### Name Description Elf Wizard 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. Can speak with animals Can see in the dark SPECIALTY (pick one) Has a pet mouse named...

Character Picture

### **Gear & Treasure**

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

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

Wearing Armor (Worst Roll on Speed)

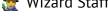
Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

### Gear



Strength
Dexterity
Wisdom





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.

## Name Description Fairy Druid 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. Can fly Can fly Strength Can speak with animals

Character Picture

### Gear & Treasure

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

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

Wearing Armor (Worst Roll on Speed)

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

### Gear



☐ Dexterity

✓ Wisdom





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.

# Name Description 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. (weapon & bear bite) SPECIALTY (pick one) Strength Dexterity Dexterity

Character Picture

### Gear & Treasure

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

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

Wearing Armor (Worst Roll on Speed)

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

### Gear

Wisdom

**\( \)** 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 **Features** Special skills, abilities, or features unique to your character. Max (start with 10) X Skilled Fighter The Basics (Take Best Roll on Speed attacks, too) SPECIALTY (pick one) Brave Strength (Once per combat add D6 to damage roll) Dexterity

Character Picture

### Gear & Treasure

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

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

Wearing Armor (Worst Roll on Speed)

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

### Gear

Wisdom



 $\Longrightarrow$ Spear

Suit of Armor

Adventurer's Pack

Healing Potion

### ¥ Ki

### **Kitchen Table Adventure**

### Name

### **Description** Octopus Pirate

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

### Health Max (start with 10) Curren

### The Basics

SPECIALTY (pick one)

Strength

Dexterity
Wisdom

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

Wearing Armor (Worst Roll on Speed)

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

### **Features**

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

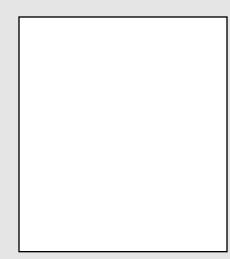


(Once an encounter, reroll failed roll)

Smooth Talker

(Take Best Roll on persuasion rolls)

Can fit into really tiny spaces



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







