

CHARACTER SHEET

Fred Chexter

When Bazoik calls for a hero, this courageous warrior will volunteer without a second thought. Or even a fully formed first one.

Speed: 8

Abilities

- *Snack Attack* – If you attack for both your actions in a turn, roll a d20.

1-5	Create a Water
6-19	Create a Bowl of Fruit
20	Create a Supercharge Breakfast



Health (Start with 10)	Armor (Start with 0)	Zorch (Start with 25)
-----------------------------------	---------------------------------	----------------------------------

Items (Start with Bootspoon and Small Zorcher)
--

CHARACTER SHEET

Wheatney Chexworth

Bazoik has never done her any favors. So why should she risk it all? Sometimes, if you want a mission done right, you have to do it yourself.

Speed: **12**

Abilities

- *Grab and Go* - Whenever you pick up an item, you can move an extra square.



Health (Start with 10)	Armor (Start with 0)	Zorch (Start with 20)
--	--	---

Items (Start with Bootspoon and Small Zorcher)

CHARACTER SHEET

Dr. O Ryen

All-knowing, all-powerful, and always...confusing. The trifles of lesser beings are beneath her, but doing the right thing isn't.

Speed: **10**

Abilities

- *Awareness* - When using the *Detect* action, roll 2 dice and ignore 1.
- *Psychic Crunch* - Spend an action and roll a d20.

1-5	Lose 1 health.
6-19	All nearby Flemoids get confused and don't attack for 1 turn.
20	All nearby Flemoids get confused and don't attack for 2 turns.



<p>Health</p> <p>(Start with 9)</p>	<p>Armor</p> <p>(Start with 0)</p>	<p>Zorch</p> <p>(Start with 20)</p>
<p>Items</p> <p>(Start with Bootspoon and Small Zorcher)</p>		

CHARACTER SHEET

P.R.E.T.Z.L.

A combination of titanium, steel, flour and salt.

Speed: 7

Abilities

- *Scoopmaster* - Double damage from Bootspoon and Super Bootspork.



<div>Health (Start with 15)</div>	<div>Armor (Start with 10)</div>	<div>Zorch (Start with 15)</div>
<div>Items (Start with <i>Bootspoon</i> and <i>Small Zorcher</i>)</div>		

CHARACTER SHEET

NACL96

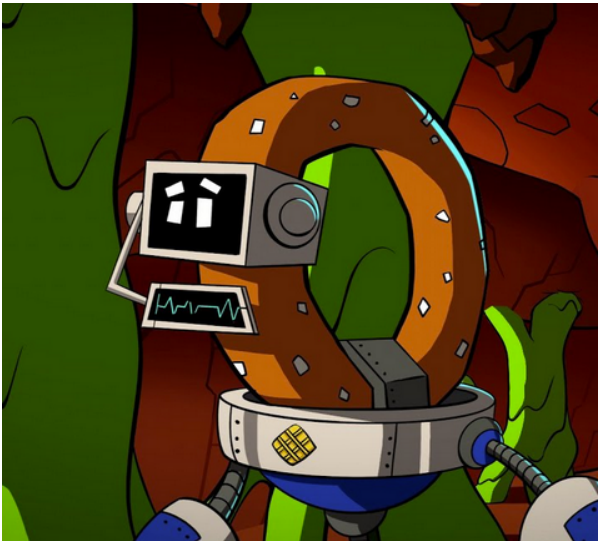
He tries hard to be cool but fails miserably. Which, oddly enough, makes him pretty cool. He’s the comic relief of the squad, but only because he carries around his own laugh track.

Speed: 8 spaces

Abilities

- Fabricate* - Spend an action and roll a d20.

1-5	Lose 1 armor.
6-19	Create a Slime Repellant.
20	Create a Super Chex Armor.



Health (Start with 8)	Armor (Start with 5)	Zorch (Start with 20)
--------------------------	-------------------------	--------------------------

Items (Start with <i>Bootspoon</i> and <i>Small Zorcher</i>)
--

CHARACTER SHEET

Shane 'The Dread' McBread

An old-school cowboy. He thinks of himself as a bit of a maverick, but in reality, he's more of a breadstick. Always the last to be picked. He's got nothing to lose and everything to prove.

Speed: **9**

Abilities

- *Fastest Zorcher in the West* - When aiming attack, roll 2 dice and ignore 1.



Health <i>(Start with 9)</i>	Armor <i>(Start with 0)</i>	Zorch <i>(Start with 30)</i>
--	---------------------------------------	--

Items <i>(Start with Bootspoon and Small Zorcher)</i>

CHARACTER SHEET

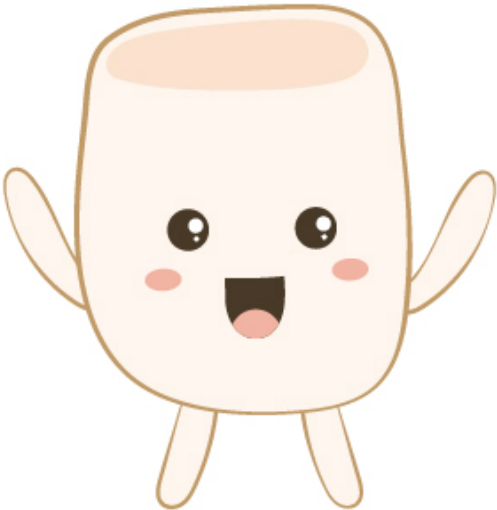
Marshmallow Guff

The newest recruit to the Chex Mix Squadron, Marshmallow Guff can get into some sticky situations. When he doesn't know what to do, he tries everything.

Speed: 8

Abilities

- *Frazzle Dazzle* - If your health is 5 or less when your turn starts, you get to take an extra action this turn.



<div>Health</div> <div>(Start with 8)</div>	<div>Armor</div> <div>(Start with 0)</div>	<div>Zorch</div> <div>(Start with 20)</div>
<div>Items</div> <div>(Start with <i>Bootspoon</i> and <i>Rapid Zorcher</i>)</div>		