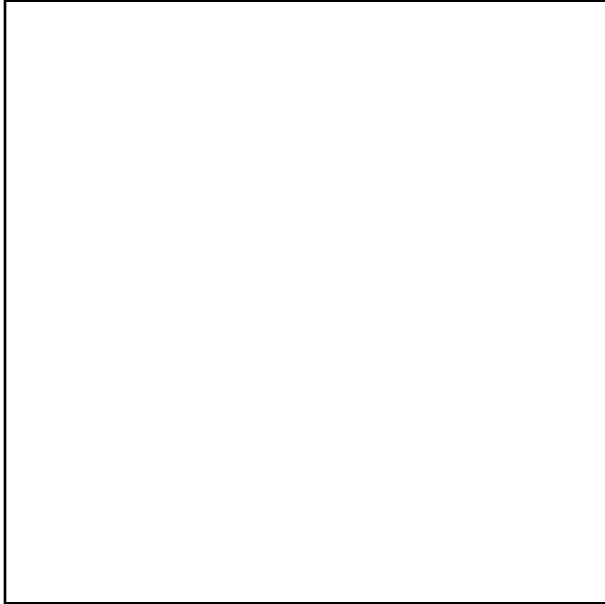# ⬦ Kitchen Table Adventure

Name _____

Description Elf Wizard
_____

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

Character Picture

Skills

What makes your character unique. (Example: Specializes in nature magic. Can talk to animals. Wants to open an animal sanctuary.)

Friends with forest creatures. Specializes in illusions and enchantments. Can see in the dark.

Abilities

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.*

- **Friend of the Forest.** You can speak with animals.
- **Night Vision.** You can see in the dark as if its dim light.
- **Magic Missles.** You can launch a blast of energy from your hands. Make a Wisdom roll to see what happens.
- **Sleep.** You can make one large monster, two medium ones, or four small ones fall asleep. Make a Wisdom roll to see what happens.
- **Illusion.** You create a small illusory sight or sound that lasts for about a minute. Make a Wisdom roll to see what happens.

Health Points

♡ ♡ ♡ ♡ ♡ ♡

Stats

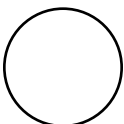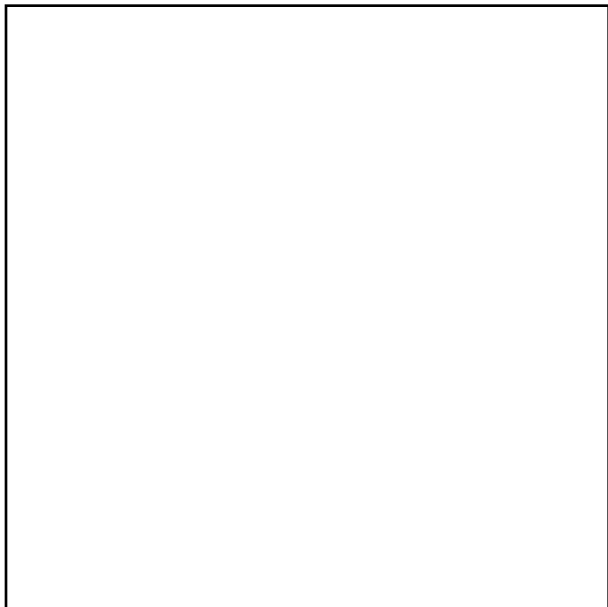*Assign each modifier to one stat: +2, +1, 0, and -1.*

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

+1 **Agility**
Acrobatics, Sleight of Hand, Stealth, Ranged Combat

+2 **Wisdom**
Perception, History, Nature, Medicine Magic & Spells

-1 **Charisma**
Deception, Intimidation, Performance, Persuasion

Stuff

Start with a weapon or wand, rope, water, food, a few coins, and one healing potion.

- A Staff
- A Spellbook
- A small pet...

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*

Kitchen Table Adventure

Name _____

Description Fairy Druid

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

Character Picture

Skills

Example: Specializes in nature magic. Wants to open an animal sanctuary.

Can talk to animals. Can fly. Specializes in nature magic. Wants to open an animal sanctuary.

Abilities

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.*

- **Friend of the Forest.** You can speak with animals.
- **Fairy Wings.** You have the ability to fly.
- **Shapeshifter.** You can turn into animals. You may take on the physical form of any species who you have studied. Make a wisdom roll. On a 10+, add +1 to any stat while in animal form. On a 7-9, the GM also picks a stat to add -1 to.
- **Elemental Magic.** You can control the elements of earth, wind, fire, and water. Roll 2D6 + Wisdom. On a 10+, the desired effect comes to pass. On a 7-9, you also lose control of the effect.
- **Heal.** You hav the ability to heal a creature you can touch 2 HP.

