

CUSTOM VILLAINS FOR THE 2026 QUEST CALENDAR



Special Thanks to Logan Fallon and Anthony Pietz for their valued contributions.

INTRODUCTION

The instructions below describe the steps for creating and leveling up your own villain for the 2026 Quest Calendar: Souls of Saraku. This character can be used in play beginning on Jan 22nd, 2026.

Warning: Creating your own villain will increase the complexity of the game. While death can be common with the base villains provided, you may build your custom villain in a way that becomes extremely difficult to survive as you continue to progress throughout the year. Discovering a set of abilities that make the game too easy and do not offer a significant challenge is also possible.

For this villain, you can use a Blank Character Sheet found at the end of this document or our premium app which guides you through the process.

CONTENTS

INTRODUCTION	1
VILLAIN CREATION	3
1. Villain Name	3
2. Type	4
Species	5
Class	5
3. Level	2
4. Picture	2
5. GOLD	2
6. Equipment & Loot	2
7. Traits	3
8. Stats	3
9. Notoriety	3
10. MINIONS	3
11. Abilities	4
Specializations	4
LEVELING UP	5
Traits	5
Stats	5
Damage Track	7
Recommendations	7
Spells	8
Surges	8
Abilities	9
Ability Name	10
Ability Use	10
Common Abilities	11
Warrior Abilities	19
Spellcaster Abilities	21
Surge Caster Abilities	23
Recommendations	24
BLANK SHEETS	24

VILLAIN CREATION

Name 1.		Abilities	
7. Traits	Class 2.	Level: 3.	11.
Str Dex Con Int Wis Cha	4.	Notoriety 9. 0 5 15 20 10. Minions 0 5 15 20 Gold: 5.	
Stats		Equipment, Loot, and Notes	
Hp Def	Max 8.	6.	
Atk Dmg		Bonus: Penalty:	

1. VILLAIN NAME

What is the name by which the bards of the realm will sing of the great legend of your adventure? The name you choose for your villain will not affect the play of the game and is meant purely for flavor. Consider naming the villain after yourself or getting creative. Your name may be Alice, but you could be Alice the Magnificent.

You may use the following table to help name your villain.

First	Last Name - A	Last Name - B
Gruulthar	Blood	fist
Zorgath	Shadow	rend
Magrok	Night	shade
Velrok	Dark	more
Thrumog	Skull	whisper
Mordecai	Death	weaver
Draven	Grim	blade
Lazarus	Iron	hide
Valek	Black	thorn
Severin	Dusk	wither
Kael	Hell	song
Ivarr	Crow	spell
Armand	Bone	cleaver
Kargoth	Blood	shade
Brakkar	Gloom	mire
Urukthar	Raven	shroud
Morvanna	Hex	weaver
Sylthara	Hollow	eyes
Vexira	Dread	bloom
Nyxara	Moon	veil
Ysora	Ever	night
Selvaira	Void	kissed
Vaelara	Dark	bloom
Isolde	Night	song
Seraphis	Black	thorn
Lilithra	Shadow	grace
Zalthea	Star	borne
Veylith	Raven	shroud
Astrella	Void	kissed
Morlitha	Bone	cursed

2. TYPE

Your villain's type includes their Species and Class (a term used to differentiate their abilities).

SPECIES

Species within Saraku vary greatly. The species you choose for your villain will not affect the play of the game and is meant purely for flavor. See below for common species. To decide randomly, roll a D20.

- | | |
|-------------|-------------------------|
| 1. Human | 11. Ogre |
| 2. Elf | 12. Giantkin |
| 3. Dwarf | 13. Dragonborn |
| 4. Halfling | 14. Lizardfolk |
| 5. Gnome | 15. Hellborn (Tiefling) |
| 6. Half-Elf | 16. Ratling |
| 7. Half-Orc | 17. Fae |
| 8. Orc | 18. Serpentfolk |
| 9. Goblin | 19. Minotaur |
| 10. Troll | 20. Undead |

CLASS

What skills, services, combat abilities, and techniques in dealing with the world does your villain have? Your villain's "class" is their profession, their calling, and even their upbringing. If you can summarize these into one word, this could describe your class.

The class you choose for your villain will not affect the play of the game and is meant purely for flavor. It could help guide the abilities you choose and the naming of these abilities, but it will not limit you in any way.

