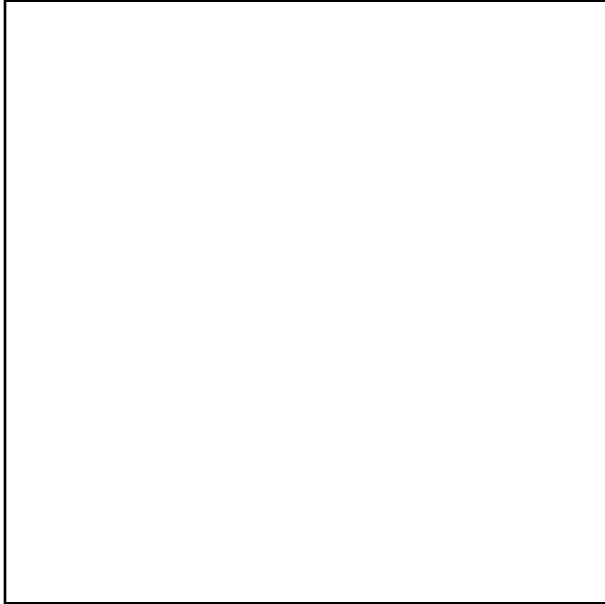


# Kitchen Table Adventure

Name \_\_\_\_\_

Description Elf Wizard

*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.

- **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

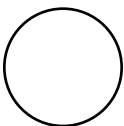
Assign each modifier to one stat: +2, +1, 0, and -1.

- 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

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

## Experience Points



Experience  
Points

### Every 10 XP, pick one...

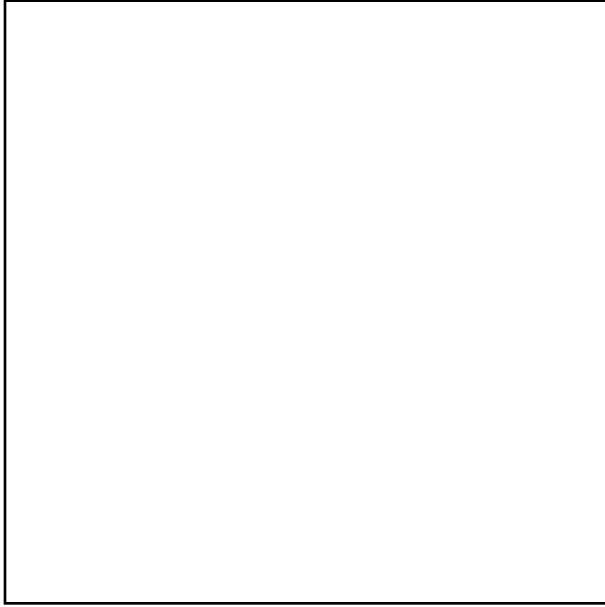
- Add a new ability
- Increase a stat, up to a max of +3  
(can only be done three times)
- Increase an existing ability's power  
(once every 50 XP, up to three times)
- Extend an existing ability

# Kitchen Table Adventure

Name \_\_\_\_\_

Description Fairy Druid

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



Character Picture

## 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.

- **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 have the ability to heal a creature you can touch 2 HP.

## Health Points



## Stats

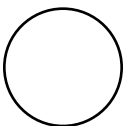
Assign each modifier to one stat: +2, +1, 0, and -1.

- 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

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

## Experience Points



Experience  
Points

### Every 10 XP, pick one...

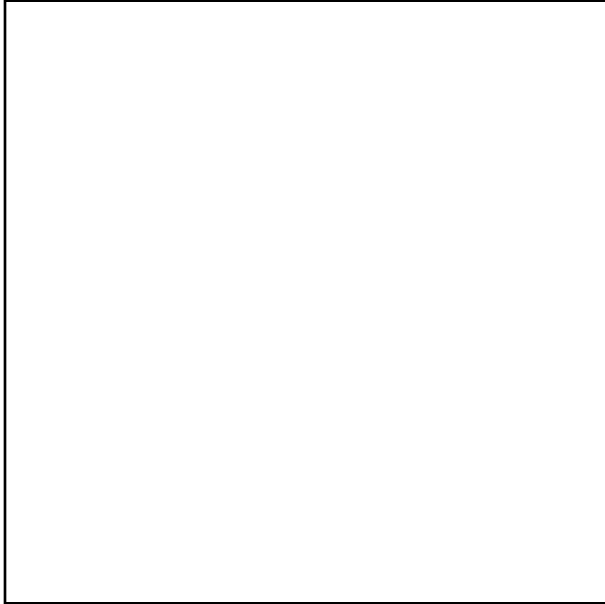
- Add a new ability
- Increase a stat, up to a max of +3  
(can only be done three times)
- Increase an existing ability's power  
(once every 50 XP, up to three times)
- Extend an existing ability

# Kitchen Table Adventure

Name \_\_\_\_\_

Description Bear Barbarian (Bearbarian)

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



Character Picture

## 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.

- **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.