Health Points

♡ ♡ ♡ ♡ ♡ ♡

Stats

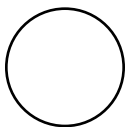*Assign each modifier to one stat: +2, +1, 0, and -1.*

(-1) Strength
Athletics, Close-Up Combat, Defense

(+1) Agility
Acrobatics, Sleight of Hand, Stealth, Ranged Combat

(+2) Wisdom
Perception, History, Nature, Medicine Magic & Spells

(0) Charisma
Deception, Intimidation, Performance, Persuasion

Stuff

Start with a weapon or wand, rope, water, food, a few coins, and one healing potion.

- A Staff
- A pouch with gems and herbs
- Bow & Arrow

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*

▽ Kitchen Table Adventure

Name _____

Description Bear Barbarian (Bearbarian)

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

Character Picture

Health Points

♡ ♡ ♡ ♡ ♡ ♡

Stats

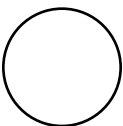*Assign each modifier to one stat: +2, +1, 0, and -1.*

(+2) Strength
Athletics, Close-Up Combat, Defense

(+1) Agility
Acrobatics, Sleight of Hand, Stealth, Ranged Combat

(-1) Wisdom
Perception, History, Nature, Medicine Magic & Spells

(0) 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

Skills

Example: Specializes in nature magic. Wants to open an animal sanctuary.

Intimidating warrior. Powerful roar and sharp claws. Protector of the weak and powerless.

Abilities

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.

• **Furocious.** Once a battle, you can name an enemy. Attacks against them do 2 damage, but you have disadvantage against other foes.
• **Tough.** Twice a day, you can ignore damage from one attack.
• **Roar.** You can let out a roar that attracts the attention of your enemies. Make a Strength roll. On a 10+, all enemies focus on you instead of your teammates. On a 7-9, only the weakest do.
• **Climbing Claws.** Your claws make you great at climbing. When you do something related to climbing, roll with advantage.

Stuff

Start with a weapon or wand, rope, water, food, a few coins, and one healing potion.
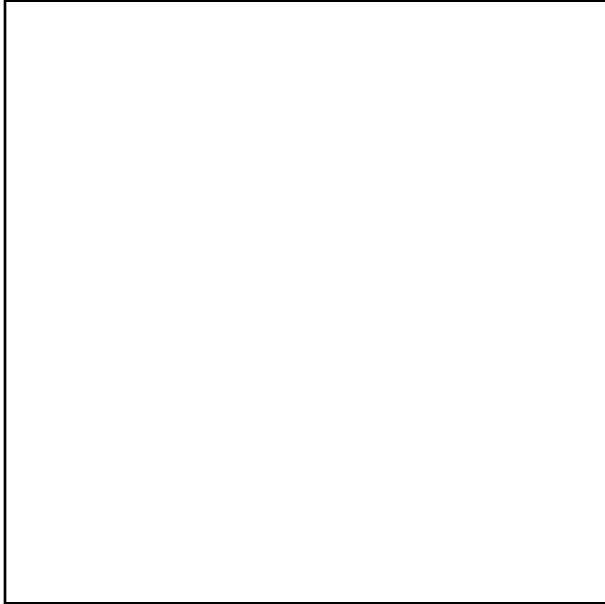
• Warhammer
• Spear
• Shield

⬩ Kitchen Table Adventure

Name _____

Description Human Knight

Character Picture

Skills

Skilled fighter. Sworn to the protect the kingdom from the forces of evil. Well known throughout the realm. Rides an awesome horse.

Abilities

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.*

- **Skilled Fighter.** When you do something related to combat or defense, roll with advantage.
- **Nemesis.** Once a battle, you can name an enemy. Attacks against them do 2 damage, but you have disadvantage against other foes.
- **Charming.** When you attempt to persuade, roll with advantage.
- **Equestrian.** When you do something related to horses (taming, riding, and so on), roll with advantage

Health Points

♡ ♡ ♡ ♡ ♡ ♡

Stats

Assign each modifier to one stat: +2, +1, 0, and -1.
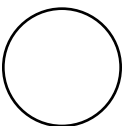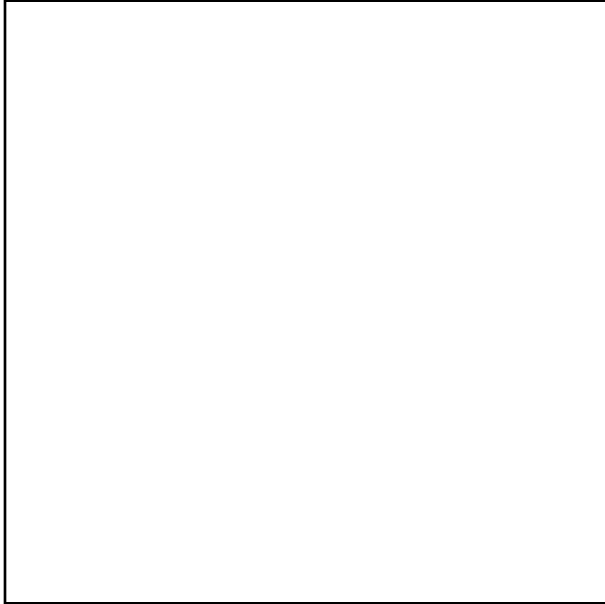
(+2) Strength
Athletics, Close-Up Combat, Defense

