

- WENDY'S PRESENTS -

FEAST OF LEGENDS



RISE FROM THE DEEP FREEZE



RULEBOOK & CAMPAIGN



FEAST of LEGENDS

PLAYER'S GUIDE

THE FIGHT AGAINST FROZEN BEEF

Queen Wendy, first of her name, breaker of fast food chains, defender of all things fresh, never frozen.

“**The Clapback Queen**” has been the ruler of Freshtovia since 1969, and defends the realm from the treacherous evils of those who practice the dark art of frozen beef.





WELCOME TO

FEAST OF LEGENDS

RULEBOOK



CAMPAIGN

INTRO TO THE WORLD

You are adventurers in the realm of Beef's Keep, where the nations have been splintered over major disagreements in how to treat the realm's people. Creepingvale and the United Clown Nations have led their people into a collective darkness known as The Deep Freeze. While the world currently feels like a cold and desolate place, you reside in the one nation that remains a true beacon of hope: Freshtovia.

Freshtovia is known for its lush fields; signature dishes; and redheaded queen, Queen Wendy. As queen of Freshtovia, Wendy has clapped back at all attacks on her borders. She is strong and has maintained her nation's integrity despite the growing pressure of the other nations.

If you've played a tabletop role-playing game (RPG) before, you'll find yourself quite comfortable with our setting and rules of the adventure you are about to embark on. If this is your first time in the tabletop RPG world, welcome. Let us explain a little about the type of game you'll be playing.

A role-playing game is exactly that: players play the role of the character they create. One person will play the role of the game master (GM). The GM will drive the narrative, playing out the situations of all non-player characters you encounter and ensuring the experience is fun and challenging for all players.

After you create your character, you'll be put into a world where you make the decisions at every turn. The only limit is your imagination.



— THE REALM OF —
BEEF'S KEEP



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◆ CREATING YOUR CHARACTER ◆

When you begin creating your character, you'll first determine their stats. Stats represent the fabric of your character. Some adventurers can take on the world with overwhelming strength, others will use their wit to outsmart even the toughest opponents, and others will beguile even the most garish of rogues with their unending Charm.

While you can model your character after yourself, you can also model it after your favorite fictional character. Will you have the strength of Thor or the cunning of Loki? This is where you really start to craft the aspects of who your character is.

ORDER

Choosing your Order will determine what your character's specialities are as you journey through the realm of Beef's Keep. Here is where you get to decide exactly how you would like to play. Do you want to use magic or be a brawler? Are you a sophisticated debutante or the salt of the earth? Pick the Order that best matches the character you would like to play. Or just pick your Order based on what you like in the real world.

Each Order will also give a brief background on the style of play the character will have. If you like, you can use this information to help develop your character's personal background.

STATS

There are five main stats in Feast of Legends:

Strength: The Strength stat will encompass your character's physical and mental strength. You will roll a die against your Strength stat for things like physical strikes in a fight, carrying or moving an item, and whether your character's mental state is affected by emotion or other external variables (heat, poisoning, confusion, etc.).

Intelligence: The Intelligence stat directly affects how your character's smarts will change a situation. A low Intelligence will likely make it more difficult for your character to solve puzzles. A high Intelligence will make your character a fast learner, helping them guide your team to victory.

Charm: The Charm stat is your personality. Are you welcoming, or do people find you a bit repulsive? The die will always decide, but a good Charm stat will be key to your best interactions with the characters in your world.

Arcana: The Arcana stat is your connection to the magical realms within the world. If you are a magic user, a good Arcana stat is a must. Recognizing the magical abilities of other characters or items is also tied to your Arcana stat.

Grace: The Grace stat is tied to the acrobatic movements of your character — or the lack thereof. Those with a higher Grace stat will be better with certain weapons and will have an advantage while jumping, running or dodging attacks.

Each stat will be given a ranking between 1 and 16. To determine the number for your stats, roll four d4s (a d4 is a four-sided die). We call this roll the 4 for \$4. Nailed it. Add up the total of your rolls, and that number will be one of your stats.

You will do this five times to determine the ranking of your five character stats. Make sure you roll all five numbers before choosing which stat to apply them to. The Order you choose for your character will help determine which stat you should apply your best numbers to. If you are a magic user, your highest roll should be applied to your Arcana stat, but you might not need as high of a Strength stat. The exact opposite would apply to a warrior or physical fighter.

Depending on your stats, you will gain specific bonuses to certain rolls within the game. Below is a quick chart explaining the bonuses or subtractions you receive on rolls.

ROLL BONUSES BASED ON STATS

1-4	-2
5-6	-1
7-8	0
9-12	+1
13-15	+2
16	+3
>16	+4

Example Roll:

Roll 1 Total = 9 + 1	Roll Bonus = 10
Roll 2 Total = 13 + 2	Roll Bonus = 15
Roll 3 Total = 10 + 1	Roll Bonus = 11
Roll 4 Total = 12 + 1	Roll Bonus = 13
Roll 5 Total = 6 - 1	Roll Bonus = 5

These numbers would be assigned to the Base stat column on the character sheet.

[See end of section for a detailed example.]

NO DICE? NO PROBLEM

Check out our digital dice roller on feastoflegends.com for all your critical hitting needs.

We Got You...DICE!

DEFENSE

Your defense will determine how resilient your character is in battle. While still a statistic, it doesn't affect gameplay the same way. This is the number an enemy must roll for their attack to hit you. The number will change based on character class and added armor. For now, leave this blank until you choose your class. In the class description, you will be given the number to fill in as your base defense.

HIT POINTS

Hit points (HP) are the amount of health your character has. If your hit points drop to zero, you will pass out from hunger, and you must wait for your team to sit down for a meal before you can rejoin the adventure. Some teammates can help you stave off hunger with their special skills.

For your character's first level, roll four d4s, that's right, the 4 for \$4. Nailed it again. The result will be your starting hit points. If your roll is less than a total of five, then your starting hit points are five. You will not add the Roll Bonus above to your health stat. However, some Orders will allow you to gain additional starting hit points. If there is an additional health bonus for your character, it will be listed in the description of the Order you choose.

Each time your character levels up, roll two d4 and add +4 for an additional 6-12 hit points.

RESISTANCE/WEAKNESS

If your character has a resistance to something, they will take half the damage they normally would. Likewise, if they have a weakness, they will take double the damage. This also applies to the foes you encounter on your journey. A skill, item, armor, or weapon will tell you if you develop a resistance or weakness to a certain type of damage.

ADVANTAGE/DISADVANTAGE

Certain situations in the game will put your character at either an advantage or a disadvantage. If you are at an advantage, you will roll your d20 (a 20-sided die) twice, using the larger of the two numbers. If you are at a disadvantage, you will also roll your d20 twice, but you will use the smaller of the two numbers.

Your GM can tell you when to roll for advantage and disadvantage, though certain items and skill descriptions will also inform you of when to roll.

SKILLS

Each class has a list of starting skills, as well as the skills they will gain as they level up. During your turn, you can use one of these skills as your movement. (Some characters are allowed two actions per turn, meaning they can use two skills or the same skill twice.)

There is no limit to the number of times you can use your skills in battle; they simply take the action phase of your turn, unless otherwise specified on the skill.

Passive skills mean you do not have to use your action for the skill to be active; they are always active in specific situations.

Many skills will be played in the same way as an attack action. The GM will let you know if the enemy must make a save. If the enemy needs to make a save, they will roll a d20. The number the enemy rolls must beat the number indicated next to the skill your character is using. It is best to write your skills and these numbers on your character sheet for easy access during gameplay.

ITEMS YOU ARE SKILLED WITH

If your class is skilled with an item you are using to attack, you will add a +1 bonus to your d20 attack rolls.

STARTING LOADOUT

Your character will start with a basic weapon or two if the Order you choose permits it. If you can hold a shield, you may start with a basic shield as well. You also start with a basic outfit, which can include clothing or armor that matches your character's skills.

