

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) |
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| <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!

Warrior Boons

Starting Boons

○ **Roll +1d on Physical Combat Checks**

○ ○ **+2 Maximum HP**

○ ○ ○ **+1 Maximum HP and +1 Focus**

When you successfully attack, spend Focus to automatically succeed on a *combat maneuver* (e.g. push, trip, etc.) *or* add +1 damage per point spent. Multiple points may be spent only to increase damage.

○ **Gain a Squire or Man-at-Arms (Level 2)**

If your Follower dies or departs, replace it at the beginning of the next session.

Stats: 4d, 2 HP.

○ ○ ○ ○ ○ **Choose a Class Feat:**

- 1) **Break Anything:** Spend Focus to bend bars, break through stone, etc.
- 2) **Bulwark:** Spend Focus to redirect all damage from an ally that you are protecting to yourself.
- 3) **Shield Expert:** +1 max HP when wielding a shield. Spend Focus and sunder a shield to negate all damage from a single source.
- 4) **Overpower:** Spend Focus to reroll all failed dice on a Combat Check against a single foe.
- 5) **Whirlwind Attack:** Spend Focus to roll +1d and threaten all enemies in reach for a Combat Check.
- 6) **Tactics:** Spend Focus to add your Knowledge (in dice) to an ally's Combat Check when they follow your tactical advice.
- 7) **Signature Weapon:** Bond with a weapon. You cannot be separated from it. Roll +1d against poison, disease, fear, paralysis, petrification, disintegration, and mind control.

Tier Two Boons

○ **Roll an additional +1d on Physical Combat Checks**

○ ○ **+2 Maximum HP**

○ ○ ○ **+1 Maximum HP and +1 Focus**

○ **Gain a Squire or Man-at-Arms (Level 4)**

If it dies or departs, replace it at the beginning of the next session. (Stats: 6d, 4 HP.)

Tier Three Boons

○ **Roll an additional +1d on Physical Combat Checks**

○ ○ **+1 Maximum HP and +1 Focus**