Foes**

(Skill: If the group is outnumbered or facing a swarm, apply twice as many damage details divided among the enemies)

• **Splintered Shield**

(Skill: Add a damage detail to a shield to negate all GM details from a single roll)

Equipment

Questions

Answer 2:

- What did she look like?

- How many years has it been?

- Where do you keep your sword?

- Who won the last great battle (and how)?

Relationships

Negative Details

Masters

Scars

NAME: _____

THE EXORCIST

The end is never really the end, of course. Foul creatures wish to drag you down into the pit, and you must stop them.

Attributes

Tough: _____ (+1 from class)

Precise: _____ (-1 from class)

Clever: _____ (+0 from class)

Natural Aptitudes

Choose 3:

- Endurance
- Identifying Symbols
- Avoiding Spells
- Unliving

Positive Details

• **Holy Weapons**

(Proficient with Hand and Heavy Weapons, all shields, and Chainmail Armour or lighter)

• **Banish the Unliving**

(Spell: Test Clever. Number over indicates the number of monsters banished)

• **Light of the Mother**

(Skill: Test Clever. Details can be spent one-to-one to heal allies, fill a small room with light, or detect monsters at far range or closer)

Equipment

Questions

Answer 2:

- Who have you lost?

- Where did you eventually find them?

- What holds the world together?

- What tears the world apart?

Relationships

Negative Details

Masters

Scars

NAME: _____

THE HUNTER

A simple life in a house by a stream is too much to ask from these shattered lands. The dogs bay from their kennels. The hunt calls.

Attributes

Tough: _____ (+0 from class)

Precise: _____ (+1 from class)

Clever: _____ (-1 from class)

Natural Aptitudes

Choose 3:

- Navigation
- Stealth
- Fighting Insects
- Fighting Animals

Positive Details

• **Hunting Weapons**

(Proficient with all bows, Hand Weapons, Dueling Weapons, and Reinforced Leather Armour or lighter)

• **Track your Prey**

(Skill: Test Precise. Details can be spent to locate water, animals, or monsters)

• **Skin and Bones**

(Skill: Test Tough. With raw materials, details can be spent to create valuable skins, warm clothing, or bone weapons)

Equipment

Questions

Answer 2:

- Who cares for the dogs in your absence?

- What is your favoured prey?

- What stalks the realm by night?

- What food enchants people (and how)?

Relationships

Negative Details

Masters

Scars

NAME: _____

THE SCOUNDREL

There is much to be gained in this new economy when no trap or guard can keep you out.

Attributes

Tough: _____ (-1 from class)

Precise: _____ (+1 from class)

Clever: _____ (+0 from class)

Natural Aptitudes

Choose 3:

- Stealth
- Avoiding Traps
- Identifying Symbols
- Disguise

Positive Details

• **Cruel Weapons**

(Proficient with the Crossbow, Hand Weapons, Dueling Weapons, and Reinforced Leather Armour or lighter)

• **Pilfer**

(Skill: Test Clever. Details can be spent to obtain items from pockets, conceal weapons, open locks, or spring traps)

• **Aim between the Ribs**

(Skill: Test Precise. Details can be spent one-to-one to add damage details to your next successful attack from behind during this scene)

Equipment

Questions

Answer 2:

- What's the next big score?

- What score did you fail to pull off?

- Whose betrayal will you remember (and what was it)?

- Who will remember your betrayal (and what was it)?

Relationships

Negative Details

Masters

Scars

NAME: _____

THE ELEMENTALIST

The world is not made of singular stuff, but shifting patterns and energies. Stare deep into the flame. Become fire herself.

Attributes

Tough: _____ (+0 from class)

Precise: _____ (-1 from class)

Clever: _____ (+1 from class)

Natural Aptitudes

Choose 2:

- Avoiding Spells
- Disguise
- Fighting Abominations

Positive Details

• **Few Weapons**

(Proficient with Hand Weapons and Leather Armour)

• **Disrupt the Balance**

(Spell: Test Clever. Details can be spent to create or destroy a handful of fire or water, or turn a handful of stone into mud or mud into stone)

• **Shifting Forms**

(Skill: Test Precise. Details can be spent to polymorph yourself for minutes or others for several seconds)

Equipment

Questions

Answer 2:

- What remains unchanged?

- How close have you come to the flame?

- What burns in the hearts of the people?

- What stone structure is built on a foundation of mud?

Relationships

Negative Details

Masters

Scars

NAME: _____

THE OCCULTIST

Your journey is brief. Seething power lies buried. The cold ground enfolds us all in the end.

Attributes

Tough: _____ (-1 from class)

Precise: _____ (+0 from class)

Clever: _____ (+1 from class)

Natural Aptitudes

Choose 2:

- Stealth
- Identifying Symbols
- Avoiding Spells

Positive Details

• **No Weapons**

(Proficient with Leather Armour)

• **Draw Forth the Unliving**

(Spell: Test Clever. Number over indicates the number of monsters created from fresh corpses; lasts for the scene)

• **Shade of the Crone**

(Skill: Test Precise. Details can be spent to deal damage to close or far enemies)

Equipment

Questions

Answer 2:

- What maddening secret do you know?

- How many more must die?

- Who most wishes to see the world come to harm?

- Who knows your darkest secrets?

Relationships

Negative Details

Masters

Scars

NAME: _____

THE OUTLANDER

It's time to leave...

Attributes

Tough: _____ (+0 from class)

Precise: _____ (+0 from class)

Clever: _____ (+0 from class)

Natural Aptitudes

Choose 4:

- Avoiding Spells
- Disguise
- Navigation
- Fighting Abominations
- Fighting Unliving

Positive Details

- **Precise Weapons**
(Proficient with the Bow, Hand Weapons, Dueling Weapons, Small Shields, and Chainmail Armour or lighter)
- **Natural Scavenger**
(Skill: Test Clever. Details can be spent to gather herbs, ammunition, or supplies)
- **Sound of the Child**
(Skill: Test Precise. Details give you visions/sounds of the area at very far range)

Equipment

Questions

Answer 1 or 4:

- You can hear them too, can't you (what do they say)?

- What lies deep beneath these hills?

- Where can you never go?

- Where must you always return?

- Can you hear him crying (why or why not)?

- What lands have the greatest bounty just beneath the surface?

Relationships

Negative Details

Masters

Scars