Any other basic tools or items that make sense for your character to carry must be listed on your character sheet and approved by the GM before the start of gameplay.

Each character will also start out with 10 gold coins.

MONEY

The money in the realm of Beef's Keep is fairly simple. It's gold without any converting units; everything just costs a certain amount of gold. You can also sell items for gold. Gold coins, babyyyy! Most merchants will sell items at or around market price and buy things at various amounts below market price.

WHAT YOU LOOK LIKE

Writing down a physical description of your character will help you and your party members be fully immersed in the experience. Use your class to help inform the look and feel of the character you want to create.

Oh, and don't forget to give your new hero a super dope name. People are going to be calling you that for the entire game, after all.

◆ GAMEPLAY

BATTLES

When the party is about to enter a battle, everyone will roll a d20. The number you get will determine your placement in the battle's turn order. The GM will roll for all of the opponents in each battle. The character who rolled the highest number will go first, and then characters will act in descending order.

TURN S

Each character's turn will consist of completing a movement, taking an action and doing one eligible extra action.

Action: You can take one action. An action would be an attack; use of a skill; or attempting an action separate from attacking, such as lifting an object. Your action is only limited by your character's ability and your imagination — and the rules your GM decides to enforce.

ATTACK

If you choose to make a physical attack, you must first choose an opponent within the proper range. Then you'll roll a d20. If the number you roll is higher than your enemy's defense, your attack is successful, and you will roll the dice indicated on each weapon's attack description. For easy access, it is best to write these numbers on your character sheet next to the weapons you are carrying.

FEAST MODE

If you roll a 20 on an attack or skill roll, you go into FEAST MODE. You do the maximum amount of attack damage, plus an additional roll of the normal attack dice. You also get advantage on your next roll, making going into FEAST MODE again even more likely. Going into FEAST MODE can completely change the tide of a confrontation.

Likewise, rolling a 20 on any skills check will result in your character's best possible outcome in their current situation. After all, you went into FEAST MODE.

BIG OOPS

Rolling a 1 during battle will result in a big oops. Perhaps even the biggest of oops. You will completely miss your attack, and, in certain cases, may even hurt yourself or your teammates.

Likewise, rolling a 1 on any skill or stat check will result in your character's worst possible outcome in their current situation.

MOVEMENT

With each turn, your character can move up to 25 feet. Each square on the table represents 5 feet of movement. If you choose not to take an action, you can sprint instead, moving up to 50 feet in one turn. If you are directly adjacent to an enemy, you can use breakout as your action before moving up to 25 feet away. If you do not choose breakout, the enemy can take a cheap shot as you attempt to run away.

EXTRA ACTION

Your character can also take an extra action, which includes small things like kicking an item on the ground out of the way, shutting a door or tossing something to a teammate. Skills can only be used as an extra action if they are listed as such in the description.

CHEAP SHOT

If you are adjacent to an opponent and move away without using an action to break out, that opponent will have the opportunity to get a free attack on you. A cheap shot, if you will. Of course, if an opponent you're adjacent to tries to run without breaking out, it's your turn for a cheap shot. So have your attack at the ready.

FALLING DOWN

If a character falls down during battle, they must use their turn's movement to get back up. If you attack a character who is on the ground, you will gain advantage; however, missing that attack will cause you to trip and fall as well.

RESTING

After a hard-fought battle, your characters will often need to rest up. To regain your health outside of battle, you will need to sit down for a meal. You can opt for a snack, which takes less time if you are in a hurry and need to accomplish a task. After a snack, each member of the party will roll a d6 and regain the number of hit points shown on the die.

To regain all hit points, the party will need to sit down for a meal. The meal will take more time, and, depending on character location and other story factors, the GM can have someone attack your vulnerable party. Make sure your group is in a safe place before stopping for a meal.



ADVENTURING

Combat is a major component of the game, but so is adventuring. You aren't tied to the same movement rules when you're not in combat. When visiting a town, your GM will paint a picture of the world you have entered. Act as though you are in a real world — visit interesting buildings, buy items, talk to the locals or get into all sorts of trouble. Certain actions you attempt will require a skills check d20 roll; the GM will determine the outcome of your actions based on the result. So go out and enjoy, have fun, and don't be scared to stir up some adventuring.

ITEMS

Different items you carry can enhance your adventure; their use is often limited only by your imagination. Below is a list of any shops' standard items and their normal market price.

Item	Price	Attribute	Item	Price	Attribute
Blanket	1g		Guitar	10g	
10ft Rope	1g		Lute	6g	
Torch	2g		Ukelele	7g	
Tinder Box	2g		Flute	5g	
Cannister of Oil	2g		Bracelet	5g	
Journal	2g		Necklace	6g	
Cup	1g		Ring	3g	
Large Cup	2g		Tiara	7g	
Candle	1g		Hooded Cape	4g	
Map of Beef's Keep	3g		Hat (many styles)	3g	
Pencil	1g		Leather Boots	4g	
Ink and Quill	3g		Shirt	2g	
Chalk	2g		Pants	3g	
Hammer	2g		Clamps (2)	3g	
Nails	1g each		Sleeping Bag	2g	
Shackles	4g		Food Tray	3g	
10ft Chain	10g		Bag of Combo Carrying	25g	Allows player to carry a very large item
Drum	5g		Pigtail Wig	4g	

ANIMALS

What would any good fantasy adventure be without an eventual way to cheat travel time? If your party wants to get around Freshtovia in a hurry, swing by a stable.

STANDARD STABLES

Animal	Price	HP	Attack	Damage	Movement
Horse	15g	10	Trample	1d8	Movement speed x2
Donkey	10g	12	Kick	1d6	Movement speed +1.5
Mule	8g	15	Shove	1d4	Movement speed +1.5

SPECIALTY ITEMS

Item	Price	Attribute
Lemonade	7g	Heals 1d8 HP
Strawberry Lemonade	10g	Heals 1d12 HP
Chicken Nugget	5g	Heals 1d4 HP

FISHING POLES

Item	Price	Attribute
Basic Pole	2g	Catch successful on a d20 roll of 16 or higher
Advanced Pole	5g	Catch successful on a d20 roll of 13 or higher
Master Pole	10g	Catch successful on a d20 roll of 10 or higher

ARMOR

Armor offers increased protection from damage and, like weapons, it comes in a variety of styles and sizes. A player who can wear light armor can only wear light armor. A player who can wear medium can wear light and medium, while a player who can wear heavy armor can use any type of armor.

Armor	Price	Type	Protection
Fresh Baked Bun	12g	Light	+1 Defense
Foil Wizard Robe	15g	Light	+1 Arcana
Apron	15g	Light	+1 Grace
Red Polo, Black Visor	12g	Light	+1 Defense
Shift Lords Tunic	200g	Light	+2 Arcana
Crispy Chicken Armor	20g	Medium	+2 Defense
Clamshell Packaging	20g	Medium	+2 Defense
Oven Plating	20g	Medium	+2 Defense
Bacon Armor	25g	Heavy	+3 Defense
Biggie Armor	200g	Heavy	+3 Defense and resistance to ice attacks

WEAPONS

Weapons come in a variety of styles and sizes. Below is a list of the standard weapons available, their attack damage and the standard market price for each.

