

The Template

Names: Alice, Bob, Carol, Eve, Frank, Grace, Mallory, Sybil, Trent, Victor, Walter

Level	
	Armor
Hit Points	
Max (8+Constitution)	
	Damage

	Name: _____				
	STR		DEX		CON
Strength	-1 <input type="checkbox"/>	Dexterity	-1 <input type="checkbox"/>	Constitution	-1 <input type="checkbox"/>
	INT		WIS		CHA
Intelligence	-1 <input type="checkbox"/>	Wisdom	-1 <input type="checkbox"/>	Charisma	-1 <input type="checkbox"/>

Looks

Choose one from each, or write your own:

BODY: Big, small, thick, thin,

EYES: Happy, sad, curious, excited,

HAIR: Styled, wild, bald, long,

CLOTHES: Rich, practical, tatters,

Race

☐ **Human**
When you **do something that humans do**, you do it like a human would. I'm not even sure this constitutes a move. I mean, what are you going to do, roll to put one foot in front of the other?

☐ **Dwarf**
When you **do something that dwarves do**, you do it better than an Elf would.

☐ _____

Starting Moves

You start with all of these:

☒ **Lorem**
Balance domain chaos domain dispel check effective character level insight bonus native subtype point of origin reach weapon scent teleportation subschool threat range. **Ability drained** air subtype breath weapon character dazed domain spell falling force damage half speed lawful monk ooze type outer plane reptilian subtype sacred bonus strength domain thirst threat range touch spell war domain.

☒ **Ipsium**
Change **shape cold** immunity constrict dazed dispel domain spell effective character level fighter figment subschool huge illusion magical beast type natural weapon player character powerful charge reptilian subtype staggered take 10.

☒ **Dolor**
Ability damaged ability modifier adventuring party aquatic subtype burrow **class class** feature deafened diminutive dwarf domain engaged masterwork natural ability nonabilities prone reaction regeneration sickened slime domain transmutation water domain. Base attack bonus blindsight falling fear aura grapple check huge masterwork outer plane outsider type suppress telepathic link turn resistance.

☒ **Sit**
Ability drain armor bonus chaotic subtype competence bonus cross-class skill destruction domain diminutive eladrin subtype electrum gargantuan negative level **orc** domain pinned plane of shadow platinum piece rend reptilian subtype round scent skill points small special quality spell strength sun domain thirst touch spell transitive plane unarmed attack vulnerability to energy.

☒ **Amet**
Aberration type calling subschool coup de grace domain spell entangled ethereal plane fear cone improved grab initiative count light weapon living luck domain melee mentalism domain monstrous humanoid type morale bonus orc domain paladin petrified ranged attack rounding scribe shield bonus spell level square subtype threaten tyranny domain.

☒ **Consectetur**
petrified poison spell slot Dark Souls is the best game series fite me irl **dodge bonus** enhancement bonus fighter fire domain initiative count intelligence large massive damage outer plane strength domain take 10 time domain trickery domain untrained.

Bonds

Fill in at least one with the name of a companion, or write your own:

I once saved _____'s life, at great risk to my own well being.

_____ still owes me money.

I think _____ is the nicest most bestest person ever.

Alignment

☐ Good

Huggle bunnies and snuggle puppy dogs.

☐ Evil

Cackle maliciously and steal candy from babies.

Gear

You carry a **seed** from a giant tree.

Dungeon Rations (5 uses, ration, 1 weight)

Adventuring Gear (5 uses, 1 weight)

Choose your defenses:

☐ **Plate Armor** (2 armor, worn, 2 weight)

☐ **Loincloth** (0 armor, worn, 1 weight)
Makeshift Shield (1 armor, 1 weight)

Choose your armament:

☐ **Straightsword** (close, 2 weight)

☐ **Wood Club** (close, 1 weight)

☐ **Worn Bow** (near, 2 weight)
Bundle of Arrows (3 ammo, 1 weight)

Advanced Moves

When you gain a level from 2-10, you may choose from these moves:

☐ Adipiscing

Balance domain **chaos domain dispel** check effective character level insight bonus native subtype point of origin reach weapon scent teleportation sub-school threat range. Ability drained air subtype breath weapon character dazed domain spell falling force damage half speed lawful monk ooze type outer plane reptilian subtype sacred bonus strength domain thirst threat range touch spell war domain.

☐ Elit

Malkovich malkovich, **malkovich malkovich** malkovich... malkovich? malkovich mal-ko-vich! malkovich. malkovich. malkovich malkOVich malkovich; malkovich!? malkovich!!!!!!!!! malkovich. mmmmmmmalkovich malkovich malkovich. malkovich (malkovich, malkovich) malkovich: malkovich... malkovich malkovich malkovich malkovich malkovich! malkovich.

☐ Nulla

Base attack bonus blindsight falling fear aura grapple check huge masterwork outer plane outsider type suppress telepathic link turn resistance.

☐ Consequat

Ability drain armor bonus **chaotic subtype** competence bonus cross-class skill destruction domain diminutive eladrin subtype electrum gargantuan negative level orc domain pinned plane of shadow platinum piece rend reptilian subtype round scent skill points small special quality spell strength sun domain thirst touch spell transitive plane unarmed attack vulnerability to energy.

☐ Eleifend

Aberration type calling subschool **coup de grace** domain spell entangled ethereal plane fear cone improved grab initiative count light weapon living luck domain melee mentalism domain monstrous humanoid type morale bonus orc domain paladin petrified ranged attack rounding scribe shield bonus spell level square subtype threaten tyranny domain.

☐ Lacus

Armor bonus class skill **dispel** check dodge bonus enhancement bonus fighter fire domain initiative count intelligence **large massive damage** outer plane petrified poison spell slot strength domain take 10 time domain trickery domain untrained.

When you gain a level from 6-10, you may choose from these moves:

☐ Vel

Balance domain chaos domain **dispel** check **effective character** level insight bonus native subtype point of origin reach weapon scent teleportation sub-school threat range. Ability drained air subtype breath weapon character dazed domain spell falling force damage half speed lawful monk ooze type outer plane reptilian subtype sacred bonus strength domain thirst threat range touch spell war domain.

☐ Placerat

Change shape **cold immunity** constrict dazed dispel domain spell effective character level fighter figment subschool huge illusion magical beast type natural weapon player character powerful charge reptilian subtype staggered take 10.

☐ Sem Pharetra

Ability damaged ability modifier adventuring party aquatic subtype burrow class class feature deafened diminutive dwarf domain engaged masterwork natural ability nonabilities prone reaction regeneration sickened slime domain transmutation water domain. Base attack bonus blindsight falling fear aura grapple check huge masterwork outer plane outsider type suppress telepathic link turn resistance.

☐ Vitae

Armor bonus class skill **dispel** check **dodge bonus enhancement** bonus fighter fire domain initiative count intelligence large massive damage outer plane petrified poison spell slot strength domain take 10 time domain trickery domain untrained.