

Class: Seal Clubber

Name

**Ability:** *Seal Clubbing Frenzy* – Once per game day, if you have a combat where you fail to kill a monster, you may attempt that fight a second time as if the first try never happened.

Clan

Adventure Log

Day 1: ☐ ☐ ☐

Day 2: ☐ ☐ ☐

Day 3: ☐ ☐ ☐

Day 4: ☐ ☐ ☐

Symbol Key

Daily Class Ability: ☐

Daily Adventures: ☐

Food Adventures:

Booze Adventures:

Items:

Class: Turtle Tamer

Name

**Ability:** *Tenacity of the Snapper* – Once per game day, you may grant any single member of your clan the ability to use two extra darts in a single combat.

Clan

Adventure Log

Day 1: ☐ ☐ ☐

Day 2: ☐ ☐ ☐

Day 3: ☐ ☐ ☐

Day 4: ☐ ☐ ☐

Symbol Key

Daily Class Ability: ☐

Daily Adventures: ☐

Food Adventures:

Booze Adventures:

Items:

Class: Pastamancer

Name

**Ability:** *Pastamastery* – Once per game day, you may summon and feed noodles to someone in your clan. This counts as their meal for the day, and grants one (days 1-2) or two (days 3-4) adventures.

Clan

Adventure Log

Day 1: ☐ ☐ ☐

Day 2: ☐ ☐ ☐

Day 3: ☐ ☐ ☐

Day 4: ☐ ☐ ☐

Symbol Key

Daily Class Ability: ☐

Daily Adventures: ☐

Food Adventures:

Booze Adventures:

Items:

Class: Sauceror

Name

**Ability:** *Saucemastery* – Once per game day, you may summon a magical gravy that grants one extra adventure to a single meal that a member of your clan is consuming.

Clan

Adventure Log

Day 1:	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>
Day 2:	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>
Day 3:	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>
Day 4:	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>

Symbol Key

Daily Class Ability:	<input type="checkbox"/>
Daily Adventures:	<input type="radio"/>
Food Adventures:	<input type="triangle-up"/>
Booze Adventures:	<input type="triangle-down"/>

Items:

Class: Disco Bandit

Name

**Ability:** *Advanced Cocktailcrafting* – Once per game day, you may summon a magical alcoholic beverage for someone in your clan. This counts as their drink for the day, and grants one (days 1-2) or two (days 3-4) adventures.

Clan

Adventure Log

Day 1: ☐ ☐ ☐

Day 2: ☐ ☐ ☐

Day 3: ☐ ☐ ☐

Day 4: ☐ ☐ ☐

Symbol Key

Daily Class Ability: ☐

Daily Adventures: ☐

Food Adventures:

Booze Adventures:

Items:

Class: Accordion Thief

Name

**Ability:** *Ode to Booze* – Once per game day you may sing a powerful song that grants one extra adventure to a single drink that a member of your clan is consuming.

Clan

Adventure Log

Day 1: ☐ ☐ ☐

Day 2: ☐ ☐ ☐

Day 3: ☐ ☐ ☐

Day 4: ☐ ☐ ☐

Symbol Key

Daily Class Ability: ☐

Daily Adventures: ☐

Food Adventures:

Booze Adventures:

Items: