

Custom Hero for 2022 Quest Calendar

INTRODUCTION

The instructions below describe the steps for creating and leveling up your own hero for the 2022 Quest Calendar: The Gates of Terralon. This character can be used in play beginning on January 18th, 2022.

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

For this hero, you can use a Blank Hero Sheet found in the published Hero Book companion, or at the end of this document.

HERO CREATION

HERO: 1.

Type: **2.** ♦ Level: **3.**

8. TRAITS

STR DEX CON

INT WIS CHA

5.

9.

HP DEF

ATK DMG

WEAPON: **4.**

6.

EQUIPMENT & LOOT:

7.

VIRTUE 10.

ABILITIES

11.

1. Hero 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 hero will not affect play of the game and is meant purely for flavor. Consider naming the hero after yourself or getting creative. Your name may be Alice, but you could be Alice the Magnificent.

2. Type

Your hero's Type is the Combined Race and Class.

Race

Races within Terralon are quite diverse. The race you choose for your hero will not affect play of the game and is meant purely for flavor. Consider choosing one of the following: Human, Elf, Half-Elf, Orc, Half-Orc, Gnome, Goblin, Machine, Avian, Feline, Lizardfolk, Draakon.

Class

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

The class you choose for your hero will not affect 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. Consider some of the following common classes throughout fantasy or invent your own: Wizard, Fighter, Thief, Druid, Archer, Paladin, Cleric, Sorcerer, Warlock, Illusionist, Assassin.

3. Level

Your starting level is 1.

4. Weapon

What tool does your hero use to dispatch and fight foes in the midst of combat? The weapon you choose for your hero will not affect play of the game and is meant purely for flavor. The stats of your weapon are determined and as you level up.

5. Picture

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

6. Gold

Starting gold for your custom hero is determined on a later day. Leave this as zero to start.

7. Equipment & Loot

Your Hero starts with no equipment or loot. Leave this blank.

8. Traits

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

To determine the starting values of these traits for your hero, 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.

9. Stats

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

The starting values for these stats are as follows:

- Hp = 10
- Def = 10
- Atk = +0
- 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.

10. Virtue

Your Hero will start at a Virtue of 0 (zero).

11. Abilities

You will select all your starting abilities in the "Leveling Up" section below.

LEVELING UP

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

Traits



Level 1:

Do not increase your hero's Traits.

Level 2 through 6:

You have 2 points to allocate however you choose to your hero's Traits: Strength, Dexterity, Constitution, Intellect, Wisdom, Charisma.

Example A: You could increase Strength by +2

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

Stats



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

Level	Stat Points to Spend
1	21
2	14
3	15
4	17
5	18
6	19

Notes about buying Stat increases:

- You can spend these points as you see fit to purchase increases for your hero'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 below rules for how buying stats works

Stat	Point Cost	Description
Max Health	1	<p>Increase your Max Health by 1. This does not heal your current health.</p> <p>—</p> <p>Example: If your Max Health was 10, you can spend 1 Stat Point to increase it to 11. If you were injured and at a current health of 5, it will stay at 5 for.</p> <p>Max Health Cap: Max Health should not exceed a value of 40. This cap is before applying all bonuses from Items and Equipment.</p>
Defense	3	<p>Increase your Defense by 1.</p> <p>—</p> <p>Example: If your Defense was 12, you can spend 3 Stat Points to increase it to 13.</p> <p>Defense Cap: Defense should not exceed a value of 19. This cap is before applying all bonuses from Items and Equipment.</p>
Attack	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: Attack should not exceed a value of +10. This cap is before applying all bonuses from Items and Equipment.</p>
Damage	5	<p>Increase your Damage by moving up one level on the Damage Track.</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: Damage can't exceed 3d12 at Level 11. 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.

Abilities



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

Level	Ability Points to Spend
1	7
2	3
3	3
4	2
5	2
6	2

Notes about buying Abilities:

- You can spend these points as you see fit to purchase new abilities.
- You may purchase an ability more than once if it shows "Max Purchases: 2"
 - You can not purchase these abilities more than twice.
 - 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.
- You can only ever have a max of 13 unique abilities due to a space limit on the character sheets.
- These points do not carry over to the next level if you do not use them.

Ability Name

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

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

Ability	Point Cost	Description
Animal Tamer	1	Add +2 to all rolls to train and handle animals. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Arcane Adept	1	Add +2 to all rolls to handle and deal with magic. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Athlete	1	Add +2 to all rolls to overcome physical and athletic hurdles. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Danger Sense	1	Add +2 to all rolls to avoid traps and surprise hazards. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Intimidating	1	Add +2 to all rolls to threaten and intimidate. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Investigator	1	Add +2 to all rolls to search and investigate. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Locksmith	1	Add +2 to all rolls to pick a lock. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Persuasive	1	Add +2 to all rolls to persuade and convince. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Stealthy	1	Add +2 to all rolls to sneak and remain hidden. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Student	1	Add +2 to all rolls to recall history and knowledge. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.
Survivalist	1	Add +2 to all rolls to survive while traveling. — Max Purchases: 2 The second purchase increases the bonus from this skill to +4.

