

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

### CREATING A DUNGEONEER

**Choose a Personality.** Sum up your personality in a word or two.

**Pick a Quirk.** Come up with something unique, funny, or special about yourself.

**Choose your Motive.** Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

**Choose your Fear.** Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

**Actions and Reactions.** Gain +1 to any three Actions or Reactions of your choice.

**Everything Else.** Fill out every box that doesn't have a star for higher levels.

### LEVELING UP

Level: ● ● ● ● ● ● ● ●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

**IMPROVEMENT.** Gain +1 to two different Actions or Reactions of your choice.

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

**I LOOK LIKE:** \_\_\_\_\_

**I'M USUALLY WEARING:** \_\_\_\_\_

**I'M ALWAYS CARRYING:** \_\_\_\_\_

**RACE**  Dragonborn,  Dwarf,  Elf,  Gnome,  Halfling,  Human,  Mousefolk,  Tiefling,  \_\_\_\_\_

GEAR

**WEAPONS.** You use Expert Weapons and two Standard Weapons. You carry a veritable arsenal of weapons. Which are your favorites? Choose two more:

- Shortsword. (use Aim, +1 die against supernatural [1/Scene])
- Shield. (use Rush, +1 die if you have a running start [1/Scene])
- Crossbow. (use Aim, +1 die when far)
- Greatsword. (use Force, +1 die against supernatural)
- Halberd. (use Force, +1 die when an ally is close)
- Harpoon. (use Aim, +1 die when underwater)
- Warhammer. (use Force, +1 die against armor/objects/machines)

HISTORY

**IT'S GOOD LUCK TO...** You've adopted a litany of best practices when delving into dungeons. Choose one or more:

- Rub every lamp you find.
- Leave behind every copper piece you find.
- Hop out of a room right after entering.
- Travel in a group of at least four, but no more than six.
- Address every sword as if it might respond.
- \_\_\_\_\_

**IT'S BAD LUCK TO...** It's well known among adventuring circles that the following will get you killed. Choose one or more:

- Be the first one to touch a treasure chest.
- Unsheathe your sword indoors.
- Put on someone else's cloak.
- Insult a lizard.
- Leave a tavern sober.
- \_\_\_\_\_

# BLOOD ON THE LENS DUNGEONEER

You've got the grit and knowhow to dive into dungeons and come back alive. Maybe you scrounge through tombs for gold, hunt supernatural foes, or just like spelunking. A bit of luck can get you into the depths, but how much will you sacrifice to get back out?

MOTIVE

FEAR

NOTES

PRONOUNS: /

**SUPERSTITIOUS.** Gain +1 dice on a Luck roll. (1/Scene)

**KICK IN THE DOOR.** If you act first in a Life-or-Death scene, you gain Advantage on your rolls. 3

**RULE NUMBER ONE IS...** What's the most important lesson you've learned while dungeoneering? Choose one:

- TAKE NOTES.** Reroll a Think roll (1/Scene)
- KEEP YOUR EYES PEELED.** Reroll a Notice roll (1/Scene)
- EXPECT DANGER.** Reroll a React roll (1/Scene)
- BRING BANDAGES.** Reroll a Withstand roll (1/Scene)

**VETERAN.** When in a Life-or-Death scene, you can take two Actions on your turn (1/Scene) 5

**DUNGEON FRENZY.** Whenever you mark Adrenaline, you gain Advantage on your next Weapon roll. 3

**MY MENTAL HEALTH.** No matter how bad things get, you always keep it together. Sacrificing this doesn't affect your other Actions or traits.

**MY BODILY HEALTH.** Somehow, you've avoided life-altering injuries on your travels. Sacrificing this doesn't affect your other Actions or traits.