You may use the following to help choose a class name:

- | | | |
|-----------------|----------------|----------------|
| • Battlemaster | • Seer | • Warlord |
| • Blooddrinker | • Spellbinder | • Ironhide |
| • Deathweaver | • Enlightened | • Duskwither |
| • Filthreaper | • Shadowmancer | • Hexweaver |
| • Plaguebringer | • Mysticblade | • Nightshade |
| • Covenborn | • Deathweaver | • Veilcursed |
| • Hexbinder | • Witchblade | • Gloom mire |
| • Gravewarden | • Ashbringer | • Moonveiled |
| • Bloodbound | • Shadowrender | • Darkbloom |
| • Fleshcrafter | • Nightshade | • Duskwhisper |
| • Voidcaller | • Withered | • Evernight |
| • Dreadknight | • Hellsung | • Shadowgrace |
| • Grim Herald | • Skullwhisper | • Warlock |
| • Rotmancer | • Cleaver | • Nightstalker |
| • Bonecaller | • Crone | • Voidkissed |

3. LEVEL

Your starting level is 1.

4. PICTURE

There is space within the Blank Villain Sheet for a picture of your villain. A picture will help your villain feel real. Consider drawing your villain or locating a picture online to use. Try to find or draw one with the class, race, and weapons you chose.

If you are using the Premium App, some pictures will be available for you to choose from.

5. GOLD

Gold is the currency of the realm of Saraku. It is used to purchase items, pay for services, and hire party members.

Start your custom villain with 0 gold.

6. EQUIPMENT & LOOT

Jan 22nd, 2026, will be the first time you can play your custom character.

By this day, you will have played 3 of the 6 main villains in the game. While playing, you've had the opportunity to collect various inventory items and

You may choose one of these characters you've played and begin your custom hero with all the inventory items and gold from that character.

7. TRAITS

Your Villain's traits are Strength (Str), Dexterity (Dex), Constitution (Con), Wisdom (Wis), Intellect (Int), and Charisma (Cha). These determine the strengths and weaknesses of your villain's skills and how they interact with the world around them.

To determine the starting values of these traits for your villain, first start with all values at 0 (zero). You may choose to keep all values at zero or vary the values. If you want to vary the values:

1. Increase (+) the value of any trait by 1 **and**,
2. Decrease (-) the value of a different trait by 1.

You may continue to increase and decrease values as long as when you are done, the values meet the following conditions:

- The sum of all traits (Str + Dex + Con + Wis + Int + Cha) must equal 0 (zero).
- No trait may be greater than +4.
- No trait can be less than -4.

8. STATS

Your Villain's stats are Health (Hp), Defense (Def), Attack(Atk), Damage(Dmg). These primarily determine your villain's survivability in combat.

The starting values for these stats are as follows:

- Max Health (Max HP) = 10
- Defense (Def) = +0
- Attack (Atk) = +0
- Damage (Dmg) = D6 (Level 1 on the Damage Track)

You will be able to increase the starting values for these. See the "Leveling Up" section below.

9. NOTORIETY

Notoriety is a representation of how well-known your villain is for the evil deeds they do. Your Villain will start at a Notoriety of 0 (zero).

10. MINIONS

Minions are the nameless recruits that follow you and do your bidding. You can sacrifice them or keep them for various activities. You start with zero 0 minions.

11. ABILITIES

Your villain's abilities are a list of the special powers, talents, and skills they can use to overcome obstacles and enemies in the world of Saraku.

SPECIALIZATIONS

Regardless of what you call your class, your villain's specialization is a "Warrior," "Spellcaster," or "Surge Caster." While all these roles can use any abilities from a common set, each specialization has a unique set of abilities that only they can use.

WARRIOR

A warrior is a villain who primarily uses their physical prowess and combat expertise to defeat enemies. Their unique abilities are mostly focused on combat maneuvers. While powerful, they tend to have limited uses that refresh on a rest.

Example Warriors are Kargoth Stormcleaver and Nargle Nightbane.

SPELLCASTER

A spellcaster is a villain who has access to powerful magic which they wield for a multitude of devastating effects. Their abilities can have a wide range of versatile uses but rely on a limited resource pool of spell points. Spell points replenish with each rest. Combat-related abilities tend to be less powerful than a warrior's.