Weapon	Price	Damage	Type	Can I Throw It?
Spoon	1g	1d4	Light	45ft
Knife	2g	1d4	Light	60ft
Straw Shot	1g each	1d6	Light	30ft
Fork	2g	1d4	Graceful, Light	60ft
Whisk	35g	1d10	Graceful	25ft
Pairing Knife	45g	1d12	Graceful	60ft
Toothpicks	1g each	1d4	Graceful	60ft
Great Fork	20g	1d8	Graceful, 2-handed	Nope
Spork	3g	1d6	Standard, 2-handed	30ft
Spatula	30g	1d10	Heavy	Nope
Ladle	30g	1d10	Heavy	Nope
Frying Pan	50g	1d12	Heavy	10ft
Great Spoon	20g	1d8	Heavy, 2-handed	Nope
Great Knife	20g	1d8	Heavy, 2-handed	10ft
Cast-iron Skillet	55g	3d6	Heavy, 2-handed	Nope

◆ BUFFS

As you've probably discerned, food is a major aspect of Feast of Legends. As such, what you're eating in the real world will create direct buffs that affect your character in the game. Each of these buffs will go into effect for the entire duration of play for the day. So you might want to swing by your local Wendy's or bit up delivery real quick.

BUFFS FOR EATING THESE WENDY'S ITEMS [THESE BUFFS DO STACK]

Any Cheeseburger Item	Gain an additional +1 to your Strength stat for the day
Any Chicken Item	Gain an additional +1 to your Arcana stat for the day
Frosty	Gain an additional +1 to your Charm stat for the day
French Fries	Gain an additional +1 to your Intelligence stat for the day
Any Beverage Item	Gain an additional +1 to your Grace stat for the day
Any Wendy's Salad	Gain an additional +1 to your Defense stat for the day

If you are eating the item that matches your Order (e.g. You're eating a Baconator, and your character is the Order of the Baconator) you'll gain advantage on all attack rolls for the day.

◆ DEBUFFS

Just as important, if you've settled for something other than Wendy's, it can cause your character to weaken. Players eating any of the following during gameplay will gain the following debuffs for the duration of the session.

Frozen Burger Joints	You suffer +1 Ice Damage to all attacks for the day
Pizza	Add a -2 modifier to all Charm rolls for the day
Sub Sandwich	Add a -2 to all Strength rolls, including attack rolls, for the day
Gas Station Food	Add a -2 to all Intelligence rolls for the day
Fried Chicken	Subtract -1 from your Defense stat for the day
Tacos	Add a -2 to all Arcana rolls for the day.
Snackies (you know, chips and stuff)	Add a -2 modifier to all Grace rolls for the day

ORDERS

Choosing your Order will determine what your character's specialities are as you journey through the realm of Beef's Keep. Here is where you get to decide exactly how you would like to play.

Do you want to use magic or be a brawler? Are you a sophisticated debutante or the salt of the earth? Pick the Order that best matches the character you would like to play. Or just pick your Order from the real world.

Each Order will also give a brief background on the style of play the character will have. If you like, you can use this information to help develop your character's personal background.



THE ORDER of the CHICKEN

THE ART OF THE CHICKEN

Adventurers who are trained in the Art of the Chicken are often seen as magical, having a connection to otherworldly flavor and a penchant for perfection. Though those who study the Art of the Chicken can take many paths — they are all connected to abilities and powers beyond the physical realm.

◇ ORDER OF THE SPICY CHICKEN SANDWICH

Those who study the Order of the Spicy Chicken Sandwich are no strangers to heat. In fact, they thrive in it. Trained in the Art of the Spicy Chicken Sandwich, these adventurers are one with the hot climates found in parts of the nation of Freshovia. This connection to heat flows through them.

Often from desert towns, these adventurers are known for their crispy exterior, but are tender once you get close to them.

Base Defense	12
Additional HP	Add 1 additional hit point to your character
Other Bonuses	Add 1 additional point to your Arcana stat
Skilled With	Light armors (cloth/leather), robes, staves, light weapons and throwing weapons
Cannot Use	Heavy or medium armors, shields, or heavy weapons

SKILLS BY LEVEL

Level 1

Spicy Touch: Reaching out and touching an adjacent enemy with the spice left on your fingertips. If the attack hits, it does one $d4+1$ heat damage. *Casting Distance: 5 feet*

Slow Heat: A steady heat that slowly wears on your opponents. The enemy must make a strength-saving throw of 13 or higher. If the enemy fails the throw, they will take one point of heat damage and one additional point of heat damage after each of their turns. *(At level 3, this increases to three points of heat damage and three additional points of heat damage after each of their turns.)*

Casting Distance: 90 feet

Smokescreen: A diversion tactic in which a cloud of smoke appears and temporarily blinds your opponents. Choose a point within the casting distance. All characters within a 10-foot radius of that point must make a strength-saving throw of 13 or higher. Those who fail the throw will have their movement ability reduced by half and be at a disadvantage on all rolls made that turn.



Characters moving into the area must make a saving throw, and characters starting their turn in the area must make an additional saving throw. This spell lasts three turns or until a different smokescreen or smoke bomb is cast.

Casting Distance: 90 feet

Level 2

Crunch: Your skin hardens to help protect you from enemy assaults. You gain a resistance to all physical damage for four turns.

True Fire: An orb of flame that surrounds and protects you from outside forces for three turns. If you succeed your roll, you'll get a +3 to your defense on projectile and magic attacks for three turns. Enemies must make an Arcana-saving throw of 14 or higher or take +2 damage to their HP when attempting to make a non-projectile physical attack for the next three turns.

Level 3

Quick Burn: This is a short blast of hot air, aka a ball of steam, into an opponent's face. If the attack hits, it will do 1d12 heat damage. *Casting Distance: 60 feet*

Smoke Bomb: An explosive diversionary tactic! After a blast of force, a cloud of smoke spreads and temporarily blinds your opponents. Choose a point within the casting distance. All characters within a 20-foot radius of that point must make a strength-saving throw of 13 or higher. Those who fail the throw will have their movement ability reduced by half and be at a disadvantage on all rolls made that turn. Those within the circle who fail their throws upon casting will take 1d6+1 force damage.

Characters moving into the area must make a saving throw, and characters starting their turn in the area must make an additional saving throw. This spell lasts for three turns or until a different smokescreen or smoke bomb is cast.

Casting Distance: 90 feet

Level 4

Flamethrower: A column of flame goes out from your extended hand. If the attack hits, all characters in a straight line for 30 feet will take 2d4+1 damage.

Level 5

Unending Heat: A sphere of white and blue flame engulfs an area within a 30-foot radius in all directions. All characters within that area must make a strength-saving throw of 13 or higher or take 4d6+4 heat damage. On a successful throw, they take half damage. *[This skill can only be used once between each meal.]*

ORDER OF THE HOMESTYLE CHICKEN SANDWICH

Those who study the Order of the Homestyle Chicken Sandwich have a strong connection to family, friends and home. Though they can be a strong force on their own, these adventurers are often even stronger when surrounded by those they care about. Often from small towns on the outskirts of the thriving metropolis of the capital city of Freshtovia, these characters are the ultimate team players.

Base Defense	14
Additional HP	+2 additional hit points to your character
Other Bonuses	+2 additional points to your Arcana stat
Skilled With	Medium armor, shields and projectile weapons
Cannot Use	Heavy weapons, two-handed weapons or skilled weapons

SKILLS BY LEVEL

Level 1

Home Is Where the Hearth Is: When not in combat, you can build a warm and comfortable fire. On an Arcana check of 14 or more, your flame's aura can protect the group from bandits while sitting down for a meal.

Just Take a Bite: If a teammate is downed by hunger, you can get them back on their feet and help them gain 1d4 HP. Your ability to create delicious food quickly is simply unmatched.

Level 2

Add a Little Flavor to It: You're an inspiration to those around you. For their next turn, two characters of your choosing will gain advantage on their attack rolls. This spell takes automatic effect with no rolls required.

Team Crispy: On an Arcana check of 12 or more, you are the source of your team's new thick skin. All teammates within 10 feet of you for the next three turns will gain a +2 boost to their defense and a resistance to all non-magical damage.

Level 3

Force to Be Reckoned With: You send out a rally cry, reminding your enemies and the opposing realms that you are no joke — you are a force to be reckoned with. On an Arcana check of 13 or more, your entire team gains advantage on attack rolls for the next three turns and a +4 boost of temporary HP. (This can go above and beyond your character's current HP level.) *[This attack can be used only once between meals and can only be used in battle.]*

Level 4

Unstoppable: On a successful Arcana check of 16 or more, a character of your choosing within range will gain the ability to do two actions per turn. If that character can already perform two actions as part of their own skill set, they can now do three actions per turn for the duration of this battle. This cannot be compounded on the same character multiple times during a single battle.

Level 5

Impenetrable Dome: Through your eternal connection to love and family, you cast a magical dome of protection within a 10-foot radius. No attacks can pass through or take down the dome for two turns. Enemy characters can move into the dome, but they must make a 13 or higher Arcana save or take 2d6 damage. *[This attack can be used only once between meals.]*

ORDER OF THE GRILLED CHICKEN SANDWICH

The Order of the Grilled Chicken Sandwich are the caregivers among those studying the Art of the Chicken; they're always looking out for the health and well-being of themselves and those around them. Though they can fight in a pinch, they are known for their support role in important battles.

The purveyors of the Grilled Chicken Sandwich have come from large cities or small towns, and from multiple climates. They train in Wendy's Dining Sanctuaries in each city across the nation of Freshtovia.

Base Defense	10
Additional HP	No additional hit points to your character
Other Bonuses	+1 additional point to your Arcana stat +2 additional points to your Intelligence state +1 additional point to your Grace stat
Skilled With	Light armors (cloth/leather), robes, staffs, light weapons and throwing weapons
Cannot Use	Heavy or medium armors, shields, or heavy weapons

SKILLS BY LEVEL

Level 1

Re-FRESH: You guide your friends to clarity, removing any curses, status effects or magically caused weaknesses and disadvantages. *Casting Distance: Touch*

A Quick Bite: One teammate within casting distance will regain 1d4 of HP, thanks to you providing a quick, delicious and unexpectedly good bite to eat. *Casting Distance: 30 feet*

Level 2

Take a Bite: If a teammate is downed by hunger, you can get them back on their feet and help them gain 1d6 HP. Your ability to create delicious food quickly is simply unmatched.

Level 3

A Large Bite: One teammate within casting distance will regain 3d4 HP, thanks to you providing a bite to eat crafted with care. *Casting Distance: 15 feet*

Level 4

Feed the Squad: Each teammate will roll and regain 4d6 HP. Everything is better when you're eating together. *[This attack can be used only once between meals.]*

Level 5

Upsized Combo: One teammate within casting distance will gain the full effects of sitting down to a meal. They will have fully regained HP and no longer be affected by status ailments, weaknesses or disadvantages gained through combat. Through exhaustion, any enemy attacking you on their next turn will have advantage. *[This attack can be used only once between meals.]*

ORDER OF THE ASIAGO RANCH CHICKEN CLUB

Those who study the Order of the Asiago Ranch Chicken Club are focused on quality in all three forms of the chicken sandwich. They're aggressive like Spicy, a team player like Homestyle and there to make you feel great like Grilled. This jack-of-all-trades mentality has made many Asiago adventurers into nomads who travel across Freshtovia to study all paths of the Art of the Chicken.

Base Defense	11
Additional HP	+1 additional hit point to your character
Other Bonuses	+2 additional points to your Arcana stat +1 additional point to your Grace stat
Skilled With	Not extra skilled with any particular item
Cannot Use	Can use all items

SKILLS BY LEVEL

Level 1

Re-FRESH: You guide your friends to clarity, removing any curses, status effects or magically caused weaknesses and disadvantages. *Casting Distance: Touch*

Home Is Where the Hearth Is: When not in combat, you can build a warm and comfortable fire. On an Arcana check of 14 or more, your flame's aura can protect the group from bandits while sitting down to a meal.

Level 2

Team Crispy: On an Arcana check of 12 or more, you are the source of your team's new thick skin. All teammates within 10 feet of you for the next three turns will gain a +2 boost to their defense and a resistance to all non-magical damage.

Level 3

Quick Burn: This is a short blast of hot air, aka a ball of steam, into an opponent's face. If the attack hits, it will do 1d12 heat damage. *Casting Distance: 60 feet*

Feed the Squad: Each teammate will roll and regain 2d6 HP. Everything is better when you're eating together. *[This attack can be used only once between meals.]*

Level 4

Flamethrower: A column of flame goes out from your extended hand. If the attack hits, all characters in a straight line for 30 feet will take 2d4+1 damage.

Level 5

You can choose any skill from the Order of the Spicy Chicken Sandwich, Order of the Homestyle Chicken Sandwich or Order of the Grilled Chicken Sandwich to be your level 5 skill.

ORDER OF THE CHICKEN NUGGETS

Adventurers who choose the Order of the Chicken Nuggets are often small and quick, but they pack an unexpected punch. They bring great flavor to the party and are a wonderful addition to any combo of adventurers in Freshtovia.

Often overlooked at first but always remembered after, those of the Order of the Chicken Nuggets are truly undeniable with their record-breaking reputation.

Base Defense	13
Additional HP	+3 additional hit points to your character
Other Bonuses	+2 additional points to your Grace stat +1 additional point to your Charm stat
Skilled With	Light armors (cloth/leather), light weapons and throwing weapons
Cannot Use	Heavy or medium armors, shields, or heavy weapons

SKILLS BY LEVEL

Level 1

Grab and Go [passive]: When engaged in combat, you do not have to use an action to break out. You can move away freely without risk of attack. You can also use a bonus action to move up to twice your movement and still attack or perform another action.

Late-night Craving [passive]: While attacking at nighttime, you will gain advantage on all attack and strength-saving rolls.

Level 2

The 4-Piece Assault: Displaying your advanced Grace and speed, you make four quick strikes on your opponent. Roll a d20 for each strike, and do 1d4 physical damage for each successful roll.

Level 3

Delivery: On an Arcana check of 13 or higher, you are immediately delivered to another point on the board within 90 feet of the point you are on now.

Level 4

Snack Time [passive]: Add +3 to your attack rolls on projectile or thrown weapons.

Level 5

The Final Bite: If you are currently undetected by an enemy in direct combat with a teammate, you perform the ultimate sneak attack, proving their eyes were truly bigger than their stomachs. On a successful attack roll, do 3d12+4 physical damage. *[This attack can be used only once between meals.]*



THE ORDER OF THE BEEF

THE ART OF THE BEEF

Training in the Art of the Beef is rigorous, particularly in Freshtovia. While other nations have been known to take shortcuts, Freshtovia warriors do things the right way. The easy path is no path for a true warrior. Beef warriors are strong and resilient, and know how to combat the worst of struggles in many ways.

◇ ORDER OF THE BACONATOR

The Order of the Baconator is reserved for some real meaty adventurers. These characters are large and beefy warriors known for their size and strength. Many attempt to go toe-to-toe with a Baconator, but few conquer them.

Base Defense	15
Additional HP	+5 additional hit points to your character
Other Bonuses	+2 additional points to your Strength stat
Skilled With	Medium armor, heavy armor and heavy weapons
Cannot Use	Light armor, staves, items granting new magical skills or projectile weapons

SKILLS BY LEVEL

Level 1

Late-night Craving [passive]: While attacking at nighttime, you will gain advantage on all attack and strength-saving rolls.

Fresh, Never Frozen [passive]: You have resistance to all cold damage. You are truly fresh, never frozen.

Level 2

Two Beef Patties [passive]: You can dually wield any weapons that don't require two hands.

Make It a Double [passive]: You are allowed to perform two actions per turn.

Level 3

Applewood Smoke Bomb: An explosive diversionary tactic! After a blast of force, a cloud of smoke spreads and temporarily blinds your opponents. Choose a point within the casting distance. All characters within a 20-foot radius of that point must make a strength-saving throw of 13 or higher.

