Name & Pronouns Kiri Candleheart
Class Bard

Folk Boggart

Homeland Fleabag County

LV
XP

Land of Eem

VIM
+2

+2 Charm
+2 Inspire
+0 Mettle
+2 Perception

VIGOR
-1

-1 Athletics
-1 Intimidate
-1 Might
+0 Vitality

KNACK
+1

+1 Nimbleness
+0 Search
+1 Sneak
+1 Trickery

KNOWHOW
+0

+1 Lore
+1 Realms
+0 Tinker
+0 Wilderness

COURAGE
15 Current

ATTACK
-1 Dread

DEFENSE
-1 Block

QUEST PTS
3

PROFICIENCIES

Blending into a Crowd, Writing , Riding

DEFICIENCIES

CONDITIONS

Ideals ✦ Gain individual XP if you demonstrate your ideals

Give someone hope

Flaws ✦ Gain individual XP if you demonstrate your flaws

Blurt out a secret

BACKSTORY ✦ Gain individual XP if you tell a story about your past

It wasn't easy. Music was outlawed but I secretly practiced every night.

Ally: Gronkwyn Sunderfoot, the troll thespian, is an old friend I used to perform with in a traveling troupe.

Rival: Zeda the Golden, a boggart singer, has held a grudge against me for years.

PERSONAL QUEST ✦ Gain party XP if you pursue your personal quest

Inspire the people of the Mucklands to fight back against Used T'Be Forest bandits.

RELATIONSHIPS ✦ Gain party XP if you build on a relationship

The Knight-Errant sure is great in a fight, but needs to learn how to let loose occasionally.
I get on the Rascal's nerve so much I don't know whether they want to punch me or kiss me!
The Loyal Chum is the only one that truly understands my genius.
The Gnome is always there to offer wise advice but sometimes it gets a little old.
The Dungeoneer can be critical and rude but always listens quietly to my stories.

INVENTORY

SLOTS: 3 / 18

☐ Overburdened
☐ Tired

WORN

CARRIED

TREASURE HUNTING

Change of Fine Clothing (1 slot)
Lasso (1 slot)
Rations (0 slot)
Pen and Paper (0 slot)
Pouch of Silver Coins (0 slot)
Fiddle (1 Slot)

CRAFTING

No. of Materials

Elemental
Fish
Critter
Herb

COINS 3:1 tradeup

Copper d6
Silver d8
Gold d10
Ancient d12

RATIONS

d6
d8
d10

Name & Pronouns: Kiri Candleheart

Class: Bard

Heroic Titles

LV

XP

Land of Eem

Portrait



ADDITIONAL PERKS & ABILITIES

Crafty: Boggarts start with three Proficiencies from their Homeland.

Campaign Notes

Bard

SPENDING XP						
	Improving Skills	**-2 to -1** 1 XP	**-1 to 0** 2 XP	**+0 to +1** 4 XP	**+1 to +2** 8 XP	**+2 to +3** 12 XP
	Stat Boosts	**+5 Courage** ☐ 20 XP	**+1 Attack** ☐ 25 XP	**-1 Defense** ☐ 25 XP	**+1 Quest Pt** ☐ 20 XP	**+1 Dread** ☐ 20 XP

LV

XP

PERKS

THE BARD'S INSTRUMENT

- ■ **Invigorating Music:** Twice per session, out of Conflict, Invigorate anyone for 1d6 Courage.
- ■ **Fighting Music:** during combat, the Bard's instrument counts as a ranged weapon and deals Dread.

CHOOSE AN INSTRUMENT

- ■ **String Instrument:** provides +1 Invigorate.
- ☐ **Percussion Instrument:** provides +1 Dread.
- ☐ **Brass/Woodwind Instrument:** Once per session, gain Advantage on an Inspire Check.

CHOOSE A TALENT

- ■ **Musician:** Gain Advantage on Invigorate rolls.
- ☐ **Storyteller:** Once per session, after the Bard tells a story, all allies refresh a Quest Point.
- ☐ **Performer:** Choose two Proficiencies: Acting, Impersonating, Dancing, Acrobatics.

Play a Bard if you want to be charismatic, creative, and the party healer.

ABILITIES

PCs can use both of their current Level's Abilities, but keep only one when advancing to the next Level.

LV 1

- ☐ **Narrator.** *Roll+Inspire:* Once per session narrate a desired outcome of a specific action or situation, beginning with the phrase "And then..." (with a +1 bonus for rhyming).
- ☐ **Little Ditty.** *Roll+Inspire:* Once per session, out of Conflict, Invigorate the entire party an amount of Courage equal to the Inspire Check.