Spellcaster abilities will require spending a spell point from your resource pool. These abilities can be used multiple times per page or rest if a spell point is available.

Example spell casters are Severin Mortis and Ysora Cronemire.

SURGE CASTER

A surge caster is a villain with a natural talent in a specific area of expertise they rely on to accomplish their goals. Their abilities can span a wide range of useful purposes. While often less effective than other abilities, a surge caster can use their abilities more frequently. They rely on a limited resource pool of surges that replenish daily.

Surge Caster abilities will require spending a surge from your resource pool. These abilities can be used multiple times per page or rest if a surge point is available.

Example surge casters are Zeraphine Morgrave and Grimrot Slinktail.

LEVELING UP

When creating your villain for the first time, they begin at Level 1. Your villain will also increase in levels on specific days throughout the year, up to level 6. Follow the guide below to increase your villain's Traits and Stats and to select their Abilities for Level 1 and beyond.

TRAITS



Level 1:

Use the starting values described in the Villain Creation [Trait Section](#).

Levels 2 through 6:

When you gain a new level, you will gain 2 points to allocate to your villain's Traits: Strength, Dexterity, Constitution, Intellect, Wisdom, and Charisma.

Example A: You could increase Strength by +2

Example B: You could increase Strength by +1 and Dexterity by +1.

STATS



The starting values for these stats are as follows:

- Max Health (Max HP) = 10
- Defense (Def) = +0
- Attack (Atk) = +0
- Damage (Dmg) = D6 (Level 1 on the Damage Track)



You have a certain number of points to spend to increase your villain's Stats. See table below for the number of points you get at each level:



Level	Stat Points to Spend
1	20
2	20
3	18
4	17
5	17
6	14

Notes about buying Stat increases:

- You can spend these points as you see fit to purchase increases for your villain's Stats.
- You may purchase an increase more than once if you can afford it.
- These points do not carry over to the next level if you do not use them.

See the rules below for how buying Stats works:

Stat	Point Cost	Description
Max HP 	1	Increase your Max Health by 1. This does not heal your current health. — Example: If your Max Health was 10, you can spend 1 Stat Point to increase it to 11. If you were damaged and at a Current Health of 5, it will increase to 6. Max Health Cap: Do not increase your Max Health by more than 6 per Level. Max Health should not exceed a value of 40. This cap is before applying all bonuses from Items and Equipment.
Defense 	3	Increase your Defense by +1. — Example: If your Defense was +2, you can spend 3 Stat Points to increase it to +3. Defense Cap: Do not increase your Defense by more than 2 per Level. Defense should not exceed a value of +9. This cap is before applying all bonuses from Items and Equipment.

<p>Attack</p> 	3	<p>Increase your Attack by +1.</p> <p>—</p> <p>Example: If your Attack was +2, you can spend 3 Stat Points to increase it to +3.</p> <p>Attack Cap: Do not increase your Attack by more than 2 per Level. Attack should not exceed a value of +10. This cap is before applying all bonuses from Items and Equipment.</p>
<p>Damage</p> 	5	<p>Increase your Damage by moving up one level on the Damage Track (see below).</p> <p>—</p> <p>Example: If your Damage was 2D6 (Level 5), you can spend 5 Stat Points to increase it to 2D8 (Level 6).</p> <p>Damage Cap: Do not increase your Damage by more than 2 Levels on the Damage Track per Villain Level. Damage can't exceed 3d12 (Level 11 on the Damage Track). This cap is before applying all bonuses from Items and Equipment.</p>

DAMAGE TRACK

When you first create your character, you will start at Level 1 on this damage track. You can use Stat Points to increase your Damage when you level up. When you increase your Damage level, use the die indicated for that level.

Level	1	2	3	4	5	6	7	8	9	10	11
Damage Die	D6	D8	D10	d12	2D6	2D8	2D10	2d12	3D8	3D10	3d12

RECOMMENDATIONS

- It is best to spread out the Stat Points to buy different Stat increases instead of only increasing a single Stat.
- Consider rebalancing your Stats if you find yourself dying too often.