Those who fail the throw will have their movement ability reduced by half and be at a disadvantage on all rolls made that turn. Those within the circle who fail their throws upon casting will take 1d6+1 force damage.

Characters moving into the area must make a saving throw, and characters starting their turn in the area must make an additional saving throw. This spell lasts for three turns or until a different smokescreen or smoke bomb is cast.

Casting Distance: 90 feet

Level 4

Undefeated: On a successful strength roll of 14 or higher, take zero damage throughout the next turn. You cannot use this on a turn with other actions.

[This attack can be used only once between meals.]

Level 5

Six Strips of Bacon: On one successful attack roll, make six concurrent attacks. These can be with the same weapon, or you can switch between weapons on each attack. If you fail the attack roll, you lose your next turn recovering from the exerted effort. *[This attack can be used only once between meals.]*



ORDER OF THE JR. BACON CHEESEBURGER

Tight, compact and packs a punch. The Order of the Jr. Bacon Cheeseburger is for the efficient warrior; no movement or moment is wasted. These characters appreciate the great flavor of many things coming together in one tight space.

Base Defense	13
Additional HP	+2 additional hit points to your character
Other Bonuses	+2 additional points to your Grace stat +2 additional points to your Strength stat
Skilled With	Medium armor, heavy armor, heavy weapons and crossbows
Cannot Use	Light armor, staves or items granting new magical skills

SKILLS BY LEVEL

Level 1

Combo Buddies [passive]: At any point a teammate is within 10 feet of you, both you and the teammate gain a +1 on strength-saving rolls. The +1 does not stack with multiple teammates.

Fresh, Never Frozen [passive]: You have resistance to all cold damage. You are truly fresh, never frozen.

Level 2

Clapback [passive]: If you are successfully attacked by more than one enemy in a single turn, you will clapback at each enemy after the first. They will take 1d4 of physical damage each in retaliation.

Level 3

Bring It: On a Charm check of 13 or higher, all enemy attacks this turn will be drawn to you. This partners well with the passive clapback skill.

Level 4

Plus Up Combo: You hold your turn until a successful attack from a teammate and add an additional 1d6 physical damage to their attack, making it the perfect combo. If none of your teammates makes a successful attack this turn, this added bonus is lost.

Level 5

Ultimate Snackdown: It's time to layeth the snacketh down on some jabronis. This attack hits all enemies currently on adjacent squares to you. On a successful attack roll, they each take 3d12+5 damage. On an unsuccessful attack roll, you take 4d4 damage. (Attack roll is based on the enemy touching you with the lowest Defense stat.) *[This attack can be used only once between meals.]*

ORDER OF THE DAVE'S DOUBLE

The Order of the Dave's Double is for the truly classic adventurers. As the truest purveyors of the freshest beef, their legend precedes them wherever they go.

Base Defense	14
Additional HP	+4 additional hit points to your character
Other Bonuses	+1 additional point to your Strength stat +1 additional point to your Grace stat +1 additional point to your Charm stat
Skilled With	Medium armor, heavy armor and heavy weapons
Cannot Use	Light armor, staves, items granting new magical skills or projectile weapons

SKILLS BY LEVEL

Level 1

Fresh, Never Frozen [passive]: You have resistance to all cold damage. You are truly fresh, never frozen.

Two Beef Patties [passive]: You can dually wield any weapons that don't require two hands.

Level 2

Make It a Double [passive]: You are allowed to perform two actions per turn.

Level 3

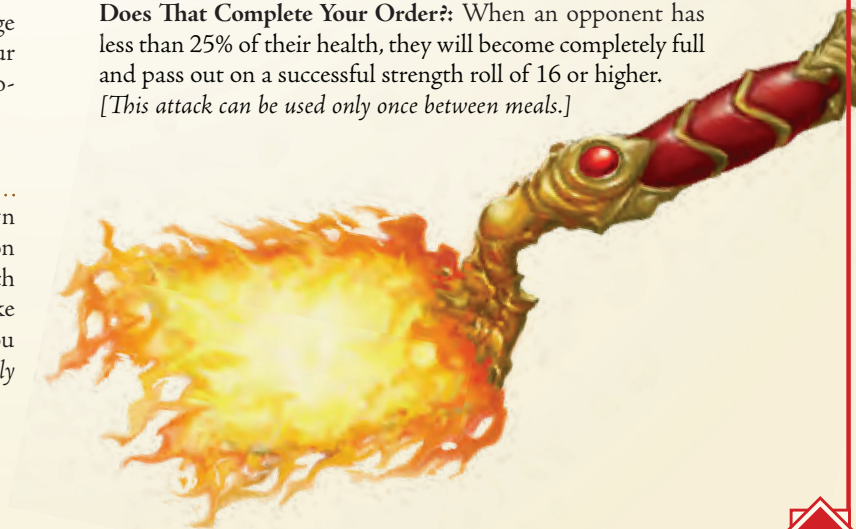
Classic Double [passive]: If your attack knocks an opponent out, you immediately gain an extra action.

Level 4

Beefy Boi: On a Charm check of 14 or higher, all members of the party who have chosen the Order of the Beef will gain a +2 to their Defense stat for the next four turns.

Level 5

Does That Complete Your Order?: When an opponent has less than 25% of their health, they will become completely full and pass out on a successful strength roll of 16 or higher. *[This attack can be used only once between meals.]*



◇ ORDER OF THE DOUBLE STACK

Perhaps more compact than the Classic Dave's Double, those of the Order of the Double Stack have truly gained a name in their own right. Often the perfect complement to the combo of your party, the Double Stack can also stand on its own in the face of hunger.

Base Defense	13
Additional HP	+2 additional hit points to your character
Other Bonuses	+2 additional points to your Grace stat +2 additional points to your Strength stat
Skilled With	Medium armor, heavy armor, heavy weapons and crossbows
Cannot Use	Light armor, staves or items granting new magical skills

SKILLS BY LEVEL

Level 1

Fresh, Never Frozen [passive]: You have resistance to all cold damage. You are truly fresh, never frozen.

Two Beef Patties [passive]: You can dually wield any weapons that don't require two hands.

Level 2

Combo Buddies [passive]: At any point a teammate is within 10 feet of you, both you and the teammate gain a +1 on strength-saving rolls. The +1 does not stack with multiple teammates.

Level 3

Make It a Double [passive]: You are allowed to perform two actions per turn.

Late-night Craving [passive]: While attacking at nighttime, you will gain advantage on all attack and strength-saving rolls.

Level 4

Plus Up Combo: You hold your turn until a successful attack from a teammate and add an additional 1d6 physical damage to their attack, making it the perfect combo. If none of your teammates makes a successful attack this turn, this added bonus is lost.

Level 5

Double Stackdown: It's time to layeth the Double Stackdown on some jabronis. This attack hits all enemies currently on adjacent squares to you. On a successful attack roll, they each take 4d8+4 damage. On an unsuccessful attack roll, you take 4d4 damage. (Attack roll is based on the enemy touching you with the lowest Defense stat.)
[This attack can be used only once between meals.]



THE ORDER OF THE SIDES

THE ART OF THE SIDES

There are still many side paths in the world for those who see things differently than the rest of the realm. Their ways are unique and often needed in a world of sameness. Those who study the Art of the Sides are the perfect complement to an epic combo.

◇ ORDER OF THE FROSTY

Embracing a near magical sweetness with powers that seem ethereal, the Order of the Frosty is perfected in Freshtovia's only cold zone — a zone that never breaks down and is always there when the citizens need it. Adventurers who study the Order of the Frosty are smooth, sweet and known to brighten the day of anyone who embraces them.