LV 2 (4XP)

- ☐ **Good News.** *Roll+Realms:* Once per session create a positive fact or rumor about an NPC, place or thing. [*Instant Action]*
- ☐ **Gossip.** *Roll+Realms:* Once per session, create a negative or secret rumor about a person, place or thing. [*Instant Action]*

LV 3 (8XP)

- ☐ **Rally.** Once per combat, Invigorate anyone for 1d4 Courage. On the next 2 rounds, they are Invigorated another 1d4 Courage. Additionally, whenever the Bard deals Dread with their instrument, Invigorate an ally for 2 Courage.
- ☐ **Swashbuckler.** *Roll+Perception:* Once per session, make up an advantageous feature or object within visual range. [*Instant Action]*

LV 4 (12XP)

- ☐ **Ode.** *Roll+Inspire:* Twice per session, on a 6+, choose one of the following for an ally:
  - ✦ Reroll a roll.
  - ✦ Gain +1 Attack or -2 Defense for a combat round.
  - ✦ Invigorate 1d6 Courage.
- ☐ **Fast Friends.** *Roll+Charm:* Once per session, instantly become chummy with NPC(s) out of Conflict.

LV 5 (16XP)

- ☐ **Famous.** *Roll+Charm:* Once per session, invent something that an NPC has heard about the Bard.
- ☐ **Troupe.** *Roll+Realms:* Once per session enlist the help of an NPC bard, bard troupe or anyone related to the performance scene.

Name & Pronouns: Squeege
Class: The Dungeoneer
Folk: Gelatinous Goo
Homeland: The Underlands
LV
XP

Land of Eem

VIM
-1

+0 Charm
-1 Inspire
-2 Mettle
-1 Perception

VIGOR
+2

+2 Athletics
+2 Intimidate
+1 Might
+2 Vitality

KNACK
+0

+0 Nimbleness
+1 Search
+1 Sneak
+0 Trickery

KNOWHOW
+1

+1 Lore
+1 Realms
+1 Tinker
+0 Wilderness

COURAGE
12 Current

ATTACK
+2 Dread d8

DEFENSE
+0 Block

QUEST PTS
4

PROFICIENCIES
Seeing in the Dark, Hiding

DEFICIENCIES

CONDITIONS

Ideals ✦ Gain individual XP if you demonstrate your ideals

Put my body on the line for a party member.

Flaws ✦ Gain individual XP if you demonstrate your flaws

Follow curiosity at any expense.

BACKSTORY ✦ Gain individual XP if you tell a story about your past

There are many amazing sights to behold in the Land of Eem, and I want to see them firsthand.

Ally: Professor Bunderworm, the retired boggart adventurer, has always been a great mentor.

Rival: Prang Horgo, the goblin dungeoneer, has long been a professional rival and unethical tomb raider.

PERSONAL QUEST ✦ Gain party XP if you pursue your personal quest

Find the lost treasure of Skroknest Mountain.

RELATIONSHIPS ✦ Gain party XP if you build on a relationship

The Gnome always bails me out of trouble, and thinks I need to be more cautious.
The Loyal Chum thinks I'm a big grump and tries their darndest to befriend me.
The Knight-Errant and I often butt heads over the littlest things.
The Rascal still owes me big time.
I'm critical and rude to the Bard sometimes but I really love their stories.

INVENTORY

SLOTS: 10 / 24
☐ Overburdened
☐ Tired

WORN
Hard Hat (1 Slot)
Rappelling harness (1 Slot)
Dagger (1 Slot)

CARRIED
Lantern (1 slot)
Pickaxe (1 slot)
Net (2 slot)
Rations (0 slot)
Shovel (3 slot)
Lantern Oil (0 slot)

TREASURE HUNTING

Elemental
Fish
Critter
Herb

CRAFTING

No. of Materials

COINS 3:1 tradeup

Copper d6
Silver d8
Gold d10
Ancient d12

RATIONS

d6
d8
d10

Name & Pronouns: Squeege

Class: The Dungeoneer

Heroic Titles

LV

XP

Land of Eem

Port



ADDITIONAL PERKS & ABILITIES

Jelly Body: Roll+Vitality to squish and squeeze through tight cracks and openings. Gelatinous goos can also excrete a slippery goop that lasts for several minutes.

Heat Resistant: Once per session, Roll+Vitality and Block that much Dread from fire or heat.

Language Barrier: When a PC speaks as a gelatinous goo, it's assumed that a party member translates. Gelatinous goos have Disadvantage communicating when they are alone.

Campaign Notes

Dungeoneer

SPENDING XP						
Improving Skills	-2 to -1 1 XP	-1 to 0 2 XP	+0 to +1 4 XP	+1 to +2 8 XP	+2 to +3 12 XP
Stat Boosts	+5 Courage ☐ 20 XP	+1 Attack ☐ 25 XP	-1 Defense ☐ 25 XP	+1 Quest Pt ☐ 20 XP	+1 Dread ☐ 20 XP

LV
XP

PERKS

CHOOSE AN UNDERLING

The underling has +1 in one Stat and its associated Skills but -3 in everything else. They have 1 Courage and won't participate in combat. If an underling takes Dread they "go on break" for the remainder of the session.

- ■ **Brawny:** +1 Vigor
- ☐ **Sneaky:** +1 Knack
- ☐ **Brainy:** +1 Knowhow

CHOOSE GEAR

- ☐ **Maps:** +1 to Travel Checks.
- ■ **Metal Detector:** +1 Treasure Hunting.
- ☐ **Delving Tools:** At session start, the Dungeoneer always has basic delving gear that doesn't count against their Inventory: Rope, Torch, Ten-foot Pole, Shovel, Pickax.

Play a Dungeoneer if you want to be a daring treasure hunter with tons of resources and an NPC crew.

ABILITIES

PCs can use both of their current Level's Abilities, but keep only one when advancing to the next Level.

LV 1

- ☐ **Boggle Crew.** *Roll+Inspire or Intimidate:* Once per session, boss the boggles around for various purposes: like distraction, menial labor and triggering traps.
- ☐ **Reconnoiter.** *Roll+Realms:* Once per session, make up a fact or rumor about a point of interest or a group located there. *[Instant Action]*

LV 2 (4XP)

- ☐ **Bullwhip.** *Roll+Nimbleness:* Once per session use the bullwhip to do an extraordinary feat of wrapping, grabbing, or swinging. The whip can hit a target at Nearby Range.
- ☐ **Hire.** *Roll+Charm:* Once per session hire an NPC or creature to do a job.

LV 3 (8XP)

- ☐ **Guide.** *Roll+Perception:* Once per session invent an alternate route with a built in obstacle to bypass an area or location.
- ☐ **Right Tool For The Job.** *Roll+Tinker:* Once per session create a mundane item which was conveniently brought along. This item is usable for the remainder of the session. *[Instant Action]*

1–2	It's lost!
3–5	It's lost, but there's something in its place!
6–8	It was brought along but its use is limited or defective.
9–11	It was brought along!
12	It was brought along and using it provides +1 to relevant Checks!

LV 4 (12XP)

- ☐ **Dungeoneer Magazine.** *Roll+Lore:* Once per session invent a fact about dungeons or the Underlands in general: how they operate, their customs and all associated bureaucratic nonsense.
- ☐ **Looter.** Gain +1 Treasure Hunting. *Roll+Search:* Each session, after a combat or while exploring a dungeon, the Dungeoneer can find an item.

1–2	A hostile wandering creature.
3–5	A mundane item.
6–8	Two mundane items.
9+	A magnificent item.

LV 5 (16XP)

- ☐ **Company Coin.** *Roll+Charm:* Once per session pay for an item or service without using money on hand. On a 6-8, pay with Copper Coins and, on a 9+, pay with Silver Coins.
- ☐ **Lackey.** A named Lackey joins the Dungeoneer's crew. The Lackey has +2 in a chosen Skill and -2 in all others. The Lackey participates in combat, has 10 Courage and deals 1d6 Dread. When the Dungeoneer is Hit, the Lackey can take their Dread if Nearby. If reduced to 0 Courage they are replaced next session with a new Lackey.

Name & Pronouns: S. Warbly Pebbleskip
Class: The Gnome
Folk: Gnome
Homeland: Quagmash
LV
XP

Land of Eem

VIM +1
+0 Charm
+1 Inspire
+1 Mettle
+1 Perception

VIGOR -1
+0 Athletics
-1 Intimidate
-1 Might
-1 Vitality

KNACK +0
+1 Nimbleness
+0 Search
+0 Sneak
-1 Trickery

KNOWHOW +2
+3 Lore
+2 Realms
+1 Tinker
+2 Wilderness

COURAGE 15
Current

ATTACK -1
Dread d8

DEFENSE +0
Block

QUEST PTS 5

PROFICIENCIES
Swimming, Fishing

DEFICIENCIES

CONDITIONS

Ideals ✦ Gain individual XP if you demonstrate your ideals
Risk my life to save an animal or to preserve nature.

