



AS A BARD, YOU'RE AN EXPERT ON RELICS AND ALWAYS HAVE AN INSPIRING WORD.

You're a bard and a...

You're an expert on relics, mostly because of your...

You generally assist your teammates using your...

INSPIRATION

Whenever you spend your action token, reclaim it at the end of the turn.



Monster



Spooky



Magic



Trap



Double Assist



Strength against Challenges



Strength against Relic Challenges



When you assist *before* the die roll



When you assist *after* the die roll

Hello, my name is _____ the Bard

NOTES:





Bard

CHOOSE ONE OPTION FROM EACH TABLE (OR MAKE UP YOUR OWN)! CAN'T DECIDE? ROLL THE DIE!

You're a bard and a...

1. **HUMAN.** You're a brooding musician. What's the name of your band?
2. **ELF.** You sing the ancient songs of the fey. For money.
3. **DWARF.** Who said dwarves couldn't sing? You've got hidden depths, bro.
4. **GNOME.** You've got an innate talent for magic and a really cool hat.
5. **HALFLING.** You don't actually sing. You're more about the stand-up.
6. **MAGICAL ROBOT.** Who created you? What do you look like?

You're an expert on relics, mostly because of your...

1. **ARCANE KNOWLEDGE.** You've devoted your life to studying relics and magic.
2. **PUB TRIVIA.** You just know a lot of random, stupid things.
3. **EXPERIENCE.** You've been dungeon delving for decades. You're kind of over it, actually.
4. **ENTHUSIASM.** You don't actually KNOW anything about relics, but a positive attitude goes a long way!
5. **BIG DREAMS.** After you bag a few relics, you're going to be a superstar! What is it you want to do?
6. **BAG OF TRICKS.** What have you got in your pockets? You have a trinket or tool for every occasion.

You mainly assist your allies with your...

1. **BEAUTIFUL VOICE.** As far as you're concerned, life is a musical.
2. **CLEVER LIMERICKS.** There once was a wizard from Oz...
3. **AWESOME MUSIC.** What instrument do you play? Can you shred?
4. **CULINARY GENIUS.** Well-fed adventurers are effective adventurers. Food comes first!
5. **BIG IDEAS.** Sometimes your ideas are a little over the top, but go big or go home!
6. **LORE.** You know a little something about everything. Nerd.



AS A PRIEST, YOU HAVE THE POWER TO HEAL YOUR ALLIES AND DEFEAT THE RESTLESS DEAD.

You're a priest and a...

You're stronger against spooky threats, mostly because of your...

You generally assist your teammates using your...

HEALING

At the end of your turn, you may spend your action token to restore 1 Health to the party.



Monster



Spooky



Magic



Trap



Double Assist



Strength against Challenges



Strength against Spooky Challenges



When you assist *before* the die roll

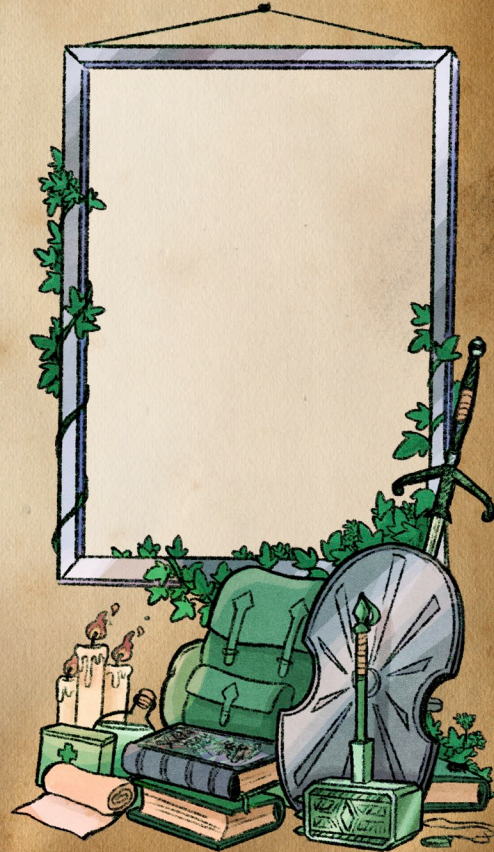


When you assist *after* the die roll

Hello, my name is _____

the **Priest**

NOTES:





Priest

CHOOSE ONE OPTION FROM EACH TABLE (OR MAKE UP YOUR OWN)! CAN'T DECIDE? ROLL THE DIE!

