

<p>MASTERWORK WEAPON</p> <p>QUEST: LIFT YOUR BLOOD-CURSE TO GAIN +4 TO CONSTITUTION.</p>	<p>SET STRENGTH TO 14. RESOLVE THIS FIRST.</p> <p>QUEST: HEAL YOUR AFFLICTED WOUND TO GAIN +4 TO DEXTERITY.</p> <p>PLAYER TO YOUR RIGHT: + 1 STRENGTH</p>
<p>SET DEXTERITY TO 14. RESOLVE THIS FIRST.</p> <p>QUEST: DEFEAT THE RED OGRE OF KHARRAZ TO REGAIN YOUR FAMILY'S HONOR, AND YOUR MOTHER'S FROST BRAND BLADE.</p> <p>PLAYER TO YOUR RIGHT: + 1 DEXTERITY</p>	<p>SET CONSTITUTION TO 14. RESOLVE THIS FIRST.</p> <p>INCREASE STRENGTH AND DEXTERITY TO 12.</p> <p>DRAWBACK: AN ENEMY AT COURT</p>
<p>SET WISDOM TO 14. RESOLVE THIS FIRST.</p> <p>+ 1 D6 TO YOUR LOWEST ABILITY SCORE</p> <p>PLAYER TO YOUR RIGHT: + 1 WISDOM</p>	<p>SET INTELLIGENCE TO 14. RESOLVE THIS FIRST.</p> <p>PROFICIENT IN ANOTHER SKILL OR TOOLKIT.</p> <p>PLAYER TO YOUR RIGHT: + 1 INTELLIGENCE</p>

SET YOUR CHARISMA TO 14.
RESOLVE THIS FIRST.

+ 1 D4 TO AN ABILITY SCORE

PLAYER TO YOUR RIGHT: + 1
CHARISMA

BARBARIAN CLASS

DWARF RACE

DRAWBACK: ORC-FOE: THE TRIBES OF
THE MOOR HAVE SWORN VENGEANCE
(GM PICKS ONE CHARACTER)

BARD CLASS

HUMAN RACE

DRAWBACK: ROYAL SWORD: THE
BANDIT KING WOULD RATHER
LIKE YOUR WEAPON BACK, AND
YOUR SKULL TO GO WITH IT (GM
PICKS ONE CHARACTER)

CLERIC CLASS

GNOME RACE

DRAWBACK: DEBTS TO PAY: THE PARTY
OWES 100 GOLD PER MONTH, UP TO
2000 GOLD

DRUID CLASS

HALF-ELF RACE

DRAWBACK: EVERY WIZARD HAS
A RIVAL

FIGHTER CLASS

ELF RACE

DRAWBACK: MARKED BY THE
NIGHTGAUNT (GM PICKS ONE
CHARACTER)

MAGE CLASS

HALFLING RACE

DRAWBACK: BELOVED OF DEATH: -2 PENALTY TO DEATH (BLEEDOUT) ROLLS (GM PICKS ONE CHARACTER)

MONK CLASS

HUMAN RACE

DRAWBACK: FAVORED FOR SACRIFICE (GM PICKS ONE CHARACTER)

PALADIN CLASS

DWARF RACE

DRAWBACK: ONCE BURNED, TWICE SHY: YOU MAY PANIC WHEN THREATENED WITH OPEN FLAME. IF YOU DO NOT PANIC, YOU DEAL ADDITIONAL DAMAGE THROUGHOUT THAT COMBAT. (GM PICKS ONE CHARACTER)

RANGER CLASS

HALF-ORC RACE

DRAWBACK: PREDATOR-SCENT: NO BEAST WILL BEAR YOU AS A RIDER (GM PICKS ONE CHARACTER)

ROGUE CLASS

ELF RACE

DRAWBACK: CRIMINAL PAST: GAIN TRAINING IN SNEAK, BUT YOU ARE WANTED BY THE LAW (GM PICKS ONE CHARACTER)