Ability	Point Cost	Description
Lucky	1	If 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.
Pickpocket	2	Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.
Tool Expert	1	Lockpick Tools and Map & Compass give a +3 additional bonus.
Reduce Cost	2	Reduce the cost of items by 20%, rounded up. You can't sell back items bought this way.
Reroll	2	Once per Page: Reroll any die roll and take the new result. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Trait Bonus Page	2	Once per Page: Add d4 to a single roll for Strength, Dexterity, Constitution, Wisdom, Intellect, or Charisma. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Trait Bonus All Rest	1	Once per Rest: Add d6 to all rolls for Strength, Dexterity, Constitution, Wisdom, Intellect, and Charisma for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Trait Bonus Single Rest	1	Once per Rest: Add +20 to a single roll for Strength, Dexterity, Constitution, Wisdom, Intellect, or Charisma. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Heal	1	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.
Cure	1	Once per Rest: Remove the Poisoned and Cursed conditions. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Ignore Combat Statuses	1	Once per Rest: Ignore all effects of Restrained, Weakened, Frightened, and Confused statuses for the page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Revive	1	Once per Rest: When your health drops to zero, restore it to 25% of your max health, rounded up. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.

Ability	Point Cost	Description
Extra Attack and Damage	2	Once per Page: Make an extra Attack and Damage roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Double Damage	1	Whenever your Attack roll is 20 or more, double the Damage.
Reduce Damage Page	2	Once per Page: Take half of the damage from a single source, rounded up.
Reduce Damage Rest	1	Once per Rest: Reduce the first 4 points of incoming damage on the Page to 0 (zero). — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Defense Bonus	1	Once per Rest: Gain a +3 Defense for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Attack Bonus Page	2	Once per Page: Add d6 to a single Attack roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Attack Bonus Rest	1	Once per Rest: Add d6 to all Attack rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Attack Bonus After Damage	1	If you take damage from an enemy, add +2 to your next attack roll.
Damage Bonus Page	2	Once per Page: Add d6 to a single Damage roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Damage Bonus Rest	1	Once per Rest: Add d6 to all Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Attack and Damage Bonus	1	Once per Rest: Add d4 on all Attack and Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.

Ability	Point Cost	Description
Strength Bonus to Round	3	Once per Page: Add your Strength Modifier to your Attack and Damage roll.
Dexterity Bonus to Round	3	Once per Page: Add your Dexterity Modifier to your Attack and Damage roll.
Constitution Bonus to Round	3	Once per Page: Add your Constitution Modifier to your Attack and Damage roll.
Intellect Bonus to Round	3	Once per Page: Add your Intellect Modifier to your Attack and Damage roll.
Wisdom Bonus to Round	3	Once per Page: Add your Wisdom Modifier to your Attack and Damage roll.
Charisma Bonus to Round	3	Once per Page: Add your Charisma Modifier to your Attack and Damage roll.
Reduce Attack Gain Defense	2	Once per Page: Reduce your Attack rolls by 2 to gain a +1 to Defense. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Damage Gain Defense	2	Once per Page: Reduce your Damage rolls by 2 to gain a +1 to Defense. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Attack Gain Damage	2	Once per Page: Take a -2 to all Attack rolls and add +4 to all Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Defense Gain Damage	2	Once per Page: Reduce your Defense by -2 and add +4 to all Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Damage Gain Attack	2	Once per Page: Reduce your Damage rolls by -4 and add +2 to all Attack rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Defense Gain Attack	2	Once per Page: Reduce your Defense by -2 and add +2 to all Attack rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Page.

Ability	Point Cost	Description
Gold for Attack	2	Spend 1 gold: Add +1 to a single Attack roll.
Gold for Damage	2	Spend 1 gold: Add +1 to a single Damage roll.
Gold for Trait	2	Spend 1 gold: Add +1 bonus to any d20 roll for Strength, Dexterity, Constitution, Wisdom, Intellect, or Charisma.
Gold for Defense	2	Spend 2 gold: Gain a +1 Defense bonus for the Page.
Gold for Health	2	Spend 1 gold: Restore 1 Health, up to your maximum health.
Sell Equipment	1	Turn any Magical Equipment (Helm, Boots, Ring, etc.) into 25 gold.
Gold for Cure	1	Spend 4 gold: Remove Poisoned and Cursed conditions.
Gold for Combat Bonus	2	Spend 4 gold: Add an additional d4 on all Attack and Damage rolls for the Page.
Potion Exchange	2	Spend 4 gold: Change 1 potion in your inventory to any other type of potion. This potion can't be re-sold.
Virtue Attack	1	Once per Rest: Add your current Virtue amount to all Attack rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Virtue Damage	1	Once per Rest: Add your current Virtue amount to all Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Virtue Health	1	Once per Rest: Restore your Health by the amount of your current Virtue up to your maximum. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Heal on Kill	2	When you kill an enemy, regain 1 Health Point, up to your maximum health.
Health for Bonus	2	Once per Page: Reduce your health by 1 to gain a +2 bonus to a single dice roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.

Recommendations

Not all damage comes from combat.

Don't underestimate the power and usefulness of the 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.

HERO:

Type:

◆ **Level:**

TRAITS



VIRTUE



ABILITIES



WEAPON:

GOLD:

EQUIPMENT & LOOT:

GOLD:

EQUIPMENT & LOOT:

★ Bonus ★

[illegible]

HERO:

Type:

◆ Level:

TRAITS



VIRTUE



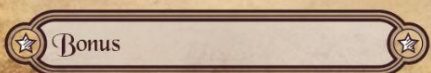
ABILITIES



WEAPON:

GOLD:

EQUIPMENT & LOOT:



Bonus