SPELLS

A spellcaster will start with the following ability for free:

Ability	Description
Spells	You have # Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Where # is determined by the villain's level according to the table below. A spellcaster will start with 2 Spell Points in their resource pool and will gain spell points according to the following table:

Level	1	2	3	4	5	6
Spell Points	2	4	6	9	11	12

SURGES

A surge caster will start with the following ability for free:

Ability	Description
Surges	You have # Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Where # is determined by the villain's level according to the table below. A surge caster will start with 1 Surge in this resource pool and will gain surges according to the following table:

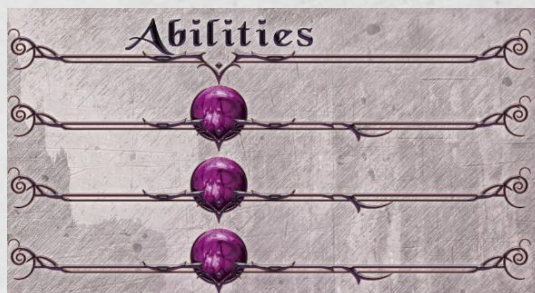
Level	1	2	3	4	5	6
Surges	1	2	3	3	4	4

ABILITIES

As your villain grows in level, they learn new and powerful abilities.

In the tables for abilities, you will find several common abilities in which any villain can select and use the abilities. You will also find sections that list Warrior Abilities, Spellcaster Abilities, and Surge Caster Abilities.

- If you play a Spellcaster, you cannot select from the Warrior or Surge Caster Abilities.
- If you play a Warrior, you cannot select from the Spellcaster or Surge Caster Abilities.
- If you play a Surge Caster, you cannot select from the Warrior or Spellcaster Abilities.



You have a certain number of points to spend to acquire and improve your villain's abilities. See table below for the number of points you get at each level:

Level	Ability Points to Spend
1	5
2	4
3	3
4	3
5	3
6	3

You may purchase an ability more than once if it shows "Max Purchases:"

- You cannot purchase these abilities more times than the number stated.
- Additional purchases of the same ability will usually increase the number of times you can use that ability per Rest or per Page, or the bonus from that ability.

ABILITY NAME

The names of many abilities below are generic in their description of what they do (i.e., Attack Boost). To encourage immersion in the story and a better connection with your villain, we suggest coming up with a name that suits your character. Consider your villain's race, class, and weapon.

For example, consider changing the name of "Attack Boost" to "Fierce Strike".

See the rules below for each ability (they are broken up into different tables for organization and formatting).

ABILITY USE

Some abilities are designed to be used either in combat (I), out of combat (O), or both inside and outside combat (B).

Common Abilities	11
Skills – Common	11
Boons – Common	12
Gold – Common	12
Notoriety – Common	13
Minion – Common	13
Exchange – Common	14
Combat Rerolls – Common	15
Trait Rerolls – Common	16
Battle – Common	17
Miscellaneous – Common	18
Warrior Abilities	19
Spellcaster Abilities	21
Surge Caster Abilities	23

COMMON ABILITIES

These abilities are available to all villains regardless of specialization (Warrior, Spellcaster, Surge Caster).

SKILLS – COMMON

All skills in the table below can be purchased a maximum of 2 times. The second purchase increases the bonus from the skill to +4.

Ability	Point Cost	Use	Description
Animal Tamer	1	O	Add +2 to all rolls to train and direct animals.
Arcane Adept	1	O	Add +2 to all rolls to handle and deal with magic.
Athlete	1	O	Add +2 to all rolls to overcome physical and athletic hurdles.
Danger Sense	1	O	Add +2 to all rolls to avoid traps and surprise hazards.
Intimidating	1	O	Add +2 to all rolls to threaten and intimidate.
Investigator	1	O	Add +2 to all rolls to search and investigate.
Locksmith	1	O	Add +2 to all rolls to pick a lock.
Persuasive	1	O	Add +2 to all rolls to persuade and convince.
Stealthy	1	O	Add +2 to all rolls to sneak and remain hidden.
Student	1	O	Add +2 to all rolls to recall history and knowledge.
Survivalist	1	O	Add +2 to all rolls to endure long journeys.

BOONS – COMMON

These abilities will increase the effectiveness of your Boons.

Rule Reminder: You will earn a boon when you roll a natural 20 (the dice lands on a 20). You may use this boon to add a D4 on a future D20 roll. You may only hold a single boon at a time. Rolling another natural 20 will NOT give you a second boon.

