

1. Choose or Randomly Roll for Kin (Species)

Roll 1d12	Kin	Special Ability Cost	Special Ability
1-4	Human	3 WP	Adaptive - Can choose what skill to roll on if it makes sense in the situation
5-7	Halfling	3 WP	Hard to Catch - When DODGING, get a BOON on the EVADE roll
8-9	Dwarf	3 WP	Unforgiving - activate when attacking someone who harmed you in the past (recent or long-past) and gain a BOON on the roll
10	Elf	None - requires taking a Stretch Rest	Inner Peace - Meditate to regain extra d6 HP and d6 WP and remove an additional Condition. You are unresponsive during the rest
11	Mallard	3 WP	Ill Tempered - Activate this as a free action to gain a BOON on an Ability roll. You must accept a condition related to the action. If you have all six conditions currently, you can't use this.
12	Wolfkin	3 WP / 1WP*	Hunting Instincts - Use an action to designate a creature you can smell or see as your prey. You can stalk that prey by scent all day. Spend an additional 1WP (free action) during combat with your prey to gain a BOON on your ATTACK roll that round.

* Mallards also get Webbed Feet as an ability with no point cost. They gain a BOON on all SWIMMING rolls and move normal speed underwater.

Choose or Roll Your Profession

Roll 1d10	Profession	Bonus Ability
1	Artisan	
2	Bard	
3	Fighter	
4	Hunter	
5	Knight	
6	Mage	
7	Mariner	
8	Merchant	
9	Scholar	
10	Thief	



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Not published yet.
Last updated 24th May, 2023.
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