

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

Each time you earn an experience point assign one of these scores: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  hp  CURRENT MAX YOUR MAX HP IS 6+CON

RACE

DWARF

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

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.

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.

History

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: _____

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.
- I have worked for _____'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 _____.

What Do You Wanna Be When You Grow Up?

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

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)
- A tool of some sort (hand, 1 weight)
- Bag of Books (5 uses, 2 weight)

Choose one helpful item:

- Healing potion (0 weight)
- 3 antitoxins (0 weight)
- Bandages (3 uses, slow, 0 weight)
- Poultices and Herbs (2 uses, slow, 1 weight)
- 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)
- 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