(+1) Agility
Acrobatics, Sleight of Hand, Stealth, Ranged Combat

(-1) Wisdom
Perception, History, Nature, Medicine Magic & Spells

(0) Charisma
Deception, Intimidation, Performance, Persuasion

Stuff

Start with a weapon or wand, rope, water, food, a few coins, and one healing potion.

- Sword
- Spear
- Suit of Armor

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*

⬣ Kitchen Table Adventure

Name _____

Description Octopus Pirate

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

Character Picture

Skills

Example: Specializes in nature magic. Wants to open an animal sanctuary.

Incredibly lucky. Can talk themself out of any situation. Able to sneak into tight spaces. Can breath underwater.

Abilities

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.

- **Lucky.** Twice a day, reroll a failed roll.
- **Smooth Talker.** When you attempt to persuade, roll with advantage.
- **Squishy Form.** You have the ability to fit into really tiny spaces.
- **Strong Swimmer.** You have the ability to breath underwater.

Health Points

♡ ♡ ♡ ♡ ♡ ♡

Stats

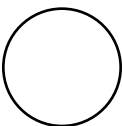*Assign each modifier to one stat: +2, +1, 0, and -1.*

(-1) Strength
Athletics, Close-Up Combat, Defense

(+2) Agility
Acrobatics, Sleight of Hand, Stealth, Ranged Combat

(0) Wisdom
Perception, History, Nature, Medicine Magic & Spells

(+1) Charisma
Deception, Intimidation, Performance, Persuasion

Stuff

Start with a weapon or wand, rope, water, food, a few coins, and one healing potion.

- Sword
- Compass

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
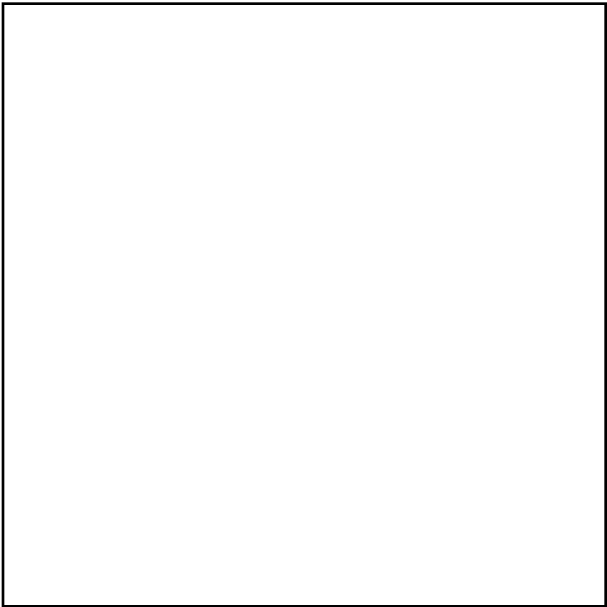 *(once every 50 XP, up to three times)*
• Extend an existing ability

◥ Kitchen Table Adventure

Name _____

Description Fox Archer

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

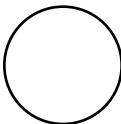*Character Picture*

Health Points

♡ ♡ ♡ ♡ ♡ ♡

Stats

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

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

+2 **Agility**
Acrobatics, Sleight of Hand, Stealth, Ranged Combat

+1 **Wisdom**
Perception, History, Nature, Medicine Magic & Spells

-1 **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

Skills

Example: Specializes in nature magic. Wants to open an animal sanctuary.

Can hit a target from a mile away. Never a met lock they couldn't pick. Runs really fast and hides with ease. Steals from the rich and gives to the poor.

Abilities

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.

- **Skilled Marksman.** When you do something related to archery, roll with advantage.
- **Locksmith.** When you attempt to pick locks, roll with advantage.
- **Camoflage.** When you attempt o hide in nautral environments, roll with advantage.
- **Swift Stride.** You can run incredible fast.

Stuff

Start with a weapon or wand, rope, water, food, a few coins, and one healing potion.

- Bow & Arrow
- Lock Picking Set
- Grappling Hook