Ability	Point Cost	Use	Description
Second Boon	1	B	You can acquire and save a second boon.
Boon Heal	1	B	You may use boons to restore D4 health, up to your Max Health.
Currency Boon	1	O	You may use boons to add D4 Gold to your inventory.

GOLD – COMMON

These abilities give you the option to exchange gold for powerful bonuses. Take these with caution, as using your gold in this way may restrict you from making other purchases in the game, such as buying potions and hiring party members.

Ability	Point Cost	Use	Description
Gold for Attack	2	B	Spend 1 Gold: Add +1 to a single Attack roll.
Gold for Damage	2	B	Spend 1 Gold: Add +1 to a single Damage roll.
Gold for Defense	2	B	Spend 1 Gold: Add +1 to a single Defense roll.
Gold for Strength	2	B	Spend 1 Gold: Add +1 bonus to any D20 roll for Strength.
Gold for Dexterity	2	B	Spend 1 Gold: Add +1 bonus to any D20 roll for Dexterity.
Gold for Constitution	2	B	Spend 1 Gold: Add +1 bonus to any D20 roll for Constitution.
Gold for Wisdom	2	B	Spend 1 Gold: Add +1 bonus to any D20 roll for Wisdom.
Gold for Intellect	2	B	Spend 1 Gold: Add +1 bonus to any D20 roll for Intellect.
Gold for Charisma	2	B	Spend 1 Gold: Add +1 bonus to any D20 roll for Charisma.
Gold for Health	2	B	Spend 2 Gold: Restore 1 Health, up to your maximum health.
Gold for Cure	2	O	Spend 5 Gold: Remove Poisoned and Cursed conditions.
Chemist	1	O	Spend 2 Gold: Change 1 Elixir Item in your inventory to any other type of Elixir.

NOTORIETY – COMMON

These abilities depend on the value of your Notoriety.

Ability	Point Cost	Use	Description
Notoriety Attack	3	B	Once per Rest: Add half (rounded up) of your current Notoriety amount to all Attack rolls for the Page.
Notoriety Damage	3	B	Once per Rest: Add half (rounded up) of your current Notoriety amount to all Damage rolls for the Page.
Notoriety Defense	3	B	Once per Rest: Add half (rounded up) of your current Notoriety amount to all Defense rolls for the Page.
Notoriety Health	3	B	Once per Rest: Restore your Health by the amount of your current Notoriety up to your maximum.

MINION – COMMON

These abilities make additional uses of minions.

Rule Reminder: You may sacrifice one Minion to gain a +1 bonus on any non-combat trait roll.

Ability	Point Cost	Use	Description
Gain Minion	2	I	When you defeat an enemy in combat, roll a d6. On a 5 or 6, gain 1 Minion.
Minion Reduce Damage	2	I	Once per Page: Sacrifice a Minion to negate all damage from a single source.
Minion Defense	1	B	Sacrifice a Minion to add +2 to a single Defense roll.
Minion Attack	1	I	Sacrifice a minion to add +1 to a single Attack roll.
Minion Damage	1	I	Sacrifice a minion to add +1 to a single Damage roll.

EXCHANGE – COMMON

These abilities rely on temporarily lowering one stat to increase another.

Ability	Point Cost	Use	Description
Reduce Attack Gain Defense	2	I	Once per Page: Reduce your Attack rolls by -2 to gain a +1 to Defense. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reduce Damage Gain Defense	2	I	Once per Page: Reduce your Damage rolls by -2 to gain a +1 to Defense. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reduce Attack Gain Damage	2	I	Once per Page: Reduce your Attack rolls by -2 to gain +2 to all Damage rolls for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reduce Defense Gain Damage	1	I	Once per Page: Reduce your Defense by -2 and add +2 to all Damage rolls for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reduce Damage Gain Attack	2	I	Once per Page: Reduce your Damage rolls by -2 and add +2 to all Attack rolls for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reduce Defense Gain Attack	1	I	Once per Page: Reduce your Defense by -2 and add +2 to all Attack rolls for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.

COMBAT REROLLS – COMMON

These abilities allow you to retry your combat rolls.

Ability	Point Cost	Use	Description
Reroll Attack	1	I	Once per Page: Reroll an Attack roll and take the new result. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reroll Damage	1	I	Once per Page: Reroll a Damage roll and take the new result. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reroll Defense	1	I	Once per Page: Reroll a Defense roll and take the new result. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.