Base Defense	11
Additional HP	No additional hit points to your character
Other Bonuses	+1 additional point to your Arcana stat +2 additional points to your Charm stat
Skilled With	Fancy clothing, throwing weapons and light weapons
Cannot Use	Heavy armor or heavy weapons

SKILLS BY LEVEL

Level 1

Little Spoon: Any number of enemies within 20 feet of you must make an Arcana save of 12 or higher or feel a sense of great friendship toward you. They will not attack you unless you provoke or attack them first. *[This attack can be used only once between meals.]*

Charm [passive]: Party members you are near during conversations will have a +1 boost to all of their Charm rolls, because your Charm radiates onto those around you.

Level 2

Two Spoons: On a successful Arcana roll of 14 or higher, you create a mirage that will draw the attacks of your enemies on their next turn so you can break out from combat undetected. This mirage cannot speak or interact with others, but it can be used beyond combat.

Level 3

Sweet Surprise: Choose a teammate. On an Arcana roll of 13 or higher, all damage they take on the enemy's next turn will actually be applied as healing. If you fail this roll, all damage they take will be doubled on the enemy's next turn. One way or another, someone is in for a sweet surprise.

Level 4

Big Spoon: Enemies within 60 feet of you must make an Arcana save of 14 or higher or feel a sense of great friendship toward you. If they critically fail this roll [roll a 1], they will fall asleep in a sense of overwhelming comfort. They will not attack you unless you provoke or attack them first. *[This attack can be used only once between meals.]*

Level 5

A Nice Deep Breath: The enemy is frozen in time for the next turn. You can heal, attack or move around them however you please, and they will remain frozen until their next turn. Outside of combat, this attack will freeze a character for up to one minute. *[This attack can be used only once between meals.]*



ORDER OF THE FRENCH FRIES

The ultimate sidekick in all situations. No party is truly complete without someone who has studied in the Order of the French Fries. You are a bit salty, and can be a bit saucy, too. Everyone loves french fries. Everyone.

Base Defense	12
Additional HP	+2 additional hit points to your character
Other Bonuses	+1 additional point to your Grace stat +2 additional points to your Charm stat
Skilled With	Light armor, throwing weapons and light weapons
Cannot Use	Heavy armor or heavy weapons

SKILLS BY LEVEL

Level 1

The Frosty Dip [passive]: If you are within 10 feet of someone who has chosen the Order of the Frosty, you both gain advantage on all skill rolls.

Grab and Go [passive]: When engaged in combat, you do not have to use an action to break out. You can move away freely without risk of attack. You can also use a bonus action to move up to twice your movement and still attack or perform another action.

Level 2

A Quick Bite: One teammate within casting distance will regain 1d4 HP, thanks to you providing a quick, delicious and salty bite to eat.

Casting Distance: 30 feet

Level 3

Snack Time [passive]: Add +2 to your attack rolls on projectile or thrown weapons.

Level 4

Plus Up Combo: You hold your turn until a successful attack from a teammate and add an additional 1d6 physical damage to their attack, making it the perfect combo. If none of your teammates makes a successful attack this turn, this added bonus is lost.

Level 5

Bottom of the Bag: You reach deep inside. It's often said what's left at the bottom of the bag is the best bite. Each fry inspires your salty fury. A successful attack roll will result in 12d4+4 physical damage. [*This attack can be used only once between meals.*]

ORDER OF THE BACONATOR FRIES

Those within the Order of the Baconator Fries know how to crank everything to 11. They're always looking to take their experiences to a higher and higher level. They are close in style with the Order of the French Fries, but are no strangers to getting into a meaty situation. These characters are bold, boisterous and strong.

Base Defense	13
Additional HP	+2 additional hit points to your character
Other Bonuses	+1 additional point to your Strength stat +2 additional points to your Charm stat
Skilled With	Able to use any armor or weapon, though no skill bonus is added
Cannot Use	Can use all items

SKILLS BY LEVEL

Level 1

Grab and Go [passive]: When engaged in combat, you do not have to use an action to break out. You can move away freely without risk of attack. You can also use a bonus action to move up to twice your movement and still attack or perform another action.

Level 2

Snack Time [passive]: Add +1 to your attack rolls on projectile or thrown weapons.

Level 3

Applewood Smoke Bomb: An explosive diversionary tactic! After a blast of force, a cloud of smoke spreads and temporarily blinds your opponents. Choose a point within the casting distance. All characters within a 20-foot radius of that point must make a strength-saving throw of 13 or higher. Those who fail the throw will have their movement ability reduced by half and be at a disadvantage on all rolls made that turn. Those within the circle who fail their throws upon casting will take 1d6+1 force damage.

Characters moving into the area must make a saving throw, and characters starting their turn in the area must make an additional saving throw. This spell lasts for three turns or until a different smokescreen or smoke bomb is cast.

Casting Distance: 90 feet

Level 4

Plus Up Combo: You hold your turn until a successful attack from a teammate and add an additional 1d6 physical damage to their attack, making it the perfect combo. If none of your teammates makes a successful attack this turn, this added bonus is lost.

Level 5

Totally Baconator'd: You're about to go full Baconator. You never go full Baconator. The enemy is overcome with the cheesy, meaty essence in your attack. On a successful strength roll of 15 or higher, all enemies within 15 feet of you will take 4d8 physical damage and have a disadvantage on their attack rolls for the next three turns. *[This attack can be used only once between meals.]*

◇ ORDER OF THE CHILI

The Order of the Chili is a slow yet passionate path. The simmer of life allows the spice and flavor of adventure to flow through those truly indoctrinated in the ways of the Chili. They're rarely imitated and never duplicated. Good luck finding a master of this path outside Freshtovia.

Base Defense 11

Additional HP +1 additional point to your Intelligence state

Other Bonuses +1 additional point to your Intelligence state

+2 additional points to your Arcana stat

Skilled With Light armor and finesse weapons

Cannot Use Heavy armor, throwing weapons or projectile weapons

SKILLS BY LEVEL

Level 1

The True Classic [passive]: You have been around Freshtovia for what seems like many lifetimes, and you've seen many trends come and go. You remember almost everything about its history. When trying to gain information about an area, add a +1 to all Intelligence rolls.

A Quick Bite: One teammate within casting distance will regain 1d4 HP, thanks to you providing a quick, delicious and warm bite to eat.

Level 2

Little Spoon: Any number of enemies within 20 feet of you must make an Arcana save of 12 or higher or feel a sense of great friendship toward you. They will not attack you unless you provoke or attack them first. *[This attack can be used only once between meals.]*

Combo Buddies [passive]: At any point a teammate is within 10 feet of you, both you and the teammate gain a +1 on strength-saving rolls. The +1 does not stack with multiple teammates.

Level 3

Chili Seasoning: A packet of spice blasts the opponent, leaving them hot and sweaty. If the attack hits, it will do 1d12+2 heat damage.

Level 4

Force to Be Reckoned With: You send out a rally cry, reminding your enemies and the opposing realms that you are no joke — you are a force to be reckoned with. On an Arcana check of 13 or more, your entire team gains advantage on attack rolls for the next three turns and a +4 boost of temporary HP. (This can go above and beyond your character's current HP level.) *[This attack can be used only once between meals and can only be used in battle.]*

Level 5

Slow Simmer: On an Arcana check of 15 or higher, an enemy of your choosing will start to feel the slow, simmering heat of your power. This turn they'll take 1d4 magical damage. Next turn, it'll be 1d6. The next turn, 1d8. The next turn, 1d10. The next turn, 1d12. On the final turn, roll a percentile using a 10-sided die (roll a 10-sided die and use one to represent the first digit, one to represent the second) and do this much magical damage. *[This attack can be used only once between meals.]*





◇ ORDER OF THE BAKED POTATO

While relative to those who have studied the Order of the French Fries, those in the Order of the Baked Potato are more in tune with the world around them. Connected to nature through their very roots, the Baked Potato characters are a one-of-a-kind talent; knockoffs are rarely found in the other nations in the realm of Beef's Keep.

