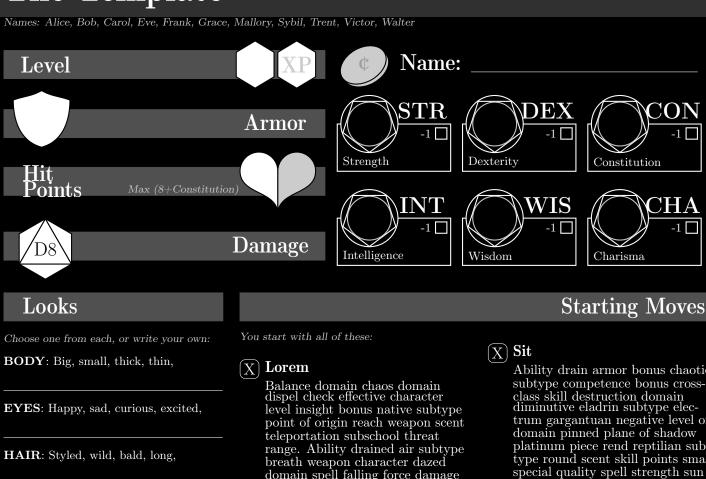
# The Template



## 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?

**CLOTHES**: Rich, practical, tatters,

### Dwarf

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

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.

# $(\chi)$ Ipsum

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

## (X) 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 reAbility drain armor bonus chaotic subtype competence bonus crosstrum gargantuan negative level orc 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.

# (X) 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.

### (X) 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.

Bonds		Advanced Moves
Fill in at least one with the name of a	When you gain a level from 2-10, you may choose	se from these moves:
companion, or write your own:  I once saved's life,	Adipiscing	Consequat
at great risk to my own well being. still owes me money.  I think is the nicest most bestest person ever.	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.	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
Alignment  Good Pet bunnies and snuggle puppy dogs.  Evil Cackle maliciously and steal candy from babies.	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	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
Gear You carry a tiny picture.	masterwork natural ability non- abilities prone reaction regenera- tion sickened slime domain trans- mutation water domain. Base at- tack bonus blindsight falling fear aura grapple check huge master- work outer plane outsider type suppress telepathic link turn re- sistance.	check dodge bonus enhancement bonus fighter fire domain initiative count intelligence large massive damage outer plane petrified poi- son spell slot strength domain take 10 time domain trickery domain untrained.
	When you gain a level from 6-10, you may co	hoose from these moves:
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)	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.	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.
Choose your armament:  Straightsword (close, 2 weight)	Placerat Change shape cold immunity con-	Vitae Armor bonus class skill dispel
Wooden Club (close, 1 weight)  Worn Bow (near, 2 weight)  Bundle of Arrows (3 ammo, 1 weight)	strict 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.	check dodge bonus enhancement bonus fighter fire domain initiative count intelligence large massive damage outer plane petrified poi- son spell slot strength domain take 10 time domain trickery domain untrained.
	10.	