TRAIT REROLLS – COMMON

These abilities allow you to retry trait rolls.

Ability	Point Cost	Use	Description
Reroll Strength	1	B	Once per Page: Reroll any D20 + Strength roll and take the new result. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reroll Dexterity	1	B	Once per Page: Reroll any D20 + Dexterity roll and take the new result. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reroll Constitution	1	B	Once per Page: Reroll any D20 + Constitution roll and take the new result. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reroll Intellect	1	B	Once per Page: Reroll any D20 + Intellect roll and take the new result. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reroll Wisdom	1	B	Once per Page: Reroll any D20 + Wisdom roll and take the new result. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Reroll Charisma	1	B	Once per Page: Reroll any D20 + Charisma roll and take the new result. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.

BATTLE – COMMON

These are other abilities that can be used for battle.

Ability	Point Cost	Use	Description
Extra Attack and Damage	2	I	Once per Page: Make an extra Attack and Damage roll on a single round of combat. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Double Damage	1	I	Whenever you roll a 20 on an Attack roll (without modifiers), double the Damage roll. (Roll the damage dice again and add it to the original roll). — Max Purchases: 2 The second purchase changes the roll to a 19 or 20.
Reduce Damage Page	2	I	Once per Page: Take half of the damage from a single source, rounded down. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Attack Bonus Page	1	I	Once per Page: Add D4 to a single Attack roll. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Attack Bonus After Damage	1	I	Whenever you take damage from an enemy, add +2 to your next Attack roll on the Page.
Damage Bonus Page	1	I	Once per Page: Add D4 to a single Damage roll. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.

MISCELLANEOUS – COMMON

These abilities are used outside of battle but do not fit the other categories above.

Ability	Point Cost	Use	Description
Lucky	1	B	Whenever you roll a 1 on any D20, reroll and take the new result. If the new result is also a 1, it must be kept.
Thief	2	O	When you Pickpocket: Gain D6 in Gold instead of the D4.
Reduce Cost	2	O	Reduce the cost of items by 20%, rounded up. You can't sell back items bought this way.
Physical Trait Bonus Page	2	B	Once per Page: Add D4 to a single roll for Strength, Dexterity, or Constitution. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Mental Trait Bonus Page	2	B	Once per Page: Add D4 to a single roll for Wisdom, Intellect, or Charisma. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Item boost	1	O	When using an item that requires a dice roll, gain a +1 to the result
Craft Extra	1	O	When crafting a potion, generate 2 potions of the same type. (Use once per crafting session)
Loot Extra	1	O	When you loot ingredients via the backpack icon, gain 1 extra ingredient of the same type.

WARRIOR ABILITIES

Reminder:

- Spellcaster classes cannot select these abilities when leveling up.
- Surge Casters classes cannot select these abilities when leveling up.

Ability	Point Cost	Use	Description
Damage Bonus Rest	1	I	Once per Rest: Add D6 to all Damage rolls for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Rest. The third purchase increases the use to Three times per Rest.
Attack Bonus Rest	1	I	Once per Rest: Add D6 to all Attack rolls for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Rest. The third purchase increases the use to Three times per Rest.
Defense Bonus	1	I	Once per Rest: Add D6 to all Defense rolls for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Rest. The third purchase increases the use to Three times per Rest.
Physical Trait Bonus Rest	2	B	Once per Rest: Add D8 to all rolls for Strength, Dexterity, and Constitution for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Rest. The third purchase increases the use to Three times per Rest.
Mental Trait Bonus Rest	2	B	Once per Rest: Add D8 to all rolls for Wisdom, Intellect, and Charisma for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Rest. The third purchase increases the use to Three times per Rest.
Trait Bonus Single Rest	1	B	Once per Rest: Add +15 to a single roll for Strength, Dexterity, Constitution, Wisdom, Intellect, or Charisma. — Max Purchases: 3 The second purchase increases the use to Twice per Rest. The third purchase increases the use to Three times per Rest.
Warrior Heal	1	B	Once per Rest: Restore your Health by D8 up to your maximum. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.

Warrior Abilities Continued...