Base Defense	13
Additional HP	+1 additional hit point to your character
Other Bonuses	+1 additional point to your Strength stat +2 additional points to your Arcana stat
Skilled With	Heavy armor, throwing weapons and projectile weapons
Cannot Use	Light armor or finesse weapons

SKILLS BY LEVEL

Level 1

Salt of the Earth [passive]: When an encounter is taking place outside, add an additional +1 to all Arcana rolls.

Hearty Fulfillment: On a successful Arcana roll of 12 or higher, you and friends within 20 feet of you will have raised spirits, gaining advantage on attack rolls for the next two turns.

Level 2

Root of the Problem: You place your hands on the ground and connect with the planet. On an Arcana check of 13 or higher, you'll deal 1d6+3 physical damage to an enemy who is attacked by the ground beneath their feet.

A Warm Bite: You share a warm, satisfying comfort. Upon touch, one teammate will gain 1d4 HP at the start of their next two turns.

Level 3

Twice Baked [passive]: When an action is successful, you gain a second action during your turn. You do not gain additional actions beyond the second.

Level 4

Plus Up Combo: You hold your turn until a successful attack from a teammate and add an additional 1d6 physical damage to their attack, making it the perfect combo. If none of your teammates makes a successful attack this turn, this added bonus is lost.

Level 5

Fully Loaded: It's time to load someone up with all the fixins, because they're fixin' to fight. On an Arcana check of 15 or higher, a character of your choosing will gain advantage on all rolls: a +2 to each stat, including defense, and a +2 damage to each attack for the next five turns. *[This attack can be used only once between meals.]*



QUICK START GUIDE

◆ DETAILED CHARACTER CREATION EXAMPLE ◆

Let's say you choose *Order of the Frosty*. It's time to pick up your d4 and roll for times or 4d4 for each base stat number.

EXAMPLE

Roll 1 = 2, Roll 2 = 3, Roll 3 = 1, Roll 4 = 2.
Add the totals $2+3+1+2 = 8$.

This is your first character stat. Now complete this step four more times until you have values for all five character stats. In this example, we rolled 8, 11, 9, 13 and 12.

Now, before assigning these numbers to Strength, Intelligence, Charm, Arcana and Grace, check to see if your Order has any base modifiers. Since we have chosen *Order of the Frosty*, the following bonuses apply:

ORDER OF THE FROSTY BONUS

Base Defense	11
Additional HP	No additional hit points to your character
Other Bonuses	+1 additional point to your Arcana stat +2 additional points to your Charm stat
Skilled With	Fancy clothing, throwing weapons and light weapons
Cannot Use	Heavy armor or heavy weapons

Frosty is a powerful persuader, so it's recommended to use your highest roll to add your Charm bonus stat. In this case, 13 was the highest roll. Add +2 to this number for a total of 15 and place that number in the base Charm column. Now find your second highest number (12) and add your +1 Arcana bonus for a total of 13. Write this number in your base Arcana column.

Place the remaining numbers 8, 11 and 9 in the base column for Strength, Intelligence, and Grace as you choose. Once you're finished, the stat sheet might look something like this.

Stat	Base
Strength	8
Intelligence	11
Charm	15
Arcana	13
Grace	9

Next, apply your base stat bonus to the bonus column.

ROLL BONUSES BASED ON STATS

1-4	-2
5-6	-1
7-8	0
9-12	+1
13-15	+2
16	+3
>16	+4

Your completed stat sheet would appear as follows:

	Base	Bonus
Strength	8	+0
Intelligence	11	+1
Charm	15	+2
Arcana	13	+2
Grace	9	+1

Additional magical weapons, armor and other items you find along the way might increase or decrease stat bonuses. Next you will roll a 4d4 to determine your HP. For this example, we rolled a 10. *Order of the Frosty* does not receive any bonus stats and roll bonus does not apply to HP or base Defense. Therefore, your max HP is 10 and base Defense is 11 (as listed above).

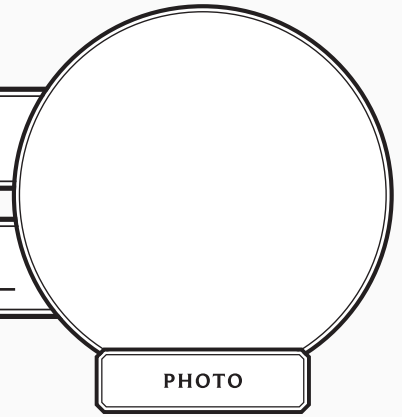


FEAST OF LEGENDS



NAME: _____

ORDER: _____



	BASE	BONUS
STRENGTH		
INTELLIGENCE		
CHARM		
ARCANA		
GRACE		
DEFENSE		
HIT POINTS		
	CURRENT	MAX

BIO

GOLD | _____

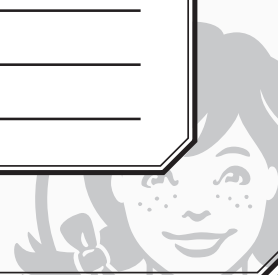
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SKILLED WITH: _____

ORDER SKILLS

RESISTANCE/ WEAKNESS	_____

ADVANTAGE/ DISADVANTAGE	_____

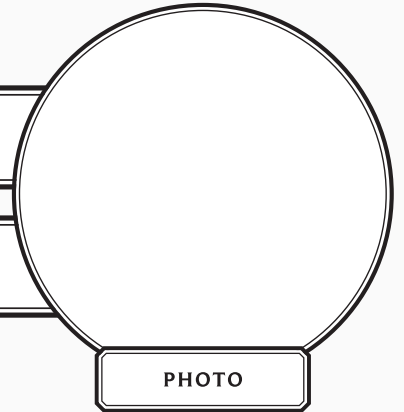


FEAST OF LEGENDS



NAME: _____

ORDER OF THE DOUBLE STACK



PHOTO

	BASE	BONUS
STRENGTH	13	+2
INTELLIGENCE	9	+1
CHARM	12	+1
ARCANA	8	
GRACE	11	+1
DEFENSE	14	
HIT POINTS	 CURRENT	14 MAX

BIO

An experienced adventurer with a reputation for doing things the right way and never cutting corners. Sworn to protect the land of Freshtovia, you have fresh, never frozen beef with anyone who poses a threat to the realm or Queen Wendy.

GOLD

STARTING: 10 | CURRENT: _____

LOAD

SPATULA 1D10 DAMAGE

SKILLED WITH:

Medium armor, heavy armor, heavy weapons and crossbows

ORDER SKILLS

LEVEL 1

Fresh, Never Frozen [passive]: You have resistance to all cold damage. You are truly fresh, never frozen.

Two Beef Patties [passive]: You can dually wield any weapons that don't require two hands.

LEVEL 2

Make It a Double [passive]: You are allowed to perform two actions per turn.

RESISTANCE/
WEAKNESS

ADVANTAGE/
DISADVANTAGE

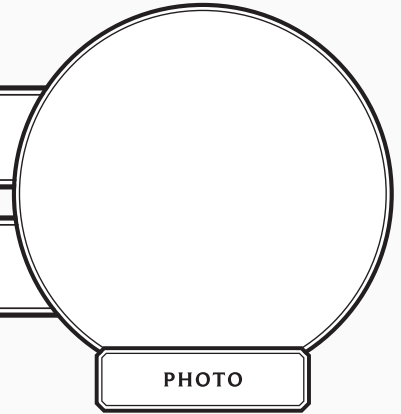


FEAST OF LEGENDS



NAME: _____

ORDER OF THE SPICY CHICKEN SANDWICH



PHOTO

	BASE	BONUS
STRENGTH	8	
INTELLIGENCE	10	+1
CHARM	10	+1
ARCANA	14	+2
GRACE	9	+1
DEFENSE	12	
HIT POINTS	 CURRENT	11 MAX

BIO

A feisty wizard with a sly sense of humor who loves devising elaborate pranks, honing your craft in a highly competitive landscape has made you a natural leader. Not afraid to make snap decisions, you tend to come in hot. But, like, not that hot.

