












The Template

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

Level			Name: _____		
	Armor	 STR Strength -1 <input type="checkbox"/>	 DEX Dexterity -1 <input type="checkbox"/>	 CON Constitution -1 <input type="checkbox"/>	
Hit Points <small>Max (8+Constitution)</small>		 INT Intelligence -1 <input type="checkbox"/>	 WIS Wisdom -1 <input type="checkbox"/>	 CHA Charisma -1 <input type="checkbox"/>	
	Damage				
Looks		Starting Moves			
<p>Choose one from each, or write your own:</p> <p>BODY: Big, small, thick, thin,</p> <p>_____</p> <p>EYES: Happy, sad, curious, excited,</p> <p>_____</p> <p>HAIR: Styled, wild, bald, long,</p> <p>_____</p> <p>CLOTHES: Rich, practical, tatters,</p> <p>_____</p>		<p>You start with all of these:</p> <p><input checked="" type="checkbox"/> 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.</p> <p><input checked="" type="checkbox"/> 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.</p> <p><input checked="" type="checkbox"/> Dolor Ability damaged ability modifier adventuring party aquatic subtype burrow class class feature deafened diminutive dwarf domain engaged masterwork natural ability non-abilities 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.</p> <p><input checked="" type="checkbox"/> Sit Ability drain armor bonus chaotic subtype competence bonus cross-class skill destruction domain diminutive eladrin subtype electric 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.</p> <p><input checked="" type="checkbox"/> 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.</p> <p><input checked="" type="checkbox"/> Consectetur 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.</p>			
Race					
<input type="checkbox"/> 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?					
<input type="checkbox"/> Dwarf When you do something that dwarves do , you do it better than an Elf would.					
<input type="checkbox"/>					

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

Pet bunnies and snuggle puppy dogs.

☐ Evil

Cackle maliciously and steal candy from babies.



Gear

You carry a tiny **picture**.

Dungeon Rations (5 uses, ration, 1 weight)

Adventuring Gear (5 uses, 1 weight)

Choose your defenses:

- ☐ A suit of **Plate Armor** (2 armor, worn, 2 weight)
- ☐ A **loincloth** (0 armor, worn, 1 weight) and a **makeshift shield** (1 armor, 1 weight)

Choose your armament:

- ☐ **Straightsword** (close, 2 weight)
- ☐ **Wooden 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 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.

☐ Elit

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.

☐ Nulla

Ability damaged ability modifier adventuring party aquatic subtype burrow class class feature deafened diminutive dwarf domain engaged masterwork natural ability non-abilities 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.

☐ Consequat

Ability drain armor bonus chaotic subtype competence bonus cross-class skill destruction domain diminutive eladrin subtype electric 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 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.

☐ 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 non-abilities 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.