Ability	Point Cost	Use	Description
Warrior Resistance	1	B	Once per Rest: Remove the Poisoned and Cursed conditions. — Max Purchases: 3 The second purchase increases the use to Twice per Rest. The third purchase increases the use to Three times per Rest.
Ignore Combat Statuses	1	I	Once per Rest: Ignore all effects of Restrained, Weakened, Frightened, and Confused statuses for the Page. — Max Purchases: 3 The second purchase increases the use to Twice per Rest. The third purchase increases the use to Three times per Rest.
Strength Bonus Page	2	I	Once per Page: Add your Strength modifier to a single Attack and Damage roll. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Dexterity Bonus Page	2	I	Once per Page: Add your Dexterity modifier to a single Attack and Damage roll. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Constitution Bonus Page	2	I	Once per Page: Add your Constitution modifier to a single Attack and Damage roll. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Intellect Bonus Page	2	I	Once per Page: Add your Intellect modifier to a single Attack and Damage roll. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Wisdom Bonus Page	2	I	Once per Page: Add your Wisdom modifier to a single Attack and Damage roll. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.
Charisma Bonus Page	2	I	Once per Page: Add your Charisma modifier to a single Attack and Damage roll. — Max Purchases: 3 The second purchase increases the use to Twice per Page. The third purchase increases the use to Three times per Page.

SPELLCASTER ABILITIES

Reminder:

- Warrior classes cannot select these abilities when leveling up.
- Surge Casters cannot select these abilities when leveling up.
- Spellcaster abilities will require spending a Spell Point from your resource pool.
- Abilities requiring the use of a Spell Point can be used multiple times per page as long as one is available.

Ability	Point Cost	Use	Description
Spell Attack Bonus	1	I	Use one Spell Point: Add D4 to all Attack rolls for the Page.
Spell Damage Bonus	1	I	Use one Spell Point: Add D4 to all Damage rolls for the Page.
Spell Defense Bonus	2	I	Use one Spell Point: Add D4 to all Defense rolls for the Page.
Spell Physical Trait Bonus	2	B	Use one Spell Point: Add D6 to all rolls for Strength, Dexterity, and Constitution for the Page.
Spell Mental Trait Bonus	2	B	Use one Spell Point: Add D6 to all rolls for Wisdom, Intellect, and Charisma for the Page.
Spell Trait Bonus Single	1	B	Use one Spell Point: Add +10 to a single roll for Strength, Dexterity, Constitution, Wisdom, Intellect, or Charisma.
Spell Heal	1	B	Use one Spell Point: Restore your Health by D4 up to your maximum.
Spell Cure	1	B	Use one Spell Point: Remove the Poisoned and Cursed conditions.
Spell Reduce Damage	1	B	Use one Spell Point: Reduce the damage from a single source by -D4 (to a minimum of 0).
Spell Ignore Combat Statuses	1	B	Use one Spell Point: Ignore all effects of Restrained, Weakened, Frightened, and Confused statuses for the Page.
Spell Attack Strength Bonus Page	3	B	Use one Spell Point: Add your Strength Modifier to all Attack rolls on the page.
Spell Attack Dexterity Bonus Page	3	B	Use one Spell Point: Add your Dexterity Modifier to all Attack rolls on the page.

Spellcaster Abilities Continued...

