

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

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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)

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?

Equipment

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