

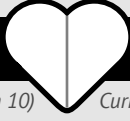
Kitchen Table Adventure

Name

Description Elf Wizard

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



Health





Max (start with 10) Current

Features

Special skills, abilities, or features unique to your character.

  Can speak with animals

 Can see in the dark

 Has a pet mouse named...

The Basics

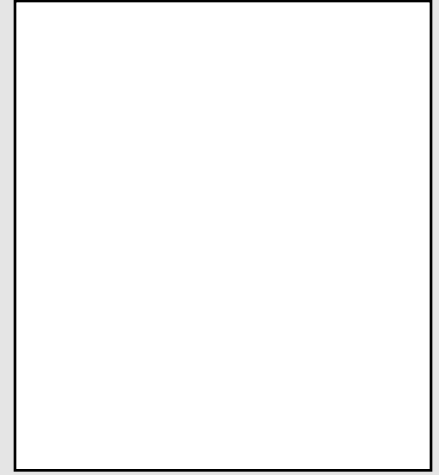
SPECIALTY (pick one)

- Strength
- Dexterity
- Wisdom

ARMOR

- Wearing Armor (*Worst Roll on Speed*)

ATTACK DAMAGE (start at 4): ____







Character Picture

Gear & Treasure

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

Gear

-  Bow & Arrow
-  Wizard Staff
-  Adventurer's Pack
-  Healing Potion

Spells

- **Magic Missiles.** A blast of magic energy shoots from your hands.
- **Sleep.** Make one large monster, two medium ones, or four small ones fall asleep.
- **Illusion.** You create a small illusory sight or sound that lasts for about a minute.

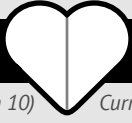
Kitchen Table Adventure

Name

Description Fairy Druid

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


Health






Max (start with 10) Current

Features

Special skills, abilities, or features unique to your character.

 Can fly

 Can turn into small animals

  Can speak with animals

The Basics

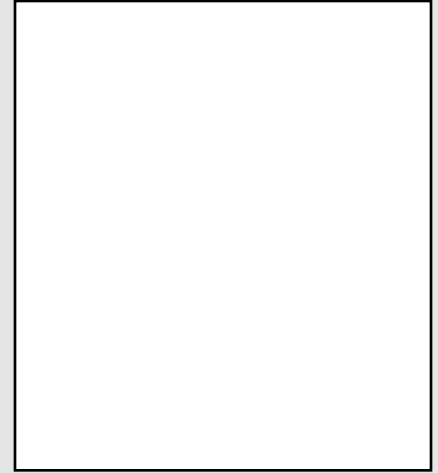
SPECIALTY (pick one)

- Strength
- Dexterity
- Wisdom

ARMOR

- Wearing Armor (*Worst Roll on Speed*)

AVERAGE DAMAGE (start at 4): ____







Character Picture

Gear & Treasure

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

Gear

-  Dagger
-  Magic Crystal
-  Adventurer's Pack
-  Healing Potion

Spells

- **Wave of Thunder.** A wave of sound shoots out from you, pushing everyone near you 15' back and doing damage.
- **Heal.** Heal 5 HP on a creature you can touch.
- **Tangle of Vines.** A tangle of vines 15' wide grows and restrains any creatures in the area.

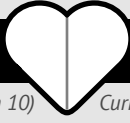
Kitchen Table Adventure

Name

Description Bear Barbarian (Bearbarian)

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

Health



Max (start with 10) Current

Features

Special skills, abilities, or features unique to your character.

The Basics



SPECIALTY (pick one)

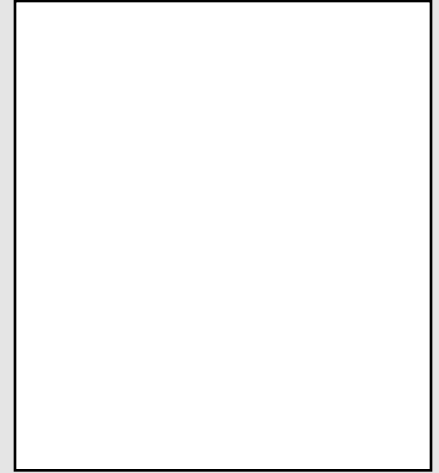
- Strength
- Dexterity
- Wisdom

ARMOR

- Wearing Armor (Worst Roll on Speed)

AVERAGE DAMAGE (start at 4): ____

-  Can make two attacks per turn
(weapon & bear bite)
-  Ignores Worst Roll with armor



Character Picture

Gear & Treasure

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

Gear

-  War Hammer
-  Sword
-  Shield
-  Adventurer's Pack
-  Healing Potion

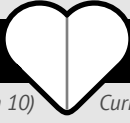
Kitchen Table Adventure

Name

Description Human Knight

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

Health



Max (start with 10) Current

Features

Special skills, abilities, or features unique to your character.

 Skilled Fighter

(Take Best Roll on Speed attacks, too)

 Brave

(Once per combat add D6 to damage roll)

The Basics

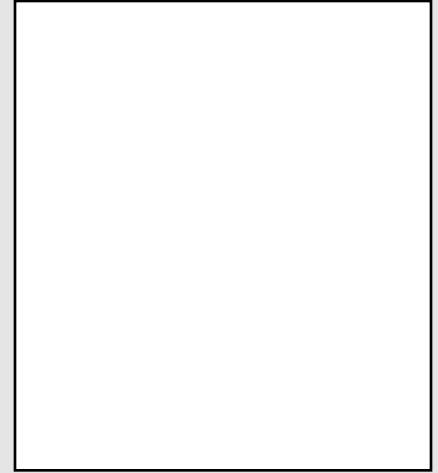
SPECIALTY (pick one)

- Strength
- Dexterity
- Wisdom

ARMOR

- Wearing Armor (Worst Roll on Speed)

AVERAGE DAMAGE (start at 4): ____








Character Picture

Gear & Treasure

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

Gear

-  Sword
-  Spear
-  Suit of Armor
-  Adventurer's Pack
-  Healing Potion

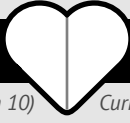
Kitchen Table Adventure

Name

Description Octopus Pirate

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

Health



Max (start with 10) Current

Features

Special skills, abilities, or features unique to your character.



Lucky

(Once an encounter, reroll failed roll)



Smooth Talker

(Take Best Roll on persuasion rolls)



Can fit into really tiny spaces

The Basics

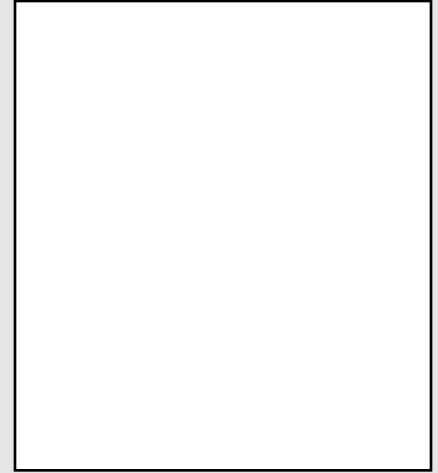
SPECIALTY (pick one)

- Strength
- Dexterity
- Wisdom

ARMOR

- Wearing Armor (Worst Roll on Speed)

AVERAGE DAMAGE (start at 4): ____








Character Picture

Gear & Treasure

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

Gear

-  Sword
-  Compass
-  Treasure
-  Adventurer's Pack
-  Healing Potion