

Generic Adventurer Boons

Starting Boons (Available from Level One)	Tier Two Boons (Available After 10 Boons Acquired)	Tier Three Boons (Available After 25 Boons Acquired)
<p>○ ○ ○ +1 Maximum HP</p> <p>○ ○ ○ Improve an Ability Pick an Ability. Take the average of 2d6; if you roll higher than the current score, improve it by one. If you fail, choose a different Ability to test.</p> <p>○ Gain a Random Spell and +1 Control Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ ○ ○ Gain a Follower (Level 1) Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session. Stats: 3d, 1 HP.</p>	<p>○ ○ ○ ○ +1 Maximum HP</p> <p>○ ○ ○ ○ Improve an Ability Pick an Ability. Take the average of 2d6; if you roll higher than the current score, improve it by one. If you fail, choose a different Ability to test.</p> <p>○ Gain a Random Spell and +1 Control Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ Gain a Follower (Level 3) Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session. Stats: 5d, 3 HP.</p> <p>○ Unlock an Advanced Class (and +1 CR) Gain your choice of one of the class's basic Traits <i>and</i> +1 of the relevant Class Resource. <ul style="list-style-type: none"> ○ ○ ○ ○ Feat and +1 Class Resource Gain a Feat (or the other basic Trait) of your choice from the Advanced Class, and gain a point of the relevant Class Resource. </p>	<p>○ ○ ○ ○ +1 Maximum HP</p> <p>○ ○ ○ ○ Improve an Ability Pick an Ability. Take the average of 2d6; if you roll higher than the current score, improve it by one. If you fail, choose a different Ability to test.</p> <p>○ Gain a Random Spell and +1 Control Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ Gain a Follower (Level 5) Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session. Stats: 7d, 5 HP.</p> <p>○ Unlock a Second Advanced Class Gain your choice of one of the class's basic Traits <i>and</i> +1 of the relevant Class Resource. <ul style="list-style-type: none"> ○ ○ ○ ○ Feat and +1 Class Resource Gain a Feat (or the other basic Trait) of your choice from the Advanced Class, and gain a point of the relevant Class Resource. </p>

How to Use with a New Character:

(For experienced players)

1. Roll Abilities as usual. Set Town Abilities to zero, as usual. Choose a Class. Select and roll equipment as usual.
2. Start with 4 HP.
3. Pick two Boons. (The bubbles show how many times a particular Boon can be taken.) Always pick from the Generic or your Class list. You get to pick one Boon after each session. Voila!

Explorer Boons

Starting Boons

- **Roll +1d on Athletics and Knowledge-Based Adventuring Tests**

Including running, throwing, jumping, swimming, climbing, acrobatics, sneaking, hiding, dungeoneering, bushcraft, and endurance tests.

- ○ ○ **Gain +1 Luck**

Spend Luck to reverse the result (success to a failure or vice versa) of any die in an ability test or save in which you are participating. Multiple points may be spent at once.

- **Lightning Reflexes**

Roll +1d on saves against sudden ambushes, traps, natural hazards, and so forth. If you spend Luck, you cannot be caught flat-footed or without a weapon in hand.

- **Sidekick (Level 3)**

Gain a skilled expert Follower, e.g. in survivalism, skullduggery, construction, etc. If it dies or departs, replace it at the beginning of the next session. (Stats: 5d, 3 HP.)

- **Resourceful**

Spend Luck and declare any normal, mundane, or commonplace item or piece of gear of a Cost equal to your Wealth or lower. Add that item to your backpack/inventory.

- ○ ○ ○ ○ **Choose a Class Feat:**

- 1) **Superior Senses:** Incredibly sensitive and accurate senses allow you to notice subtle details in or changes to your environment.
- 2) **Swashbuckler:** When you use the environment in a cinematic attack, you deal +1 damage (or one point on a failed Combat Check).
- 3) **Marksman:** You are a renowned marksman. Roll +1d whenever you attack with a bow or firearm.
- 4) **Disappear:** Spend Luck to hide in the slightest cover, even if you are being observed.
- 5) **Unflappable:** Roll +3d when you make a Save to resist fear, illusions, charms, stuns, magical paralysis, etc.
- 6) **Iron Constitution:** Roll +3d on endurance-based Tests and on Saves against poison, disease, and petrification.
- 7) **Encyclopedic Knowledge:** You have a great memory and know a breathtaking amount of information.

Tier Two Boons

- **Roll an additional +1d on Adventuring Tests**

- ○ ○ **Gain +1 Luck**

- **Godlike Reflexes**

Spend Luck to automatically succeed on saves versus ambushes, traps, and similar.

- **Combat Reflexes**

Spend Luck to negate all physical damage from a single source this Round.

Tier Three Boons

- **Roll an additional +1d on Adventuring Tests**

- ○ **Gain +1 Luck**