Flaws ✦ Gain individual XP if you demonstrate your flaws
Tell the truth when it's very inconvenient

BACKSTORY ✦ Gain individual XP if you tell a story about your past
Watching over a small swath of land, tending to the plants and animals.
Ally: Moira the Sage, the shrym scholar, has long been a valued friend and lore enthusiast.
Rival: A mysterious sorcerer called Crael trades magic and dwimmercraft to friends and villains for profit.

PERSONAL QUEST ✦ Gain party XP if you pursue your personal quest
Banish agents of the Gloom King and their evil from the Land of Eem.

RELATIONSHIPS ✦ Gain party XP if you build on a relationship
I have watched The Knight-Errant grow up from afar, and now it is my time to mentor them.
The Dungeoneer always relies on me to bail them out of trouble, but they need to be more cautious.
I am always there to offer the Bard wise advice.
The Rascal believes I must learn that the world isn't all rainbows and unicorns.
The Loyal Chum believes they still owe me even though I say we're square.

INVENTORY
SLOTS: 3 / 18
☐ Overburdened
☐ Tired

WORN
Fishing Pole (2 Slot)
Fishing Gaff (1 Slot)
Divining Rod (1 Slot)

CARRIED
Tackle and Bait (0 slot)
Bug Repellent (1 slot)

TREASURE HUNTING
Elemental
Fish
Critter
Herb

CRAFTING
No. of Materials

COINS 3:1 tradeup
Copper d6
Silver d8
Gold d10
Ancient d12

RATIONS
d6
d8
d10

Name & Pronouns: S. Warbly Pebbleskip

Class: The Gnome

Heroic Titles

LV

XP

Land of Eem

Portrait



ADDITIONAL PERKS & ABILITIES

Critterspeak: Gnomes can talk to and converse with critters, animals, and insects.

Campaign Notes

Gnome

SPENDING XP						
Improving Skills	-2 to -1 1 XP	-1 to 0 2 XP	+0 to +1 4 XP	+1 to +2 8 XP	+2 to +3 12 XP
Stat Boosts	+5 Courage ☐ 20 XP	+1 Attack ☐ 25 XP	-1 Defense ☐ 25 XP	+1 Quest Pt ☐ 20 XP	+1 Dread ☐ 20 XP

LV
XP

PERKS

CHOOSE A HAT

- ■ **Spring Hat** *(Green, Yellow, Pink, or Light Blue):* Once per session mend a mundane item.
- ☐ **Autumn Hat** *(Brown, Gold, Orange, or Red):* Once per session change the color of something.
- ☐ **Winter Hat** *(Dark Blue, Purple, Gray, or White):* Once per session warm something by touch.

CHOOSE A BANE

Gnomes deal 1D12 Dread attacking their chosen Bane. Choose one creature or critter from the Adversaries v as the Gnome's Bane.

Bane: Sarpathi

Play a Gnome if you want to wield magic, know about the world, and be in tune with nature.

ABILITIES

PCs can use both of their current Level's Abilities, but keep only one when advancing to the next Level.

LV 1

- ☐ **Chronicler.** *Roll+Lore:* Once per session create a historical fact, bit of ancient knowledge or trivia. *[Instant Action]*
- ☐ **Magic Feet.** *Roll+Nimbleness:* Once per session reroll a Nimbleness Check or perform a spectacular acrobatic feat beyond a normal creature's capabilities.

LV 2 (4XP)

- ☐ **Forest Friends.** *Roll+Wilderness:* Once per session call upon wild animals for aid.
- ☐ **Ranger.** *Roll+Wilderness:* Once per session make up the special property of a plant, creature or critter. *[Instant Action]*

LV 3 (8XP)

- ☐ **Stoutheart.** *Roll+Mettle:* Once per combat, on a 6+, take half Dread.
- ☐ **Gnomish Fable.** *Roll+Lore:* Once per session create a moral fable or story to convince someone.

LV 4 (12XP)

- ☐ **Friendship Puff.** *Roll+Lore:* Once per session make an NPC friendly out of Conflict.
- ☐ **Log Trick.** *Roll+Trickery:* Once per session turn someone (or the Gnome) into a small log for 1 minute per Level. In combat this lasts 1d4 rounds and the affected target cannot attack or be attacked.

LV 5 (16XP)

- ☐ **Dwimmercrafty.** *Roll+Mettle:* Once per session cast a cantrip or prestidigitation (for example: levitate something, snuff out a torch or untie a knot).
- ☐ **Fie!** *Roll+Attack:* Once per combat, deal 3D6 Dread to an Adversary. On 13+ Dread, the Adversary suffers -1 to Attack and Dread for the remainder of combat.

Name & Pronouns: Galen Dundoogle
Class: The Knight-Errant
Folk: Bogril
Homeland: River Country
LV
XP

Land of Eem

VIM
+1

+1 Charm
+1 Inspire
+1 Mettle
+0 Perception

VIGOR
+2

+2 Athletics
+2 Intimidate
+2 Might
+1 Vitality

KNACK
-1

-1 Nimbleness
-1 Search
-1 Sneak
-1 Trickery

KNOWHOW
0

+0 Lore
+2 Realms
+0 Tinker
+0 Wilderness

COURAGE
16 Current

ATTACK
+2 Dread d10

DEFENSE
+1 Block

QUEST PTS
3

PROFICIENCIES
Boating, Swimming

DEFICIENCIES

CONDITIONS

Ideals ✦ Gain individual XP if you demonstrate your ideals
Rescue someone from danger

Flaws ✦ Gain individual XP if you demonstrate your flaws
Never back down from a challenge

BACKSTORY ✦ Gain individual XP if you tell a story about your past
I defended the town from bandits, and took up the sword to protect others.

Ally: Hadrick the Elder, the human blacksmith, who saved my life when bandits attacked our town.

Rival: Weldar, the human Felmog Outrider, is a jealous and selfish knight that seeks fame.

PERSONAL QUEST ✦ Gain party XP if you pursue your personal quest
Restore The Used T'Be Forest to its former glory.

RELATIONSHIPS ✦ Gain party XP if you build on a relationship
The Bard thinks I need to learn how to let loose occasionally.
The Rascal and I crossed paths once as enemies but now travel as companions.
The Loyal Chum and I have known each other since childhood and nothing would get between us.
I respect The Dungeoneer, but we often butt heads over the littlest things.
The Gnome has watched me grow up from afar, and now is a mentor to me.

INVENTORY
SLOTS: 11 / 23
☐ Overburdened
☐ Tired

WORN
Wooden Oar (3 Slot)
Magnificent Sword (2 Slot)
Breastplate (3 Slot)

CARRIED
Rope 30ft. (1 slot)
Shackles (2 slot)
Rations (0 slot)
River Boat Ticket (0 slot)
Deck of Cards (0 slot)

TREASURE HUNTING
Elemental
Fish
Critter
Herb

CRAFTING
No. of Materials

COINS 3:1 tradeup
Copper d6
Silver d8
Gold d10
Ancient d12

RATIONS
d6
d8
d10

Name & Pronouns: Galen Dundoogle

Class: The Knight-Errant

Heroic Titles

LV

XP

Land of Eem

Portrait



ADDITIONAL PERKS & ABILITIES

Deep Breath: Bogrils can hold their breath for 30 minutes.

Campaign Notes

Knight-Errant

SPENDING XP						
Improving Skills	-2 to -1 1 XP	-1 to 0 2 XP	+0 to +1 4 XP	+1 to +2 8 XP	+2 to +3 12 XP
Stat Boosts	+5 Courage ☐ 20 XP	+1 Attack ☐ 25 XP	-1 Defense ☐ 25 XP	+1 Quest Pt ☐ 20 XP	+1 Dread ☐ 20 XP

LV
XP

PERKS

CHOOSE EQUIPMENT

- ■ **Magnificent Weapon:** Choose a weapon and roll a random Magnificent Trait
- ☐ **Magnificent Breastplate:** +1 Block; [sturdy] Cannot be broken.
- ☐ **Magnificent Banner:** [lucky] Once per session reroll an Inspire Check.

CHOOSE A STEED

- ☐ **Pony:** the swiftest mount, able to reach a Distant target in 1 round of movement. Once per combat the Knight-Errant can charge at a target from Distant/Faraway dealing +1 Dread per Level on a successful hit. Provides +6 Inventory
- ■ **Bogril Tortoise:** large, plodding beast with thick skin and sturdy shell. Can comfortably float in water. While mounted the Knight-Errant gets +1 Block. Provides +12 Inventory.
- ☐ **Zozo Bird:** agile, slender bird with pink or white plumage. While flightless, it can leap up to 20' in any direction with a rider and safely glide from heights. Provides +4 Inventory.

Play a Knight-Errant if you want to be a skilled fighter who rides a steed and leads others.

ABILITIES

PCs can use both of their current Level's Abilities, but keep only one when advancing to the next Level.

LV 1

- ☐ **Wayfarer.** *Roll+Realms:* Once per session invent something about a place, landmark, or point of interest. *[Instant Action]*
- ☐ **Inspiring Orders.** *Roll+Inspire:* Twice per session, on a 6+, choose one of the following:
  - ✦ Give +1 to all party members' rolls during one phase of a Conflict.
  - ✦ Give +2 to an ally's Check before rolling.
  - ✦ Heal an ally for 1d6 Courage.

LV 2 (4XP)

- ☐ **Tactical Combat.** Once per combat, target an Adversary. If the Knight-Errant and an ally are flanking that Adversary they both get +1 Attack and the target can't counterattack the ally.
- ☐ **Feat of Strength.** *Roll+Might:* Once per session perform an act of heroic strength beyond a normal adventurer's capabilities.

LV 3 (8XP)

- ☐ **Discerning Eye.** *Roll+Perception:* Once per session create a narrative weakness or vulnerability in someone or something within line of sight. *[Instant Action]*
- ☐ **Sworn Protector.** *Roll+Intimidate:* Once per combat, on a 6+, redirect an Adversary's attack against an ally to the Knight-Errant.

LV 4 (12XP)

- ☐ **Martial Prowess.** The Knight-Errant's Dread Die increases to a d12. If mastered this ability grants +1d6 Courage.
- ☐ **Faithful Steed.** *Roll+Wilderness:* The steed can follow complicated orders. The Knight-Errant gets Advantage when performing stunts or tricky maneuvers. Gain one of the following:
  - ✦ **Pony:** Once per combat gain Advantage on an Attack roll.
  - ✦ **War Tortoise:** *Roll+Attack:* Once per session the tortoise can ram a structure, knock down a door or deal 1d10 Dread to an Adversary, knocking them prone.
  - ✦ **Zozo Bird:** The zozo bird will enter dungeons.

LV 5 (16XP)

- ☐ **Worldwise.** *Roll+Realms:* Once per session invent a fact about a culture, faction or group of people. *[Instant Action]*
- ☐ **Sweeping Strike.** *Roll+Attack:* Once per combat attack 1d4+1 Close Adversaries with a single strike. On a 6-8, the Adversaries can still Counterattack.

Name & Pronouns Rylee Springle
Class Loyal Chum

Folk Shyrm

Homeland Used T'Be Forest

LV
XP

Land of Eem

VIM +1

+1	Charm
+0	Inspire
+1	Mettle
+1	Perception

VIGOR +0

+0	Athletics
-1	Intimidate
+0	Might
+1	Vitality

KNACK -1

-1	Nimbleness
+0	Search
-1	Sneak
-1	Trickery

KNOWHOW +2

+1	Lore
+2	Realms
+3	Tinker
+2	Wilderness

COURAGE 14

Current

ATTACK +0

Dread d6

DEFENSE +1

Block

QUEST PTS 5

PROFICIENCIES

Woodcraft, Repair, Mechanics

DEFICIENCIES

CONDITIONS

Ideals ✦ Gain individual XP if you demonstrate your ideals

Volunteer to go head first into danger

Flaws ✦ Gain individual XP if you demonstrate your flaws

Fumble or trip at a bad time

BACKSTORY ✦ Gain individual XP if you tell a story about your past

My peaceful village was destroyed by sarpathi and the survivors had nowhere to go.

Ally: Ora the Imp, the dungeoneer, is a childhood friend who helped me escape the sarpathi.

Rival: Brang Thurk, the dweorg miner, used to be an old mining buddy, but tried to sell me out to the sarpathi.

PERSONAL QUEST ✦ Gain party XP if you pursue your personal quest

Prevent powerful magic items from falling into the wrong hands.

RELATIONSHIPS ✦ Gain party XP if you build on a relationship

The Knight-Errant and I have known each other since childhood and nothing would get between us.
I'm the only one that truly understands the Bard's genius.
The Dungeoneer is a big grump but I'm going to do my darndest to befriend them.
When we're alone, the Rascal seems to like me, but then makes fun of me in front of the others.
I owe the Gnome big time even though they say we're square.

INVENTORY

SLOTS: 3 / 18

☐ Overburdened
☐ Tired

WORN

Bow (2 Slot)
Arrow (1 Slot)

CARRIED

Hatchet (1 slot)
Saw (1 slot)
Rations (0 slot)
Bedroll (0 slot)
Frying Pan (0 slot)
Flint and Tinder (0 slot)
Stick of Dynamite (1 slot)

TREASURE HUNTING

Elemental
Fish
Critter
Herb

CRAFTING

No. of Materials

COINS 3:1 tradeup

Copper d6
Silver d8
Gold d10
Ancient d12

RATIONS

d6
d8
d10

Name & Pronouns: Rylee Springle

Class: Loyal Chum

Heroic Titles

LV

XP

Land of Eem

Portrait



ADDITIONAL PERKS & ABILITIES

Engineer: Shryms have Proficiency in Mechanics.