You're a priest and a...

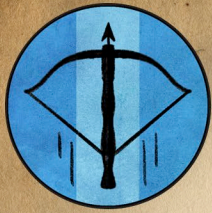
1. **HUMAN.** Because humans believe a lot of ridiculous things.
2. **DWARF.** Are you from the mountains? The hills? The beach?
3. **ELF.** You possess the wisdom of the ages. And pointy ears.
4. **HALFLING.** You'd rather be eating a second breakfast than going on this adventure.
5. **GNOME.** While you're wise and powerful, your greatest talent is being adorable.
6. **CENTAUR.** You're half horse and half something else.

You're especially strong against undead, because of your...

1. **HOLY SYMBOL.** What do you use to focus your magical powers?
2. **POWERS OF LIGHT.** You're a vessel for divine forces. But you're not all stuck up about it.
3. **MANTRA.** When evil arises, what's your go-to prayer?
4. **SACRED MISSION.** You're on a mission from a higher power, and you're wearing sunglasses. Hit it.
5. **EXPERIENCE.** You used to be a professional exorcist. This is just another day on the job.
6. **PLEASANT CONVERSATION.** Most restless spirits just need someone to talk to.

You generally assist your teammates with your...

1. **MAGIC.** Your prayers strengthen your comrades and guide them in battle.
2. **FOLKSY WISDOM.** You have a proverb for every situation.
3. **FAME.** What is it you're known for? How does that help?
4. **OPTIMISM.** There's very few problems that can't be solved with a smile.
5. **HOBBIES.** What do you do in your spare time, and how is it helpful?
6. **DIVINE INSIGHT.** Higher powers tell you things. Embarrassing things.



AS A ROGUE, YOU EXCEL
AT EVADING TRAPS
AND COORDINATING
WITH YOUR ALLIES.

You're a rogue and a...

You're stronger against traps, mostly because
of your...

You generally assist your teammates using your...

TREASURE HUNTER

Whenever you draw Fantasy KostCo cards, draw two
and immediately discard one of them.



Monster



Spooky



Magic



Trap



Double Assist



Strength against
Challenges



Strength against
Trap Challenges



When you assist
before the die roll

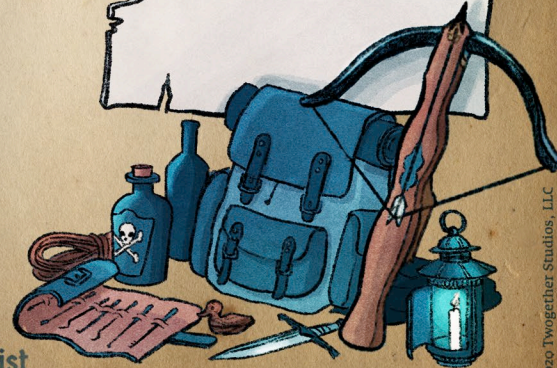
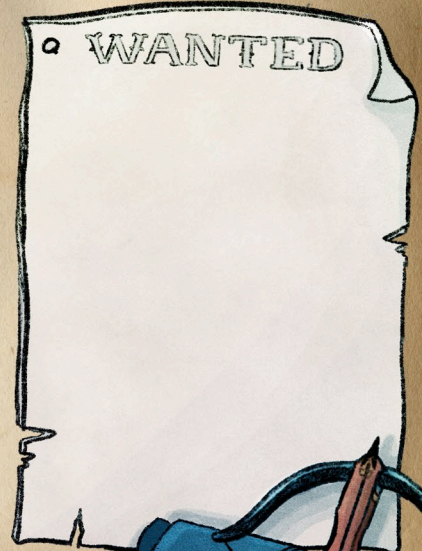


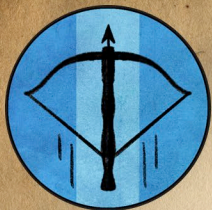
When you assist
after the die roll

Hello, my name is _____

the **Rogue**

NOTES:





Rogue

CHOOSE ONE OPTION FROM EACH TABLE (OR MAKE UP YOUR OWN)! CAN'T DECIDE? ROLL THE DIE!

You're a rogue and a...

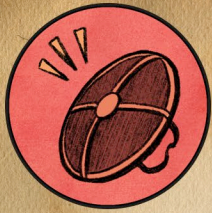
1. **HUMAN.** You've always been "edgy." You've probably got dramatic hair or a bad tattoo.
2. **HALFLING.** Really? A halfling rogue? Seems like you're playing it safe.
3. **GERBLIN.** You're small, sneaky and green. Why'd you decide to become an adventurer?
4. **LIZARDBORN.** You're like a snake in the shadows. Only with arms and legs.
5. **ELF.** You're graceful, elegant, and maybe a little too full of yourself.
6. **CAT PERSON.** You're cool, aloof, and covered with floof.

You're especially effective against traps, because of your...

1. **THIEVES' TOOLS.** You have an amazing collection of keys, picks, and other tools.
2. **SHADY BACKGROUND.** We're not saying you're a crook. But you're probably a crook.
3. **THIRST FOR REVENGE.** The Villain wronged you, and you won't stop until they pay.
4. **CATCHPHRASE.** Skill and luck aren't nearly as important as a good catchphrase.
5. **CONSPIRACY THEORIES.** You're always prepared for the worst.
6. **DUMB LUCK.** Things just seem to go your way.

You assist your teammates with your...

1. **WIT AND CHARM.** In dangerous situations, the important thing is to lighten the mood.
2. **SLEIGHT OF HAND.** You're equally skilled at picking pockets and close-up magic.
3. **DAGGER.** Because many problems can be solved with a knife in the back.
4. **CONSTRUCTIVE CRITICISM.** You're just trying to be helpful.
5. **GOLD.** You'd be surprised how often you can buy your way out of trouble.
6. **EVEN DUMBER LUCK.** Seriously, how are you still even alive?



AS A WARRIOR, YOU
DEFEAT CHALLENGES
USING YOUR STRENGTH
AND SKILL.

You're a warrior and a...

You're stronger against monsters, mostly because
of your...

You generally assist your teammates using your...

RECKLESS CHARGE

Before you roll the die to defeat a Challenge, you may spend your action token and suffer 1 damage to add +2 to your Strength.



Monster



Spooky



Magic



Trap



Double Assist



Strength against
Challenges



Strength against
Monster Challenges



When you assist
before the die roll



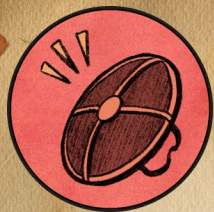
When you assist
after the die roll

Hello, my name is _____

the **Warrior**

NOTES:





Warrior

CHOOSE ONE OPTION FROM EACH TABLE (OR MAKE UP YOUR OWN)! CAN'T DECIDE? ROLL THE DIE!

You're a warrior and a...

1. **HUMAN.** Are you a barbarian? Were you raised by wolves? Do you even lift, bro?
2. **DWARF.** What's a fun fact about your beard?
3. **ORC.** You're big, you're green, and people don't like you when you're angry. Or ever.
4. **HALFLING.** You specialize in stabbing people in the shins.
5. **LIZARDFOLK.** You've got scales and claws, and you're literally cold-blooded.
6. **ELF.** You rely on grace and precision instead of brute strength. Plus, pointy ears.

You're especially effective against monsters, because of your...

1. **STUPIDLY LARGE WEAPON.** You're not compensating for anything, for sure.
2. **KILLER INSTINCTS.** You know how to hit where it hurts. Emotionally.
3. **DISTINCTIVE ARMOR.** Is it shiny? Spiky? Pink?
4. **BATTLECRY.** What's the cry that strikes fear into the hearts of your enemies?
5. **EXTRACURRICULAR ACTIVITIES.** You'd be surprised how often that cooking class comes in handy.
6. **STUBBORN DETERMINATION.** You don't know the meaning of the word "Failure." No, really.

You assist your teammates with your...

