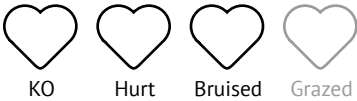


Kitchen Table Adventure

Name _____ Description Elf Wizard
Example: Elf Wizard, Human Knight, Dragonfly Spy, Fairy Inventor




Health

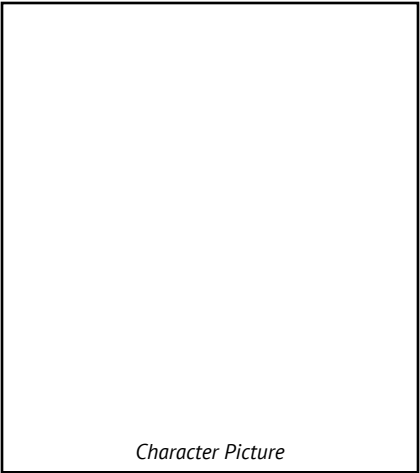


Speciality

- Pick One:
- ☐ Strength
 - ☐ Agility
 - ☒ Wisdom

Skills & Features

- Special skills, abilities, or features unique to your character.*
-  Can speak with animals
 -  Can see in the dark
 -  Has a pet mouse named...



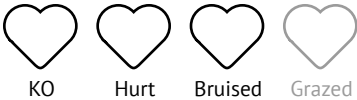
Gear & Treasure

- Starting Gear: a weapon or wand, rope, water, food, a few coins, and one healing potion. Add stuff as you find it in your travels.*
- **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

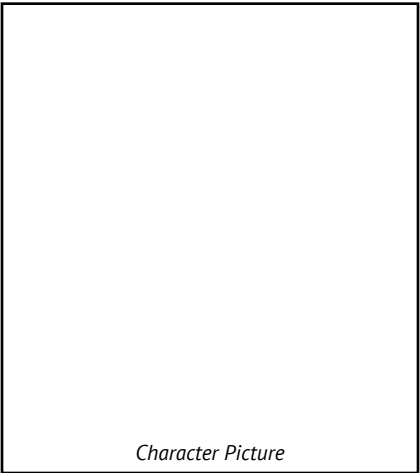


Speciality

- Pick One:
- ☐ Strength
 - ☐ Agility
 - ☒ Wisdom

Skills & Features

- Special skills, abilities, or features unique to your character.*
-  Can fly
 -  Can turn into small animals
 -  Can speak with animals




Gear & Treasure


- Starting Gear: a weapon or wand, rope, water, food, a few coins, and one healing potion. Add stuff as you find it in your travels.*
- **Wave of Thunder.** A wave of sound shoots out from you, pushing everyone near you 15' back and doing damage.
 - **Heal.** Heal 2 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

 KO


 Hurt


 Bruised

 Grazed

Skills & Features

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

 Furocious (Success attacks do 2 HP)

 Tough (Once per combat, ignore damage)

Speciality

Pick One:

☒ Strength

☐ Agility

☐ Wisdom

Character Picture

Gear & Treasure


Starting Gear: a weapon or wand, rope, water, food, a few coins, and one healing potion. Add stuff as you find it in your travels.


- War Hammer
- Sword
- Shield


Kitchen Table Adventure


Name _____ Description Human Knight
Example: Elf Wizard, Human Knight, Dragonfly Spy, Fairy Inventor

Health

 KO


 Hurt


 Bruised

 Grazed

Skills & Features

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

 Skilled Fighter (Take Best Roll on Speed attacks, too)

 Brave (Once per combat, do 2 HP damage)

Speciality

Pick One:

☒ Strength

☐ Agility

☐ Wisdom

Character Picture

Gear & Treasure

Starting Gear: a weapon or wand, rope, water, food, a few coins, and one healing potion. Add stuff as you find it in your travels.

- Sword
- Spear
- Suit of Armor

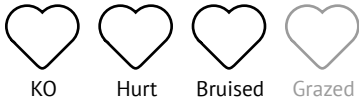
Kitchen Table Adventure

Name _____

Description Octopus Pirate

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

Health






Speciality

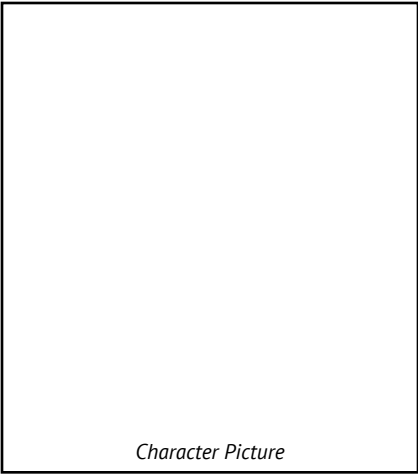
Pick One:

- ☐ Strength
- ☒ Agility
- ☐ Wisdom

Skills & 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



Gear & Treasure

Starting Gear: a weapon or wand, rope, water, food, a few coins, and one healing potion. Add stuff as you find it in your travels.

- Sword
- Compass

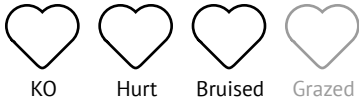
Kitchen Table Adventure

Name _____

Description Fox Archer

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

Health





Speciality

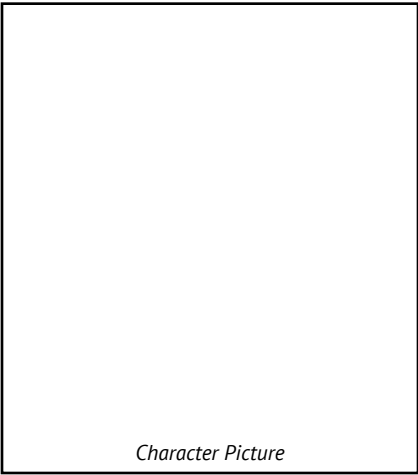
Pick One:

- ☐ Strength
- ☒ Agility
- ☐ Wisdom

Skills & Features

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

-  Locksmith *(You can pick any locked door)*
-  Camouflage *(You can hide in any natural environment)*



Gear & Treasure

Starting Gear: a weapon or wand, rope, water, food, a few coins, and one healing potion. Add stuff as you find it in your travels.

- Bow & Arrow
- Lock Picking Set
- Grappling Hook