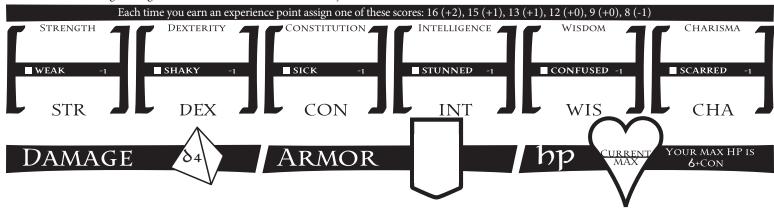
NAME

LOOK

Dwarf: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq *Elf*: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian *Halfling*: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca *Human*: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob Young Eyes, Old Eyes, Bright Eyes, Dull Eyes, Darting Eyes Messy Hair, Clean Hair, Long Hair, Braided Hair Ratty Clothes, New Clothes, Clothes Chosen By A Parent Scrawny Body, Wiry Body, Pudgy Body, Lanky Body, Little Body



RACE

$\Box DWARF$

You may roll with +1 CON or +1 WIS Circle only ONE.

$\Box ELF$

You may roll with +1 INT or +1 DEX Circle only ONE.

□HALFLING

You may roll with +1 DEX or +1 CHA Circle only ONE.

□HUMAN

You may roll with +1 STR or +1 CHA Circle only ONE.

Bonds

Fill in the name of one of your companions in at least one:

	_ is my best friend.
	has seen me do something bad.
I saw	doing something they
were told not to.	
	's parent(s).
	_ owes me something.
	_ is a bully!
Sometimes, for fun,	I pick on
I like to protect	·
	_ looks out for me when I'm in trouble.
	_ and I did something bad together.
I play with	but they're not my
best friend.	
	has a crush on me.
I have a crush on	

STARTING MOVES

BASIC MOVES

You begin with all of the basic moves available. If you do not have an ability score assigned, you will roll with +0.

GROW UP BIG AND STRONG

When you gain an experience point you may assign one of the 6 main ability scores. You may begin to use the modifier associated with that score when you roll on that attribute.

DISTORY

Who is your daddy, and What does he do?

Write a little bit about who your family is and what they do. Often this will help define what your character's motivations are.

Keywords: _

What do you WANNA BE WHEN YOU GROW UP?

Write a bit about who your character and what they're like. How do they opperate in the world and how do they treat other people?

OF

Totem:



GEAR

Your Load is 7+str. You start with one tool (or kit) of your trade.

You may choose what this is, but it must relate to your history. Also, choose your gear:

Choose your defences:

- □ Old armor (1 armor, clumsy, 2 weight)
- □ Trade clothing (0 armor, 0 weight) and Adventuring Gear (5 uses, 1 weight)
- □ An heirloom shield (+1 armor, unreliable, 1 weight)

Choose your weapon:

- □ An heirloom weapon (+1 damage, unreliable close, 1 weight)
- □ A farming implement (Reach, two-handed, 2 weight)
- \Box A tool of some sort (hand, 1 weight)
- □ Bag of Books (5 uses, 2 weight)

Choose one helpful item:

- \Box Healing potion (0 weight)
- □ 3 antitoxins (0 weight)
- □ Bandages (3 uses, slow, 0 weight)
- □ Poultices and Herbs (2 uses, slow, 1 weight)
- \Box Some small-town rations (5 uses, 1 weight)

Choose one extra item:

- □ Halfling Pipeleaf (6 uses, 0 weight)
- □ Oil of Tagit (dangerous, applied, 0 weight)
- $\hfill\square$ An old valuable heirloom worth 20 coin
- □ A helpful pack animal like a donkey or pony too small to ride, but enough to carry your stuff happily.

MOVES