GOLD

STARTING: 10 | CURRENT: _____

LOAD

FORK 1D4 DAMAGE

SKILLED WITH:

Light armors (cloth/leather), robes, staves, light weapons and throwing weapons

ORDER SKILLS

LEVEL 1

Spicy Touch: Reaching out and touching an adjacent enemy with the spice left on your fingertips. If the attack hits, it does one d4+1 heat damage. *Casting Distance: 5 feet*

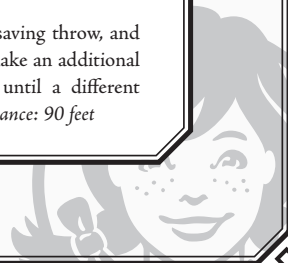
Slow Heat: A steady heat that slowly wears on your opponents. The enemy must make a strength-saving throw of 13 or higher. If the enemy fails the throw, they will take one point of heat damage and one additional point of heat damage after each of their turns. (At level 3, this increases to three points of heat damage and three additional points of heat damage after each of their turns.) *Casting Distance: 90 feet*

Smokescreen: A diversion tactic in which a cloud of smoke appears and temporarily blinds your opponents. Choose a point within the casting distance. All characters within a 10-foot radius of that point must make a strength-saving throw of 13 or higher. Those who fail the throw will have their movement ability reduced by half and be at a disadvantage on all rolls made that turn.

Characters moving into the area must make a saving throw, and characters starting their turn in the area must make an additional saving throw. This spell lasts three turns or until a different smokescreen or smoke bomb is cast. *Casting Distance: 90 feet*

RESISTANCE/
WEAKNESS

ADVANTAGE/
DISADVANTAGE

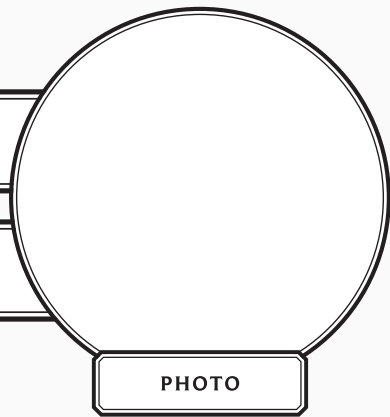


FEAST OF LEGENDS



NAME: _____

ORDER OF THE BACONATOR FRIES



	BASE	BONUS
STRENGTH	12	+1
INTELLIGENCE	10	+1
CHARM	12	+1
ARCANA	7	
GRACE	10	+1
DEFENSE	13	
HIT POINTS	 CURRENT	13 MAX

BIO

Growing up in a large fry family, things could get a little salty. You've developed a brazen attitude and desire to prove yourself. Fiercely loyal to friends, you're the ultimate sidekick.

GOLD | STARTING: 10 | CURRENT: _____

LOAD

GREAT SPOON 1D8 DAMAGE

SKILLED WITH: | Able to use any armor or weapon, though no skill bonus is added

ORDER SKILLS

LEVEL 1

Grab and Go [passive]: When engaged in combat, you do not have to use an action to break out. You can move away freely without risk of attack. You can also use a bonus action move up to twice your movement and still attack or perform another action.

LEVEL 2

Snack Time [passive]: Add +1 to your attack rolls on projectile or thrown weapons.

RESISTANCE/WEAKNESS

ADVANTAGE/DISADVANTAGE

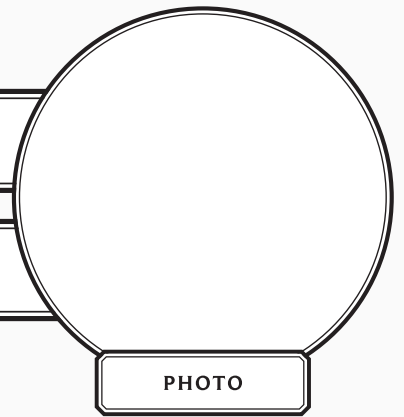


FEAST OF LEGENDS



NAME: _____

ORDER OF THE GRILLED CHICKEN SANDWICH



PHOTO

	BASE	BONUS
STRENGTH	9	+1
INTELLIGENCE	15	+2
CHARM	9	+1
ARCANA	11	+1
GRACE	11	+1
DEFENSE	10	
HIT POINTS	 CURRENT	12 MAX

BIO

Growing up on the bustling streets of Freshovia instilled quick wit and a strong sense of community. Always the peacemaker, you have a knack for easing tense situations and will go out of your way to help others in need.

GOLD

STARTING: 10 | CURRENT: _____

LOAD

FORK 1D4 DAMAGE

SKILLED WITH:

Light armors (cloth/leather), robes, staves, light weapons and throwing weapons

ORDER SKILLS

LEVEL 1

Re-FRESH: You guide your friends to clarity, removing any curses, status effects or magically caused weaknesses and disadvantages.

Casting Distance: Touch

A Quick Bite: One teammate within casting distance will regain 1d4 of HP, thanks to you providing a quick, delicious and unexpectedly good bite to eat.

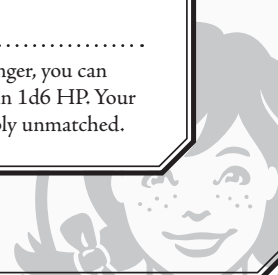
Casting Distance: 30 feet

LEVEL 2

Take a bite: If a teammate is downed by hunger, you can get them back on their feet and help them gain 1d6 HP. Your ability to create delicious food quickly is simply unmatched.

RESISTANCE/
WEAKNESS

ADVANTAGE/
DISADVANTAGE

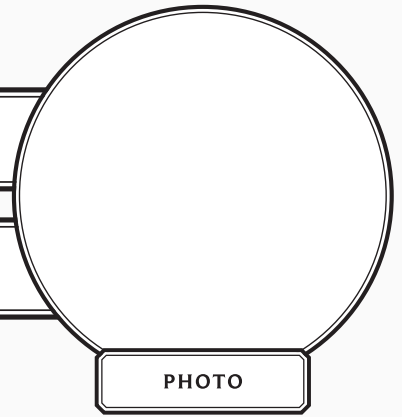


FEAST OF LEGENDS



NAME: _____

ORDER OF THE FROSTY



	BASE	BONUS
STRENGTH	8	
INTELLIGENCE	11	+1
CHARM	15	+2
ARCANA	12	+1
GRACE	9	+1
DEFENSE	11	
HIT POINTS	<small>CURRENT</small>	10 <small>MAX</small>

RESISTANCE/ WEAKNESS	_____

ADVANTAGE/ DISADVANTAGE	_____

BIO

People love spending time with your sweet personality, and often find themselves revealing more than they should when mesmerized by your presence. In battle, your sweetness turns to frosty rage.

GOLD | STARTING: 10 | CURRENT: _____

LOAD

SPOON 1D4 DAMAGE

SKILLED WITH: | Fancy clothing, throwing weapons and light weapons

ORDER SKILLS

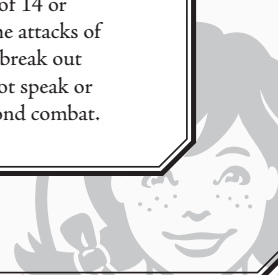
LEVEL 1

Little Spoon: Any number of enemies within 20 feet of you must make an Arcana save of 12 or higher or feel a sense of great friendship toward you. They will not attack you unless you provoke or attack them first. [This attack can be used only once between meals.]

Charm [passive]: Party members you are near during conversations will have a +1 boost to all of their Charm rolls, because your Charm radiates onto those around you.

LEVEL 2

Two Spoons: On a successful Arcana roll of 14 or higher, you create a mirage that will draw the attacks of your enemies on their next turn so you can break out from combat undetected. This mirage cannot speak or interact with others, but it can be used beyond combat.





FEAST OF LEGENDS

