

Class: Seal Clubber

Name

**Ability:** *Lunging Thrust Smack* – One of your darts will do three damage if it hits. Must declare that you are using LTS in advance of your throw. (1-3 uses per day, depending on day.)

Clan

Adventure Log

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

Symbol Key

Daily Class Ability: ☐

Daily Adventures: ☐

Food Adventures: ☐

Booze Adventures: ☐

Equipment: Familiar:

Consumables:

Class: Turtle Tamer

Name

**Ability:** *Tenacity of the Snapper* – Any one party member may move to the front throwing line for a single combat. (1-3 uses per day, depending on day.)

Clan

Adventure Log

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

Symbol Key

Daily Class Ability: ☐

Daily Adventures: ☐

Food Adventures:

Booze Adventures:

Equipment: Familiar:

Consumables:

## Class: Pastamancer

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Name

**Ability:** *Weapon of the Pastalord* – You may do one point of direct damage to a monster that you are fighting, no dart required. (1-3 uses per day, depending on day.)

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Clan

Adventure Log

Day 1:



Day 2:



Day 3:



Day 4:



Symbol Key

Daily Class Ability:

Daily Adventures:

Food Adventures:

Booze Adventures:

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Equipment:

Familiar:

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Consumables:

**Class:** Sauceror

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**Name**

**Ability:** *Scary Saucesphere* – For any one party member, their next two darts (within a single combat) will each do two damage. (1-3 uses per day, depending on day.)

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**Clan**

Adventure Log

Day 1:



Day 2:



Day 3:



Day 4:

Daily Class Ability: Daily Adventures: Food Adventures: Booze Adventures: 

Symbol Key

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**Equipment:****Familiar:**

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**Consumables:**

Class: Disco Bandit

Name

**Ability:** *Pickpocket* – You may steal a copy of a monster’s 10-Meat item at the beginning of combat. Monsters with no 10-Meat items are immune. (1-3 uses per day, depending on day.)

Clan

Adventure Log

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

Symbol Key

Daily Class Ability: ☐

Daily Adventures: ☐

Food Adventures:

Booze Adventures:

Equipment: Familiar:

Consumables:

Class: Accordion Thief

Name

**Ability:** *Symphony of Destruction* – Any one party member may throw two extra darts in a single combat. (1-3 uses per day, depending on day.)

Clan

Adventure Log

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

Symbol Key

Daily Class Ability: ☐

Daily Adventures: ☐

Food Adventures: ☐

Booze Adventures: ☐

Equipment:

Familiar:

Consumables: