

# NAME




# LOOK

Human: *Malon, Talt, Beetle, Indigo, Tetra, Link, Zelda* (Todo: Fix filler names)  
 Sprout (Halfling): *Cloro, Rose, Lily, Thorn, Shrub*  
 Rock Golem (Dwarf): *Goro, Link, Bigoro, Slab, Demetrius, Crystal, Cheeky*  
 Finborn (Elf): *Riku, Lulu, Soraka, Bassous, Finnegan*

Eyes: *Kind Eyes, Dopey Eyes, Wide Eyes*  
 Hair: *Messy Hair, Simple Hat, Strange Color*  
 Clothes: *Simple Tunic, Island Pajamas, Shepherd's Scarf*  
 Body: *Childlike, Athletic, Cartoonish*

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

**DAMAGE**  **ARMOR**  **HP**  CURRENT / MAX YOUR MAX HP IS 6+CONSTITUTION

# IDEAL

- COURAGE**  
Stand strong in the face of overwhelming odds.
- WISDOM**  
Devise and execute a plan that aids the party.
- POWER**  
Lead and control by the force of your will.

# STARTING MOVES

**MAGICAL SWORD**  
 One day you just found it in the ruins of an old temple in the middle of the forest. Ever since that day other weapons just don't feel right. It always returns to your side after a time.

- Magical Sword (Precise, Close, Loyal, Returning, 1 weight)

**SWORD BEAM (CON)**  
 While your health is greater than or equal to your (Constitution - CON), your magical sword gains the "Far" tag can fire beams of energy.

**SPIN ATTACK (DEX)**  
 When you are surrounded, roll +DEX. \*On a 10+, choose 3. \*On a 7-9, choose 2:

- You don't get Sick.
- You only strike nearby enemies.
- You deal +2 damage.
- You don't lose your position.

**SHIELD BASH (STR)**  
 When a projectile is headed towards you while you are holding your shield, roll +STR. \*On a 10+, the projectile is reflected back towards its origin. \*On a 7-9, choose 2:

- Your shield takes a beating.
- The projectile is reflected towards an ally.
- You get knocked back.
- You take half of the damage.

# RACE

- HUMAN**  
Whenever you break something fragile that belongs to someone else you usually find a coin or two.
- SPROUT/HALFLING**  
When a character underestimates you take +1 forward to a Parley move on them.
- ROCK GOLEM /DWARF**  
When you make camp in the mountains, you don't need to consume a ration.
- FINBORN/ELF**  
You are graceful in and under the water, you cannot drown.

# BONDS

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

- \_\_\_\_\_ has helped me solve a puzzle in a dungeon.
- \_\_\_\_\_ has been mad at me for breaking their things.
- \_\_\_\_\_ has taught me new ways to fight.
- In some ways \_\_\_\_\_ thinks I'm strange.

# HERO OF THE WIND AND SKY

LEVEL   
 XP

## GEAR

Your load is 10+STR. You carry your Magical Sword and Homemade Soup (2 uses, 5HP recover, 1 weight).

Choose your defenses:

- Clothes (0 armor, 0 weight) and Adventuring Gear (5 uses, 1 weight)
- Armored Clothes (Fragile, Repairable, 2 armor, 1 weight)
- Heart Pendant (Rare, 4 uses, 0 weight)

\* When you take damage while holding a Heart Pendant, mark off a use and ignore the damage. They are almost impossible to find.

Choose One

- Old Flute,  Blue Ocarina, or  Golden Harp (Loyal, 0 Weight)
- \* Items tagged as loyal can only be used by their owner.

Choose two:

- Grandmother's Homemade Rations (7 uses, 2 weight)
- Forest Kid's Rations (3 uses, 0 weight)
- Bug Net (Precise, +1 DEX, Target: Small Things, 1 weight)
- Lamp (5 uses, 1 weight)
- 10 Coins

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### CROSSOVER CAMEO

Take an advanced move from the Bard or Fighter playbook. Treat your level as one lower for choosing it.

### BOTTLED RESOURCES

When you use a potion that is in a bottle, you can squeeze out one extra use.

### PIXIE BOOMERANG

When there is a small object that you cannot reach, you can use this handy boomerang to grab it.

### NYMPH SLINGSHOT

When you are in a dungeon and come across something suspicious on the wall, you can use this slingshot to fire at it. (Nymph Slingshot, Temporary, Ammo-less, Near, Far, Damage -4, 0 weight)

- \* Items tagged as temporary disappear when not in use.
- \* Items tagged Ammo-less do not require ammo to use.

### SPRITE BOW

When you need to make a ranged attack, this handy bow is always ready. (Sprite Bow, Temporary, Near, Far, 0 weight)

### RESOURCEFUL

You can spend one use of your Adventuring Gear to gain 15 arrows.

### BOMB EXPERT

You can spend one use of your Adventuring Gear to create a Small Explosive (Near, Far, Messy, Forceful, Thrown, 1 Use, +1 Weight)

### TEMPERED SWORD

You found someone to work on your Magical Sword. It gains the "+1 Damage" tag.

### WORDS ACROSS WORLDS

Whenever you talk with someone you will always understand their language.

### SACRED LEAF

When you Defy Danger by "getting out off the way or acting fast", take +1 forward. On a 12+ the enemy stumbles, hesitates or flinches.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### SOARING SONG

When you spend uninterrupted time (an hour or so) in quiet meditation in an area that you have developed strong ties to you can create a large statue (describe it). You can only create (level-5) statues. When you and your allies are not in danger and are under the sky, you may play the Soaring Song to return you and your allies to one of the statues.

### FIRE AND ICE ARROWS

*Requires: Sprite Bow*

Your Sprite Bow gain the tag "+1 Damage", you can apply the "Messy" or "Stun" tag to the arrows fired.

### LIGHT ARROWS

*Requires: Fire and Ice Arrows*

By spending a use of your Adventuring Kit, you can apply the tags "+2 Damage" and "Holy" to the next arrow fired.

### HUGE BOMB

*Requires: Bomb Expert*

When you create a bomb with Bomb Expert, you can use one extra use of your Adventuring Kit to create a Huge Bomb. (Near, Far, Messy, Forceful, Thrown, 1 Use, +2 damage, 2 weight.)

When you Volley with a Huge Bomb: On a 12+ you deal +2 extra damage. On a 7-9, choose one:

- The bomb has a much larger or smaller blast than you wanted.
- The bomb has unforeseen side effects to the area around you.

### MASTERED SWORD

*Requires: Tempered Sword*

Add the following tags to your Magic Sword: Piercing 3, Blessed, Unbreakable.

### MUSIC'S ILLUSIONS

You can create illusions in the sky by playing music. Bring on a false storm, false night, or move the stars. You can only play for a short while and must take a rest before you can create the illusion again.

### ITEM FINDER

When exploring a dungeon, whenever you break something hold 1. You can spend 5 hold to restore one use of your Adventuring Gear.

### FAIRY COMPASS

When you Discern Realities, you can ask the following question free: Is there any treasure nearby?

### LINKING MAP

When you are exploring a dungeon, Take +2 ongoing to any attempts at finding secret areas.

### SILVER KEY

You can convert 3 uses of your adventuring kit into a key that will open any door with a lock.