

# Kitchen Table Adventure

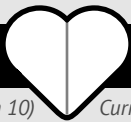
Name

Description Elf Wizard

Example: Elf Wizard, Human Knight, Dragonfly Spy, Fairy Inventor

Health

Max (start with 10)



Current

## The Basics

SPECIALTY (pick one)

- ☐ Strength
- ☐ Dexterity
- ☒ Wisdom






ARMOR LEVEL (start at 1) \_\_\_\_\_

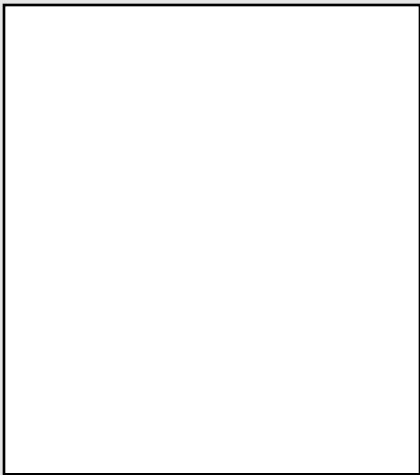
☐ Wearing Armor (Worst Roll on Speed)

ATTACK DAMAGE (start at 4): \_\_\_\_\_

Features

Special skills, abilities, or features unique to your character.

-  Can speak with animals
-  Can see in the dark
-  Has a pet mouse named...







Character Picture

## Gear & Treasure

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

### Gear

-  Bow & Arrow
-  Wizard Staff
-  Adventurer's Pack
-  Healing Potion

### Spells

- **Magic Missiles.** A blast of magic energy shoots from your hands.
- **Sleep.** Make one large monster, two medium ones, or four small ones fall asleep.
- **Illusion.** You create a small illusory sight or sound that lasts for about a minute.

# Kitchen Table Adventure

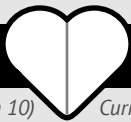
Name

Description    Fairy Druid

*Example: Elf Wizard, Human Knight, Dragonfly Spy, Fairy Inventor*

Health

Max (start with 10)



Current

## The Basics

SPECIALTY (pick one)

- ☐ Strength
- ☐ Dexterity
- ☒ Wisdom





ARMOR LEVEL (start at 1) \_\_\_\_\_

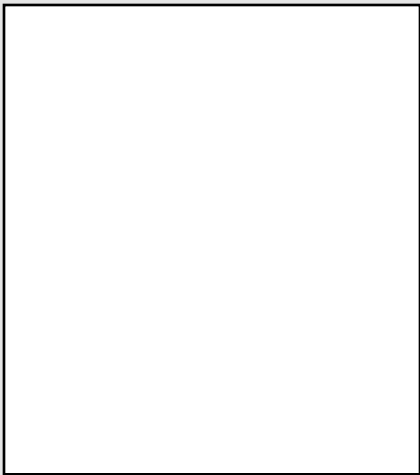
☐ Wearing Armor (*Worst Roll on Speed*)

ATTACK DAMAGE (start at 4): \_\_\_\_\_

Features

*Special skills, abilities, or features unique to your character.*

-  Can fly
-  Can turn into small animals
-   Can speak with animals







Character Picture

## Gear & Treasure

*Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.*

### Gear

-  Dagger
-  Magic Crystal
-  Adventurer's Pack
-  Healing Potion

### Spells

- **Wave of Thunder.** A wave of sound shoots out from you, pushing everyone near you 15' back and doing damage.
- **Heal.** Heal 5 HP on a creature you can touch.
- **Tangle of Vines.** A tangle of vines 15' wide grows and restrains any creatures in the area.

# Kitchen Table Adventure

Name

Description Bear Barbarian (Bearbarian)

Example: Elf Wizard, Human Knight, Dragonfly Spy, Fairy Inventor

Health

Max (start with 10)



Current

## The Basics

SPECIALTY (pick one)

☒ Strength

☐ Dexterity

☐ Wisdom



ARMOR LEVEL (start at 1) \_\_\_\_\_

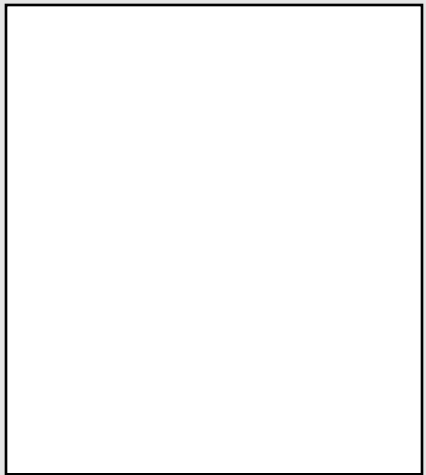
☐ Wearing Armor (Worst Roll on Speed)

ATTACK DAMAGE (start at 4): \_\_\_\_\_

Features

Special skills, abilities, or features unique to your character.

-  Can make two attacks per turn (weapon & bear bite)
-  Ignores Worst Roll with armor



Character Picture

## Gear & Treasure

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

### Gear

-  War Hammer
-  Sword
-  Shield
-  Adventurer's Pack
-  Healing Potion



# Kitchen Table Adventure

Name

Description

Human Knight

Example: Elf Wizard, Human Knight, Dragonfly Spy, Fairy Inventor

Health

Max (start with 10)

Current

Features

Special skills, abilities, or features unique to your character.

✖

Skilled Fighter

(Take Best Roll on Speed attacks, too)

❤

Brave

(Once per combat add D6 to damage roll)

The Basics

SPECIALTY (pick one)

☒ Strength

☐ Dexterity

☐ Wisdom

ARMOR LEVEL (start at 1) \_\_\_\_\_

☐ Wearing Armor (Worst Roll on Speed)

ATTACK DAMAGE (start at 4): \_\_\_\_\_

Character Picture

Gear & Treasure

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

Gear

🗡

Sword

⇒

Spear

🛡

Suit of Armor

🎒

Adventurer's Pack

🧴

Healing Potion



# Kitchen Table Adventure

Name

Description

Octopus Pirate

Example: Elf Wizard, Human Knight, Dragonfly Spy, Fairy Inventor


Health

Max (start with 10)

Current


Features

Special skills, abilities, or features unique to your character.




Lucky

(Once an encounter, reroll failed roll)



Smooth Talker

(Take Best Roll on persuasion rolls)



Can fit into really tiny spaces

The Basics

SPECIALTY (pick one)

☐ Strength

☒ Dexterity

☐ Wisdom

ARMOR LEVEL (start at 1) \_\_\_\_\_

☐ Wearing Armor (Worst Roll on Speed)


ATTACK DAMAGE (start at 4): \_\_\_\_\_

Character Picture


## Gear & Treasure

Starting Gear: any weapons and wands, an adventurer’s pack, and one healing potion. Add stuff as you find it in your travels.


### Gear




Sword




Compass



Treasure



Adventurer’s Pack



Healing Potion