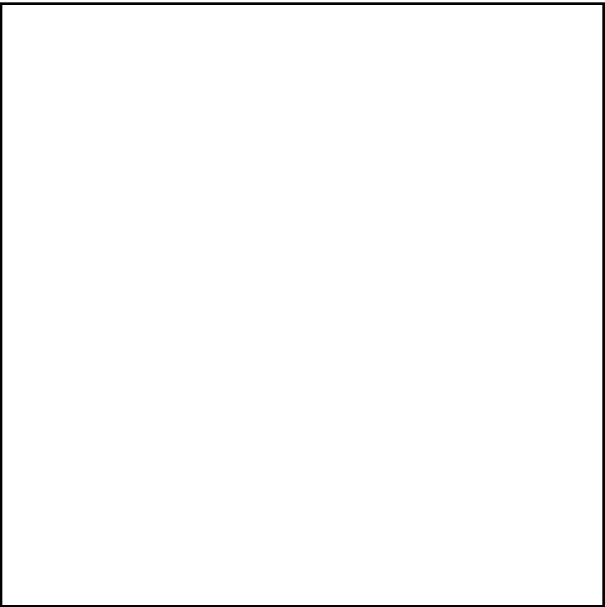


Kitchen Table Adventure

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



Character Picture

Skills

Example: 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.

Health Points



Stats

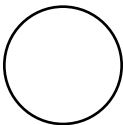
Assign each modifier to one stat: +2, +1, 0, and -1.

- **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

Stuff

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

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