Campaign Notes

Loyal Chum

SPENDING XP						
Improving Skills	-2 to -1 1 XP	-1 to 0 2 XP	+0 to +1 4 XP	+1 to +2 8 XP	+2 to +3 12 XP
Stat Boosts	+5 Courage ☐ 20 XP	+1 Attack ☐ 25 XP	-1 Defense ☐ 25 XP	+1 Quest Pt ☐ 20 XP	+1 Dread ☐ 20 XP

LV
XP

PERKS

CHOOSE A BEST CHUM

Choose someone in the party to be a Best Chum and select one special Best Chum Perk usable once per session.

Best Chum: Galen Dundoogle

- ☐ **Lighten the Mood:** Say something funny or kind to heal the Best Chum for 1d12.
- ☐ **Take the Hit:** Take Dread for the Best Chum.
- ■ **Share the Load:** Suffer the consequences of the Best Chum's failed action.

CHOOSE A HANDICRAFT

- ■ **Cooking:** When the Loyal Chum cooks a meal, all eaters heal 1d10 instead of 1d6 after a night of rest.
- ☐ **Building:** Reroll any Crafting Check (except Alchemy and Cooking).
- ☐ **Alchemy:** Everything the Loyal Chum crafts with Alchemy has an extra use.

Play a Loyal Chum if you want to be the party's "glue," boosting allies and always useful in a pinch.

ABILITIES

PCs can use both of their current Level's Abilities, but keep only one when advancing to the next Level.

LV 1

- ☐ **Old Chums.** *Roll+Charm:* Once per session invent an old friend the Loyal Chum has run into who can help or give advice.
- ☐ **Lend a Hand.** Once per session, if an ally fails a roll, make the Check instead replacing the ally's result. Roll with Advantage when catching someone's fall, pulling them from danger, etc.

LV 2 (4XP)

- ☐ **Eye for Clues.** *Roll+Search:* Once per session create a clue that helps solve a problem or discover something. *[Instant Action]*
- ☐ **Folklore.** *Roll+Lore:* Once per session make up an old superstition or legend about a creature, faction or concept. *[Instant Action]*

LV 3 (8XP)

- ☐ **Well-Rounded.** Choose another Class's Level 3 Class Ability.
- ☐ **Improvise.** *Roll+Tinker:* Once per session quickly craft, engineer or repair something, making use of whatever resources are at hand. At least one item must be sacrificed to make it work, and the item lasts for the rest of the encounter.

LV 4 (12XP)

- ☐ **Jack of All Trades.** Twice per session name a specific activity or proficiency. For the remainder of the session gain Advantage when performing that type of action.
- ☐ **Local History.** *Roll+Realms:* Once per session make up a rumor about the recent history or events of a place within the current Hex Cluster. *[Instant Action]*

LV 5 (16XP)

- ☐ **Unsung Hero.** Each session, for one encounter, all dice results triggered on a 6+ instead trigger on a 5+ for the entire party.
- ☐ **Pep Talk.** *Roll+Inspire:* Twice per session, on a 6+, choose one of the following:
  - ✦ Give an ally a Quest Point for immediate use.
  - ✦ Give an ally Advantage before rolling.
  - ✦ Heal an ally for 1d6.

Name & Pronouns Voricia Wrynch
Class Rascal

Folk Human

Homeland Scalawag Strand

Land of Eem

VIM +0
+1 Charm
+0 Inspire
+0 Mettle
+0 Perception

VIGOR +1
+1 Athletics
+1 Intimidate
+1 Might
+0 Vitality

KNACK +2
+2 Nimbleness
+2 Search
+2 Sneak
+2 Trickery

KNOWHOW -1
-1 Lore
+0 Realms
-1 Tinker
-2 Wilderness

COURAGE 12
Current

ATTACK +1
Dread d6

DEFENSE -2
Block

QUEST PTS 2

PROFICIENCIES
Fishing, Treasure Lore

DEFICIENCIES

CONDITIONS

Ideals ✦ Gain individual XP if you demonstrate your ideals
Steal something valuable

Flaws ✦ Gain individual XP if you demonstrate your flaws
Lie when I know I shouldn't

BACKSTORY ✦ Gain individual XP if you tell a story about your past
Toiling away in the mines, just like everyone else I grew up with, but that life is behind me now.

Ally: Lucky Cheeder, the boggle spy, is a great source of information and rumors.

Rival: Shara Nork, the boggart gangster, has had it out for me for years just because I owe her money.