## 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

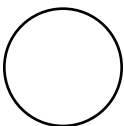
**-1 Wisdom**  
Perception, History, Nature, Medicine Magic & Spells

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

## STUFF

- Warhammer (signature weapon)
- Spear
- Shield

## Experience Points



Experience  
Points

### Every 10 XP, pick one...

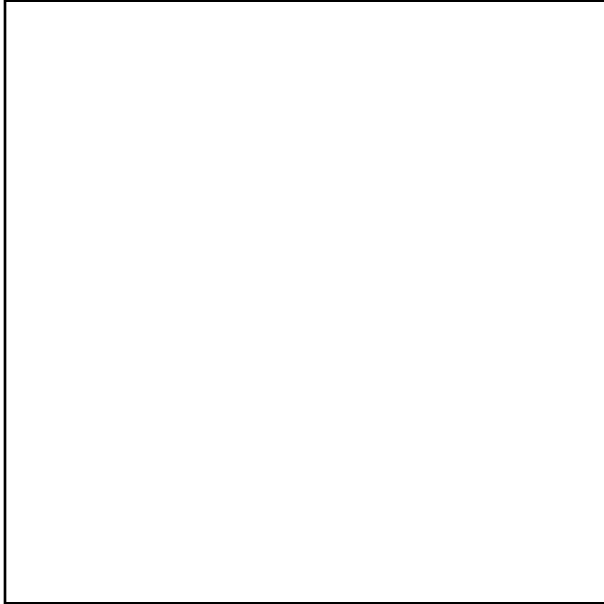
- Add a new ability
- Increase a stat, up to a max of +3  
(can only be done three times)
- Increase an existing ability's power  
(once every 50 XP, up to three times)
- Extend an existing ability

# Kitchen Table Adventure

Name \_\_\_\_\_

Description Human Knight

*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.
- **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

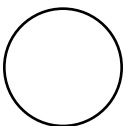
Assign each modifier to one stat: +2, +1, 0, and -1.

- +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

- Sword
- Spear
- Suit of Armor

## Experience Points



Experience  
Points

### Every 10 XP, pick one...

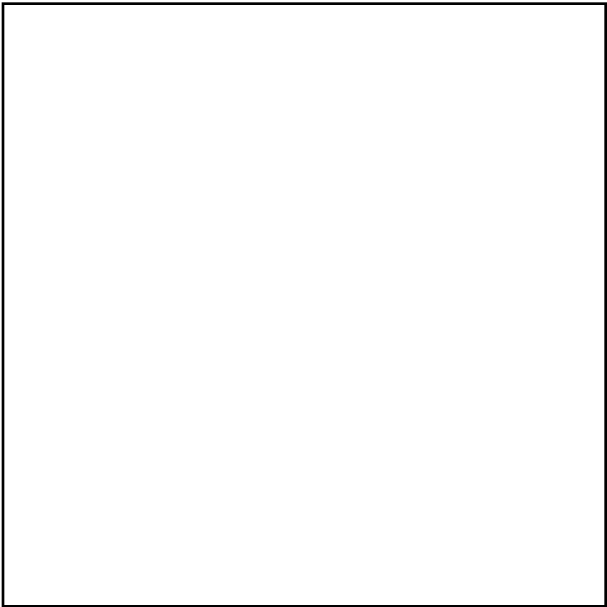
- Add a new ability
- Increase a stat, up to a max of +3  
(can only be done three times)
- Increase an existing ability's power  
(once every 50 XP, up to three times)
- Extend an existing ability

# Kitchen Table Adventure

Name \_\_\_\_\_

Description Octopus Pirate

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



Character Picture

## 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.
- **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

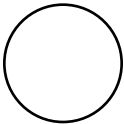
**Wisdom**  
Perception, History, Nature, Medicine Magic & Spells
- +1

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

**STUFF**

- Sword
- Compass

## Experience Points



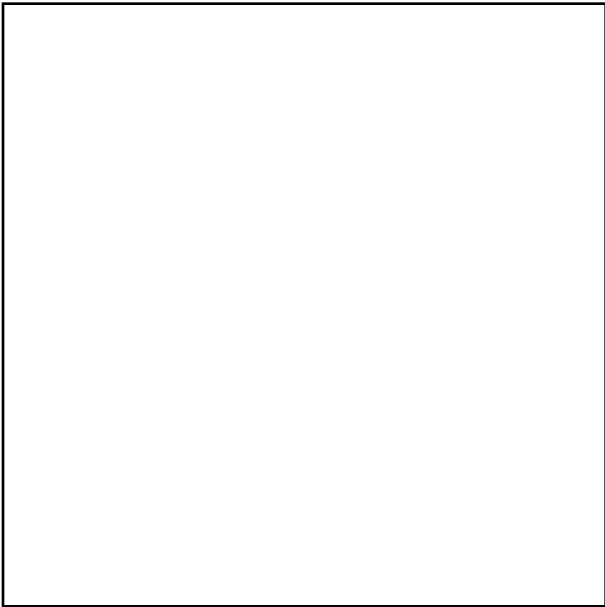
Experience Points

- 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

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

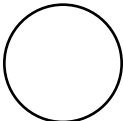
**Charisma**  
Deception, Intimidation, Performance, Persuasion

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

- STUFF**
- Bow & Arrow
  - Lock Picking Set
  - Grappling Hook

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