1. **BRUTE STRENGTH.** Nothing can stand in your way.
2. **RUGGED GOOD LOOKS.** You've been working out.
3. **COURAGE.** Because you're too dumb to know when to be afraid.
4. **EXPERIENCE.** You've been doing this for a long time, and you're getting too old for this \$#!%.
5. **FAME.** Everyone's inspired by a celebrity! What are you known for?
6. **COMMON SENSE.** Sometimes, the simplest ideas are the best ones.



AS A WIZARD, YOU'RE
A MASTER OF MAGIC
AND CAN USE SPELLS TO
DEFEAT MONSTERS.

You're a wizard and a...

You're stronger against magical challenges, mostly
because of your...

You generally assist your teammates using your...

BATTLE MAGIC

Before you roll the die to defeat a Monster Challenge, you
may spend your action token to add +3 to your Strength.



Monster



Spooky



Magic



Trap



Double Assist



Strength against
Challenges



Strength against
Magic Challenges



When you assist
before the die roll

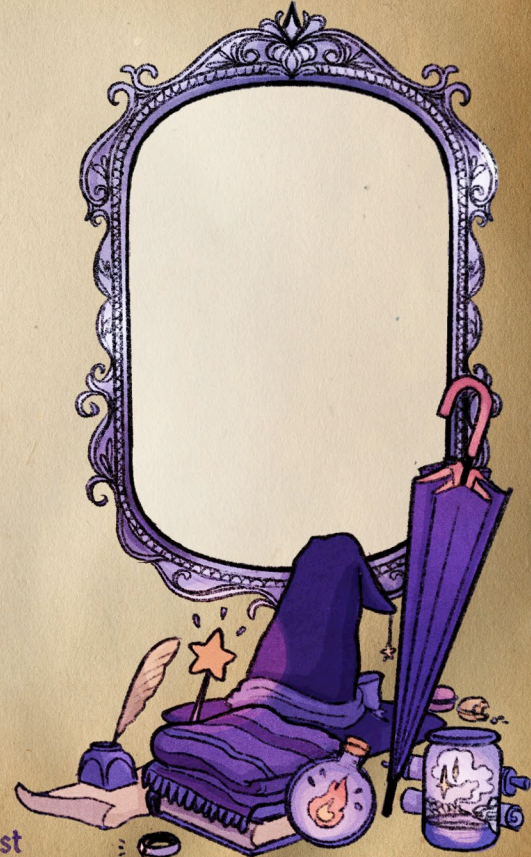


When you assist
after the die roll

Hello, my name is _____

the **Wizard**

NOTES:





Wizard

CHOOSE ONE OPTION FROM EACH TABLE (OR MAKE UP YOUR OWN)! CAN'T DECIDE? ROLL THE DIE!

You're a wizard and a...

1. **HUMAN.** You went to a prestigious school for Magic & Wizardry, and you're kind of a snob about it.
2. **ELF.** Magic is in your blood. Along with baking.
3. **GNOME.** You're small, cute, and you have a pointy hat. Wizardly seemed like the logical next step.
4. **DARK ELF.** You're a renegade. A maverick. You play by your own rules.
5. **UNDEAD.** How did you die and come back? Are you a skeleton? A zombie?
6. **GERBLIN.** You're small and green, and the first gerblin in your horde to get a degree in wizardry.

You're especially effective against magical threats, because of your...

1. **MAGIC WAND.** That's not a euphemism. It's a really cool wand.
2. **COOL ROBES.** Everyone knows clothes make the wizard.
3. **SPELLBOOK.** It's full of spells, recipes, and a lot of good advice.
4. **AMAZING INTELLECT.** You're the smartest person in the room, and don't let anyone forget it.
5. **CATCHPHRASE.** Who needs magical incantations when you've got a good catchphrase?
6. **SUPERSTITIONS.** You believe a lot of ridiculous things, but sometimes they can save your life.

You assist your teammates with your...

1. **MAGIC.** There's very few problems that can't be solved with a fireball.
2. **ARCANE LORE.** You know secrets about everything. Nerd.
3. **FAME.** What is it you're known for? How does that help?
4. **WISDOM.** You're like a fortune cookie factory.
5. **SARCASM.** Sometimes, a well-placed insult is the key to victory.
6. **FASHION SENSE.** How? We're not sure yet.