PERSONAL QUEST ✦ Gain party XP if you pursue your personal quest
Rob the dastardly dungeon corporations and give back to the downtrodden who need it.

RELATIONSHIPS ✦ Gain party XP if you build on a relationship
When we're alone, I'm nice to the Loyal Chum, but I make fun of them in front of the others.
The Gnome is good people, but they gotta learn the world ain't all rainbows and unicorns.
The Bard gets on my nerves so much I don't know whether to punch 'em or kiss 'em!
The Knight-Errant and I crossed paths once as enemies but now travel as companions.
The Dungeoneer thinks I still owe them, but when will enough be enough?

INVENTORY
SLOTS: 6 / 21
☐ Overburdened
☐ Tired

WORN
Heavy Cloak (1 Slot)
Short Sword (2 Slot)

CARRIED
Rope 50 ft (1 Slot)
Knife (1 Slot)
Lockpicks (1 Slot)
Rations (0 Slot)
Compass (0 slot)

TREASURE HUNTING
Elemental
Fish
Critter
Herb

CRAFTING
No. of Materials

COINS 3:1 tradeup
Copper d6
Silver d8
Gold d10
Ancient d12

RATIONS
d6
d8
d10

Name & Pronouns Voricia Wrynch

Class Rascal

Heroic Titles

Land of Eem

Portrait



ADDITIONAL PERKS & ABILITIES

True Grit: Humans have 1 Block against Dread from fear, mental harm and exhaustion.

Campaign Notes

Rascal

SPENDING XP						
	Improving Skills	-2 to -1 1 XP	-1 to 0 2 XP	+0 to +1 4 XP	+1 to +2 8 XP	+2 to +3 12 XP
	Stat Boosts	+5 Courage ☐ 20 XP	+1 Attack ☐ 25 XP	-1 Defense ☐ 25 XP	+1 Quest Pt ☐ 20 XP	+1 Dread ☐ 20 XP

LV
XP

PERKS

CHOOSE A STYLE

- ☐ **Footpad:** The Rascal always carries lockpicks and has Advantage picking locks.
- ☐ **Charlatan:** The Rascal has an elaborate alias complete with a disguise kit that makes them look like another species.
- ■ **Ruffian:** *Roll+Might:* Once per session knock an unsuspecting Goon or Bruiser unconscious.

CHOOSE A HUSTLE

- ■ **Fibbing:** Once per session gain Advantage on a Trickery Check.
- ☐ **Gambling:** Once per session reroll a roll, but if the result is equal or lower, the bad consequences are worse than normal.
- ☐ **Pickpocketing:** Once per session roll a random Mundane Item.

Play a Rascal if you want to be a sneaky rogue who easily gets into (and out of) trouble.

ABILITIES

PCs can use both of their current Level's Abilities, but keep only one when advancing to the next Level.

LV 1

- ☐ **Disappearing Act.** *Roll+Sneak:* Once per session hide in plain sight—even in seemingly impossible circumstances.
- ☐ **Sticky Fingers.** *Roll+Nimbleness:* Once per session pickpocket an NPC and invent a stolen Mundane Item.

LV 2 (4XP)

- ☐ **Slingshot.** *Roll+Nimbleness:* Once per session use the slingshot to shoot something with pinpoint accuracy for utility or narrative effect.
- ☐ **Freak Out.** *Roll+Intimidate:* Once per session make an ugly face or do something gross to scare away or anger NPC(s).

LV 3 (8XP)

- ☐ **Barfly.** *Roll+Realms:* Once per session invent a tavern to visit. The barkeep will answer any one question, and at least one random NPC is present.
- ☐ **Recruit.** *Roll+Charm:* Once per combat, on a 6+, turn a Goon to the Rascal's side for the remainder of combat.

LV 4 (12XP)

- ☐ **Beg.** *Roll+Trickery:* Once per session shamelessly beg to get something. Or, once per session, make a last ditch effort to avoid combat before it begins but at great cost.
- ☐ **Slippery.** *Roll+Nimbleness:* Once per combat, on a 9+, redirect all Adversary attacks against the Rascal to another random Nearby Adversary. Whenever the Rascal runs away or hides from combat they heal 1d6 Courage, but take 1d6 Dread if they return.

LV 5 (16XP)

- ☐ **Gang.** *Roll+Realms:* Once per session call upon a group of other rascals to help with a task: like heists, shakedowns and general skullduggery.
- ☐ **Backstabber.** *Roll+Attack:* Once per combat, backstab an unaware Adversary.

1–2	Misses!
3–5	Hits!
6–8	Hits dealing Dread x2!
9–11	Hits dealing Dread x3!
12	Hits dealing max Dread x3!