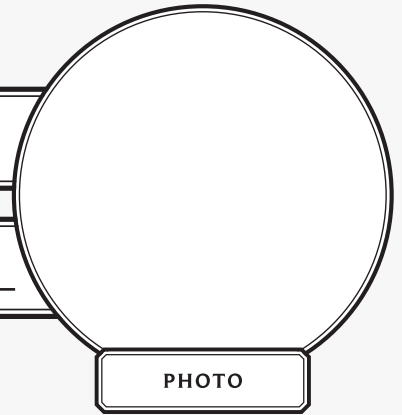


FEAST OF LEGENDS



NAME: _____

ORDER: _____



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

BIO

GOLD | _____

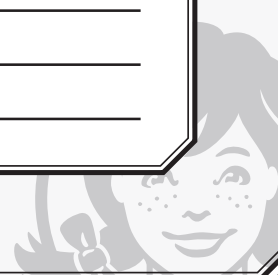
LOAD

SKILLED WITH: _____

ORDER SKILLS

RESISTANCE/ WEAKNESS	_____

ADVANTAGE/ DISADVANTAGE	_____

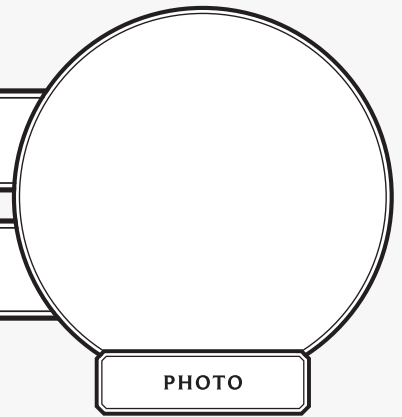


FEAST OF LEGENDS



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	<small>CURRENT</small>	14 <small>MAX</small>

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

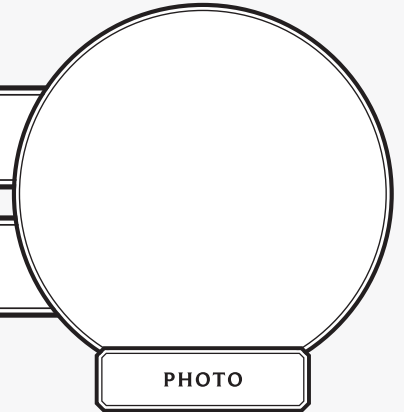


FEAST OF LEGENDS



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*

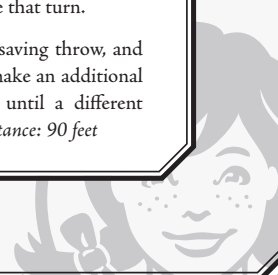
Slow Heat: A steady heat that slowly wears on your opponents. The enemy must make a strength-saving throw of 13 or higher. If the enemy fails the throw, they will take one point of heat damage and one additional point of heat damage after each of their turns. (At level 3, this increases to three points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

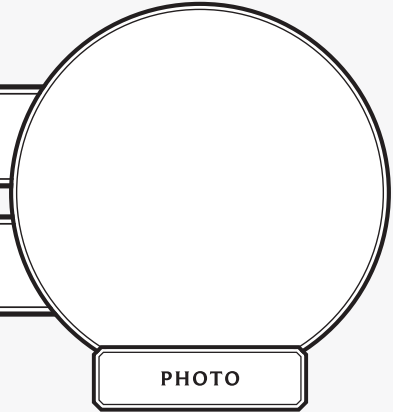


FEAST OF LEGENDS



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

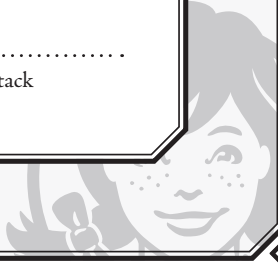
Grab and Go [passive]: When engaged in combat, you do not have to use an action to break out. You can move away freely without risk of attack. You can also use a bonus action move up to twice your movement and still attack or perform another action.

LEVEL 2

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

RESISTANCE/WEAKNESS

ADVANTAGE/DISADVANTAGE

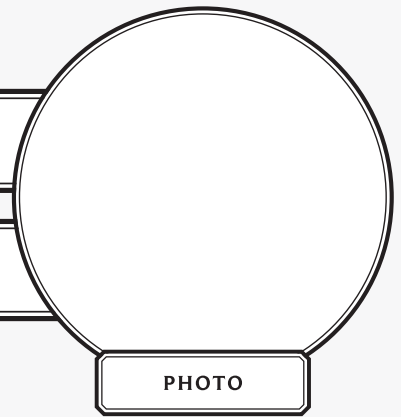


FEAST OF LEGENDS



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.

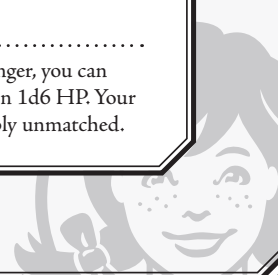
Casting Distance: 30 feet

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

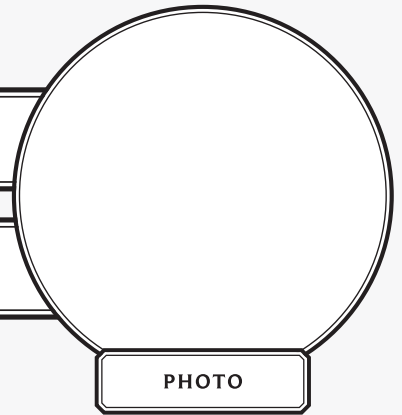


FEAST OF LEGENDS



NAME: _____

ORDER OF THE FROSTY



PHOTO

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

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.

RESISTANCE/
WEAKNESS

ADVANTAGE/
DISADVANTAGE