Ability	Point Cost	Use	Description
Spell Attack Constitution Bonus Page	3	B	Use one Spell Point: Add your Constitution Modifier to all Attack rolls on the page.
Spell Attack Intellect Bonus Page	3	B	Use one Spell Point: Add your Intellect Modifier to all Attack rolls on the page.
Spell Attack Wisdom Bonus Page	3	B	Use one Spell Point: Add your Wisdom Modifier to all Attack rolls on the page.
Spell Attack Charisma Bonus Page	3	B	Use one Spell Point: Add your Charisma Modifier to all Attack rolls on the page.
Spell Damage Strength Bonus Page	3	B	Use one Spell Point: Add your Strength Modifier to all Damage rolls on the page.
Spell Damage Dexterity Bonus Page	3	B	Use one Spell Point: Add your Dexterity Modifier to all Damage rolls on the page.
Spell Damage Constitution Bonus Page	3	B	Use one Spell Point: Add your Constitution Modifier to all Damage rolls on the page.
Spell Damage Intellect Bonus Page	3	B	Use one Spell Point: Add your Intellect Modifier to all Damage rolls on the page.
Spell Damage Wisdom Bonus Page	3	B	Use one Spell Point: Add your Wisdom Modifier to all Damage rolls on the page.
Spell Damage Charisma Bonus Page	3	B	Use one Spell Point: Add your Charisma Modifier to all Damage rolls on the page.
Spell Defense Strength Bonus Page	3	B	Use one Spell Point: Add your Strength Modifier to all Defense rolls on the page.
Spell Defense Dexterity Bonus Page	3	B	Use one Spell Point: Add your Dexterity Modifier to all Defense rolls on the page.
Spell Defense Constitution Bonus Page	3	B	Use one Spell Point: Add your Constitution Modifier to all Defense rolls on the page.
Spell Defense Intellect Bonus Page	3	B	Use one Spell Point: Add your Intellect Modifier to all Defense rolls on the page.
Spell Defense Wisdom Bonus Page	3	B	Use one Spell Point: Add your Wisdom Modifier to all Defense rolls on the page.
Spell Defense Charisma Bonus Page	3	B	Use one Spell Point: Add your Charisma Modifier to all Defense rolls on the page.

SURGE CASTER ABILITIES

Reminder:

- Warrior classes cannot select these abilities when leveling up.
- Spellcasters cannot select these abilities when leveling up.
- Surge Caster abilities will require spending a Surge from your resource pool.
- Abilities requiring using a Surge can be used multiple times per page or rest as long as one is available.

Ability	Point Cost	Use	Description
Damage Surge	1	I	Use 1 Surge: Add D4 to a single Damage roll.
Attack Surge	1	I	Use 1 Surge: Add D4 to a single Attack roll.
Defense Surge	1	I	Use 1 Surge: Add D4 to a single Defense roll.
Reroll Defense Surge	1	I	Use 1 Surge: Reroll a Defense roll and take the new result.
Reroll Attack Surge	1	I	Use 1 Surge: Reroll an Attack roll and take the new result.
Reroll Damage Surge	1	I	Use 1 Surge: Reroll a Damage roll and take the new result.
Athletic Surge	1	B	Use 1 Surge: add a D4 to a single D20 Strength or Dexterity Roll
Mental Surge	1	B	Use 1 Surge: add a D4 to a single D20 Intellect or Wisdom Roll
Presence Surge	1	B	Use 1 Surge: add a D4 to a single D20 Constitution or Charisma roll
Healing Surge	2	B	Use 3 Surges: Restore 1 Health Point.
Strength Surge	2	B	Use 2 Surges: Add your Strength modifier to one D20 roll on the page that does not involve Strength.
Dexterity Surge	2	B	Use 2 Surges: Add your Dexterity modifier to one D20 roll on the page that does not involve Dexterity.
Constitution Surge	2	B	Use 2 Surges: Add your Constitution modifier to one D20 roll on the page that does not involve Constitution.
Intellect Surge	2	B	Use 2 Surges: Add your Intellect modifier to one D20 roll on the page that does not involve Intellect.
Wisdom Surge	2	B	Use 2 Surges: Add your Wisdom modifier to one D20 roll on the page that does not involve Wisdom.
Charisma Surge	2	B	Use 2 Surges: Add your Charisma modifier to one D20 roll on the page that does not involve Charisma.

RECOMMENDATIONS

- Not all damage comes from combat.
- Don't underestimate the power and usefulness of the skill abilities such as Athlete, Investigator, Persuasive, etc.
- Consider getting abilities that play in harmony together and with the Stats you choose to advance.
- Consider planning out the abilities you may purchase for future levels but be flexible if they are not working out.
- Feel free to change your abilities if they don't seem to work out very well for your playstyle and you are dying too often.

BLANK SHEETS

Below, you will find 2 blank character sheets to print out and use for your custom character.

Name

Class

Level:

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



Hp

Max



Atk



Def

Dmg



Notoriety

0 5 15 20

Minions



0 5 15 20

Gold:

Equipment,
Loot, and Notes

Abilities



Bonus:

Penalty:

Name

Class

Level:

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Hp

Max

Def

Atk

Dmg

Notoriety

0 5 15 20

Minions

0 5 15 20

Gold:

Equipment,
Loot, and Notes

Abilities

Bonus:

Penalty: