

Character profile

HP : 10

AP : 9



6

Hi, my name is **Forquare Quendien** **He/them** .
 I'm **112** years old, and I stand **3'4"** tall.
 I am the party's **Wizard** .
 When people first see me, they notice my **lived-in body** ,
knee-length beard and **friendly demeanor** .
 I wear... **a warm cloak** , **a fancy hat**
 and move with **no sense of urgency** .
 I'm from **a remote village** where my people are known for
their neutral rationality .
 I believe in **Pragmatism [1]** but my **Oblivious [2]**
 side can get in my way.
 I dream of **making every stranger smile**

Character Notes

Abilities

9

Path	1	2	3	4	5
Evocation	<input type="checkbox"/> Magic Strike <input checked="" type="checkbox"/> Kindle	<input checked="" type="checkbox"/> Clap	<input checked="" type="checkbox"/> Telekinesis	<input checked="" type="checkbox"/> Last Light	<input type="checkbox"/>
Conjuration	<input checked="" type="checkbox"/> Familiar	<input checked="" type="checkbox"/> Pegasus Cloak <input type="checkbox"/> Force Field	<input type="checkbox"/> Conjur	<input type="checkbox"/>	<input type="checkbox"/>
Planeshifting	<input checked="" type="checkbox"/> Blink	<input checked="" type="checkbox"/> Gate <input type="checkbox"/> Portal	<input type="checkbox"/> Dark Door	<input type="checkbox"/> Teleport	<input type="checkbox"/>
Magecraft	<input type="checkbox"/> No	<input checked="" type="checkbox"/> Reflect <input type="checkbox"/> Aura's Silvery Broo	<input type="checkbox"/> Enscroll <input type="checkbox"/> Scry	<input type="checkbox"/> Spellsteal <input type="checkbox"/> See	<input type="checkbox"/> Find
Projection	<input type="checkbox"/> Sense Magic	<input type="checkbox"/> Pinch	<input checked="" type="checkbox"/> Stretch	<input type="checkbox"/> Undo	<input type="checkbox"/>
Trickery	<input type="checkbox"/> Speak	<input type="checkbox"/> Transcendence	<input type="checkbox"/> Planecraft	<input type="checkbox"/> Create	<input type="checkbox"/>
Legendary	<input type="checkbox"/> Rift	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Clap

AP

2

You clap your hands, creating a thunderous wave of force in the direction you are facing. The wave hits up to 3 nearby creatures for 2 HP. If affected creatures are the size of a horse or smaller, they are also knocked to the ground.

Equipment

1 **Staff**

7

Insert item text here.

2 **Dogger**

8

Insert item text here.

3 **Longsword**

9

Insert item text here.

4 **Brell's Tent in a Tin**

10

Insert item text here.

5 Insert item text here.

11

Insert item text here.

6 Insert item text here.

12

Insert item text here.

Character profile

HP : 10

AP : 23



2

Hi, my name is **Bailianator Jones** **She/Her**.

I'm **45** years old, and I stand **6 foot 9 inches** tall.

I am the party's **Fighter**.

When people first see me, they notice my **rack of muscles**, **fulsome cheeks** and **eternal grimace**.

I wear... **encrusted cuffs**, **etched leather armor** and move with **no sense of urgency**.

I'm from **a traveling caravan** where my people are known for **restoring justice to the land**.

I believe in **Heroism [3]** but my **Wrathful [4]** side can get in my way.

I dream of **meeting my parents for the first time**.

Character Notes

Abilities

9

Path	1	2	3	4	5
Dueling	Counterattack	<input checked="" type="checkbox"/> Wild Attack	<input checked="" type="checkbox"/> Overpower	<input type="checkbox"/> Disarm	<input type="checkbox"/> Duel
Tactics	Provoke	<input checked="" type="checkbox"/> Intercept	<input checked="" type="checkbox"/> Charge	<input checked="" type="checkbox"/> Retreat	<input type="checkbox"/> Whirlwind
Camaraderie	Summon the Blood	<input type="checkbox"/> Valiant Soliloquy	<input type="checkbox"/> War Story	<input type="checkbox"/> Marshal	<input type="checkbox"/> Bond
Leadership	Size Up	<input type="checkbox"/> Plan	<input type="checkbox"/> Recruit	<input type="checkbox"/> Attendant	<input type="checkbox"/>
Body	Technique	<input checked="" type="checkbox"/> Flow	<input checked="" type="checkbox"/> Yawp	<input checked="" type="checkbox"/> Focus	<input checked="" type="checkbox"/> Defy Death
Legendary	Limit Break	<input type="checkbox"/> Champion	<input type="checkbox"/> Steel Pact	<input type="checkbox"/>	<input type="checkbox"/>

Focus

AP

3-5

You pause briefly, closing your eyes and clearing your mind of its reflexive habits. Your restless self fades away as your body becomes your task.

3 AP: You immediately use your Flow ability, even if you didn't roll a 20.

4 AP: You become wind; until the end of your current fight, minions cannot hit you with basic attacks unless they roll 20. This effect ends if you are hit.

5 AP: You purge a poison or illness from your body,

Equipment

1 Double-headed Axe

7 Insert item text here.

2 Long Sword

8 Insert item text here.

3 Kiln Gauze

9 Insert item text here.

4 Knuckledusters

10 Insert item text here.

5 Insert item text here.

11 Insert item text here.

6 Insert item text here.

12 Insert item text here.

Character profile

HP : 10

AP : 10



3

Hi, my name is **Luck, Stuck & Bugger (Ellis)** (they / them) .
 I'm **42** years old, and I stand **6ft 4in** tall.
 I am the party's **Spy** .
 When people first see me, they notice my **towering physique** ,
abnormally small head and **bursting energy** .
 I wear... **A trenchcoat** , **antique eyeglasses**
 and move with **great difficulty** .
 I'm from **a city in the mist** where my people are known for
inventing the future .
 I believe in **Honor [5]** but my **Reckless [6]**
 side can get in my way.
 I dream of **sparking an idea that transforms the world**

Character Notes

Abilities

9

Path	1	2	3	4	5
Charisma	Cosmopolitan <input type="checkbox"/>	Silver Tongue <input type="checkbox"/>	Don't You Know Wh <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Termination	Sneak Attack <input type="checkbox"/>	<input checked="" type="checkbox"/> Poison	<input checked="" type="checkbox"/> Death Hand	<input type="checkbox"/> Bounty	<input type="checkbox"/>
Concealment	Strap <input type="checkbox"/>	<input checked="" type="checkbox"/> Disguise	<input checked="" type="checkbox"/> Blink Pack	<input type="checkbox"/> Needful Hilt	<input type="checkbox"/> Shadow
Surveillance	Tracker <input type="checkbox"/>	<input checked="" type="checkbox"/> Spyglasses	<input checked="" type="checkbox"/> Cloner	<input type="checkbox"/> Seeker	<input type="checkbox"/>
Stenography	Dossier <input type="checkbox"/>	<input checked="" type="checkbox"/> Mimic	<input type="checkbox"/> Listener	<input type="checkbox"/> Crypto	<input type="checkbox"/>
Infiltration	Feather Hook <input type="checkbox"/>	<input checked="" type="checkbox"/> Bricolage	<input checked="" type="checkbox"/> Needful Key	<input type="checkbox"/> Blueprint	<input type="checkbox"/>
Impersonation	Persona <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Equipment

1 **Brell's Boosters**

7

Insert item text here.

2 **Scimitar (fixed)**

8

Insert item text here.

3

9

Insert item text here.

4 **Lockpicks**

10

Insert item text here.

5 **Rope**

11

Insert item text here.

6

12

Insert item text here.

Poison

AP

1-6

You combine basic goods from any well-stocked general store to create poison. You create enough poison for one use. You can apply it to weapons, put it in drinks or meals, or serve it to a creature directly. Regardless of delivery method, each use of the poison can only affect one creature. Choose any combination of effects:
 1AP BLUE: The victim falls asleep for 1 hour.
 2AP WHITE: The victim writhes in extreme pain for 1 hour and is unable to speak.
 3AP PURPLE: The victim collapses and is paralyzed for the next day.
 4AP BLACK: Commoners and minions are instantly killed. Bosses are hit for 10 HP.
 6AP CLEAR: The victim experiences no symptoms and dies 1 week later. (This does not work on bosses.)

Character profile

HP : 10

AP : 6



3

Hi, my name is **Clam Strumlington** He / His .
 I'm **39** years old, and I stand **6ft 2in** tall.
 I am the party's **Naturalist** .
 When people first see me, they notice my **sculpted hair** ,
romantic eyes and **meandering gaze** .
 I wear... **a fancy hat** , **a tightly fitted tunic**
 and move with **casual swagger** .
 I'm from **a traveling caravan** where my people are known for
their steady pursuit of pleasure .
 I believe in **Pleasure [7]** but my **Oblivious [8]**
 side can get in my way.
 I dream of **becoming a celebrity**

Character Notes

Abilities

9

Path	1	2	3	4	5
Shapeshifter	Animal Form <input checked="" type="checkbox"/>	Gills <input checked="" type="checkbox"/>	Steelsprout <input checked="" type="checkbox"/>	Petrify <input checked="" type="checkbox"/>	Shapeshift <input checked="" type="checkbox"/>
Summoner	Thorn <input checked="" type="checkbox"/>	Wild Font <input type="checkbox"/>	Evening Star <input type="checkbox"/>	Aurora <input type="checkbox"/>	Echoes of Creation <input type="checkbox"/>
Elementalist	Freeze <input type="checkbox"/>	Burn <input type="checkbox"/>	Shock <input type="checkbox"/>	Fireball <input type="checkbox"/>	<input type="checkbox"/>
Stormcaller	Cloudcall <input type="checkbox"/>	Vortex <input type="checkbox"/>	Gale <input type="checkbox"/>	Riverfury <input type="checkbox"/>	Stormcall <input type="checkbox"/>
Spiritcaller	Wild Aspect <input checked="" type="checkbox"/>	Prey Sense <input type="checkbox"/>	Nature's Watch <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ecologist	Command Nature <input checked="" type="checkbox"/>	Memories of Stone <input checked="" type="checkbox"/>	Shift Season <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Legendary	Nature's Wrath <input type="checkbox"/>	Wild Evolution <input type="checkbox"/>	To Dust <input type="checkbox"/>	World Wish <input type="checkbox"/>	<input type="checkbox"/>

Shapeshift

AP

3

This is a master version of your Animal Form spell (p. 58). The rules are the same, except for these differences:

- You can choose a creature no smaller than a housefly and no larger than an elephant.
- You have 10 HP in animal form.
- Your animal form attacks hit for 3 HP.
- You can send messages telepathically to members of the party.

Equipment

1	Rapier (common weapon)	7	Insert item text here.
2	Battle Lute (A regular lute, but with spikes on the end - Common weapon)	8	Insert item text here.
3	The dagger that Bailey broke	9	Insert item text here.
4	Magical Flask - Brandy	10	Insert item text here.
5	Out of date everlastics	11	Insert item text here.
6	Insert item text here.	12	Insert item text here.