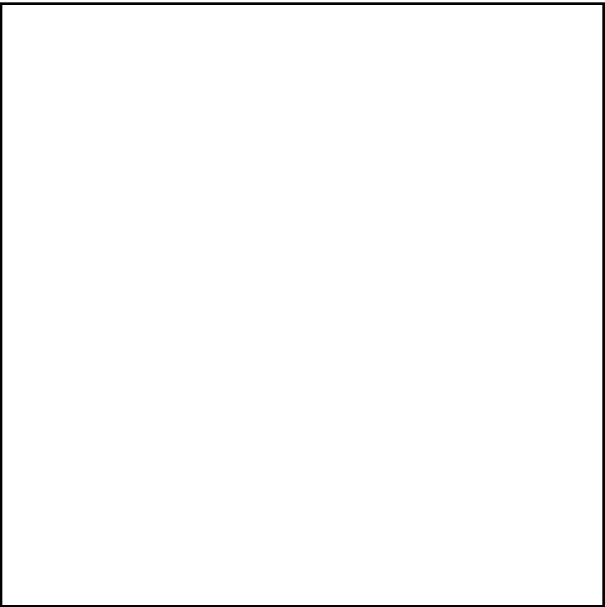


# Kitchen Table Adventure

Name \_\_\_\_\_

Description \_\_\_\_\_

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



Character Picture

## Abilities & Stuff


- Start with 3-5:**
- When you do something related to [skill], roll with advantage.
  - You have the ability to [power you can actively choose to use].  
Roll with [stat] to determine if it works, fails, or has a cost.
  - You have [special power with a constant effect].
  - You have [thing]. When applicable, roll with advantage.


## Health Points





## Stats

Assign each modifier to one stat: +2, +1, 0, and -1.

- 

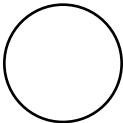
**Strength**  
Athletics, Close-Up Combat, Defense
- 

**Agility**  
Acrobatics, Sleight of Hand, Stealth, Ranged Combat
- 

**Wisdom**  
Perception, History, Nature, Medicine Magic & Spells
- 

**Charisma**  
Deception, Intimidation, Performance, Persuasion

## Experience Points

- 

**Experience Points**
- Every 10 XP, pick one...**

  - Add a new ability
  - Increase a stat, up to a max of +3  
(can only be done three times)
  - Increase an existing ability's power  
(once every 50 XP, up to three times)
  - Extend an existing ability