BARBARIAN CLASS

GNOME RACE

PLAYER TO YOUR RIGHT: ONE TOOLKIT IS MASTERWORK

BARD CLASS

HALFLING RACE

PLAYER TO YOUR RIGHT: +50
GOLD

CLERIC CLASS

ELF RACE

PLAYER TO YOUR RIGHT: HEALING
POTION

DRUID CLASS

DWARF RACE

PLAYER TO YOUR RIGHT: +1
CONSTITUTION

FIGHTER CLASS

HALF-ORC RACE

PLAYER TO YOUR RIGHT: START PLAY
WITH A HORSE

MAGE CLASS

HUMAN RACE

PLAYER TO YOUR RIGHT:
INCREASE STRENGTH TO 12

MONK CLASS

ELF RACE

PLAYER TO YOUR RIGHT: INCREASE
WISDOM TO 12

PALADIN CLASS

HALF-ELF RACE

PLAYER TO YOUR RIGHT:
INCREASE INTELLIGENCE TO 12

RANGER CLASS

GNOME RACE

PLAYER TO YOUR RIGHT: INCREASE
DEXTERITY TO 12

ROGUE CLASS

DWARF RACE

PLAYER TO YOUR RIGHT:
INCREASE CHARISMA TO 12

ARTISAN BACKGROUND

+ 1 D6 TO STRENGTH

BOUNTY HUNTER BACKGROUND

+ 1 D6 TO DEXTERITY

CHARLATAN BACKGROUND

+ 1 D6 TO CONSTITUTION

COMMONER BACKGROUND

+ 1 D6 TO INTELLIGENCE

GUIDE BACKGROUND

+ 1 D6 TO WISDOM

GUILD THIEF BACKGROUND

+ 1 D6 TO CHARISMA

JESTER BACKGROUND

+ 1 D6 TO STRENGTH

MINSTREL BACKGROUND

+ 1 D6 TO DEXTERITY

NOBLE BACKGROUND

+ 1 D6 TO CONSTITUTION

PRIEST BACKGROUND
+ 1 D6 TO INTELLIGENCE

SAGE BACKGROUND
+ 1 D6 TO WISDOM

SOLDIER BACKGROUND
+ 1 D6 TO CHARISMA

SPY BACKGROUND
+ 1 D6 TO CONSTITUTION

THUG BACKGROUND
+2 TO ANY STAT

LOYAL SIDEKICK: DECLARE ONE
PLAYER TO WHOM YOU ARE A SIDEKICK.
ONCE PER COMBAT, YOU MAY HELP
THAT CHARACTER AS A FREE ACTION.

+50 GOLD

LOYAL SIDEKICK: DECLARE ONE PLAYER TO WHOM YOU ARE A SIDEKICK. ONCE PER COMBAT, YOU MAY HELP THAT CHARACTER AS A FREE ACTION.

ADD TWO SPELLS TO YOUR SPELLBOOK

HERESY OF THOUGHT: ADD ONE SPELL TO YOUR SPELLS KNOWN LIST, FROM ANY OTHER CLASS LIST. IT RETAINS ITS NORMAL SPELL LEVEL.

+ 1 D6 TO AN ABILITY SCORE THAT IS NOT YOUR HIGHEST

HEIRLOOM: START PLAY WITH + 1 ARMOR

SECRET PAST: REVEAL YOUR TRAGIC, SECRET PAST DURING PLAY TO GAIN ONE APPROPRIATE SKILL

+ 1 D4 TO YOUR HIGHEST ABILITY SCORE

+ 4 TO YOUR LOWEST ABILITY SCORE

PLAYER TO YOUR RIGHT: + 1 TO YOUR HIGHEST AND LOWEST ABILITY SCORES

-2 TO ONE ABILITY SCORE OF YOUR CHOICE, +4 TO ANOTHER

BEGIN PLAY WITH A TALKING SKULL THAT GIVES QUESTIONABLE ADVICE

PLAYER TO YOUR RIGHT: -1 TO ONE ABILITY SCORE, +2 TO ANOTHER

+ 1 D4 TO ONE ABILITY SCORE

BEGIN PLAY WITH A TREASURE MAP TO A DESTINATION WITHIN A DAY'S JOURNEY

PLAYER TO YOUR RIGHT: +2 TO ONE ABILITY SCORE

<p>+ 1 D6 TO ONE ABILITY SCORE</p> <p>QUEST: COMPLETE YOUR SCHOOLING TO GAIN +2 TO INTELLIGENCE AND WISDOM</p> <p>PLAYER TO YOUR RIGHT: + 1 TO YOUR HIGHEST ABILITY SCORE</p>	<p>PLAYER TO YOUR RIGHT: + 1 TO YOUR HIGHEST ABILITY SCORE</p> <p>BEGIN PLAY WITH A WAND OF PROTECTION FROM EVIL. IT HAS A MAXIMUM OF 5 CHARGES, AND REGAINS 2 CHARGES EACH DAY AT DAWN.</p>
<p>INCREASE INTELLIGENCE AND WISDOM TO 12</p> <p>BEGIN PLAY WITH THREE SPELL SCROLLS OF FIRST-LEVEL CLERIC OR MAGE SPELLS</p>	<p>+ 1 TO STRENGTH, DEXTERITY, AND CONSTITUTION</p> <p>+ 1 TO INTELLIGENCE, WISDOM, AND CHARISMA</p> <p>PLAYER TO YOUR RIGHT: + 1 TO ONE ABILITY SCORE</p>

