

NAME

LOOK

Your character has the same name as you. What did you expect? You picked the Fool.

Bright Eyes, Innocent Eyes, Shifty Eyes
Unkempt Hair, Bunny Hood, or The Most Awesome Hat Ever
Mismatched Clothing, Plain Clothing, or Homemade Costume
Gangly Body, Rotund Body, or Short Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



ALIGNMENT

☐ GOOD

Give hope or cheer to someone who needs it.

☐ NEUTRAL

Accomplish something great in spite of yourself.

☐ CHAOTIC

Evade responsibility for the consequences of your actions.

STARTING MOVES

FOOL'S LUCK

When you Make Camp, set your Luck to 3. When you **roll and get a 6-**, you may lower your Luck by 1 to re-roll. Take the second result, and if it is a hit, explain how you succeeded only through sheer luck. When your Luck is zero, you may not lower it further.

I'M ON AN ADVENTURE!

Gain a starting move from a playbook no one else is using. When you use that move, if you fail, after the GM makes their move, you can add a comical or embarrassing detail to your failure. Your move is still a miss, of course.

COMIC RELIEF

When you **make everyone else laugh, including the GM**, take +1 forward. When **someone else Aids or Interferes with you**, they take +1.

When the **rest of the group ditches you or sets you up to die**, you will meet up with them again at the next available opportunity; describe how you improbably cheated certain death to rejoin them. Alternatively, you may choose to give up this character. If you do, the Fool will return again someday... but as a villain under the GM's control, looking for revenge.

A VERY SPECIAL EPISODE

At the end of the session, each other player may tell you something they learned from you—a positive moral for everyone to take home and reflect upon. If they do, they mark XP.

RACE

☐ DWARF

You hold your liquor like a pro. You can drink anyone under the table. *Anyone.*

☐ HUMAN

At the end of the session, if all of the other players mark XP from A Very Special Episode, you mark XP too.

☐ HALFLING

You have sticky fingers. When you **depart from a steading**, a small trinket "appears" in your pocket; the GM will tell you what you found.

BONDS

Fill in the names of your companions in at least one:

_____ doesn't think I'm cut out for this life. I'll show them!

_____ is taking this all way too seriously.

_____ talked me into this adventure, which just goes to show who the real fool is.

_____ is a friend of a friend, so if they don't get me out of this mess, they're going to be in trouble!

Why does _____ never believe anything I tell them? ...Oh, right. That.



THE FOOL

LEVEL XP

GEAR

Your load is 6+STR. You start with whatever you grabbed on your way out the door, choose three:

- ☐ A really interesting looking rock (thrown, near)
- ☐ A sturdy walking stick or cooking implement (close, 1 weight)
- ☐ A letter to you from someone important
- ☐ A packed lunch from your mom (ration, 1 use, 1 weight)
- ☐ A magic potion, though you don't know what it does
- ☐ An extra change of underclothes
- ☐ A map of a nearby dungeon

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ CURLY SHUFFLE

When you **Hack and Slash while you're all fired up**, on a 10+, choose one in addition to dealing your damage:

- Your foe stumbles and is knocked flat on their face
- You snatch something from your foe in the confusion
- You open your foe up to someone else's attack instead of dealing damage

☐ HEY, WHAT DOES THIS DO?

When you **put yourself at risk to check something out**, ask the GM any one question related to the risks and roll+Luck. *On a 10+, the GM will answer it, as clearly as the circumstances allow. *On a 7-9, the GM will tell you what more you need to do to find the answer yourself.

☐ FOOL'S WISDOM

When you Spout Lore, don't roll. Instead, just blurt out the first thing that comes to mind. When the **truth of what you say is put to the test**, roll+INT. *On a 10+, you were right, more or less. *On a 7-9, you messed up or forgot a key detail.

☐ I THINK I'M GETTING THE HANG OF THIS

Gain a non-multiclass move from the playbook you chose for *I'm On An Adventure!* You may not choose a move that requires level 6 or higher.

☐ LOOK, A DISTRACTION!

When you Volley, on a 10+ you may draw your target's attention elsewhere instead of dealing damage.

☐ OOOH, SOMETHING SHINY

When you're **in the presence of something hidden and valuable**, you notice it right away.

☐ PARTY CRASHER

When you **brazenly stride into a place you're not supposed to be**, roll+CHA. *On a 10+, your entrance goes unnoticed until you draw attention to yourself. *On a 7-9, someone is already suspicious of you.

☐ SHORT ATTENTION SPAN

When you **take advantage of the fact that no one is paying attention to you to discreetly do something**, roll+DEX. *On a hit, no one will notice what you did until you're no longer around. *On a 10+, they won't even think to blame you unless you personally tell them you did it.

☐ TAKE ONE FOR THE TEAM

When you **take damage that was intended for someone else**, you get +1 Luck. You may not spend Luck to negate this damage.

☐ WAS THAT WRONG?

When you **do something so incredibly stupid that everyone else can only stare at you in disbelief**, you get +1 Luck. You'll probably need it soon.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ FOOL'S ERRAND

When you **con someone into taking an unwise or imprudent course of action**, roll+CHA. *On a 10+, they are tricked, and don't realize the error of their ways until the consequences fall on them. *On a 7-9, they're either not fooled for long, or they'll hold a grudge against you, GM's choice.

☐ FOUR-LEAF CLOVER

When you Make Camp, set your Luck to 4 instead of 3. When you take damage, you may lower your Luck by 1 to ignore it; describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.

☐ I MEANT TO DO THAT

When you fail a move, you can choose to not mark XP. If you do, choose someone who will either stare at you dumbfounded or double over in uncontrolled laughter. Describe the epic failure of yours that causes them to react that way. You have to fail; if you spend Luck to succeed, this move is not triggered.

☐ IDIOT SAVANT

When you gain this move, pick one of the following moves: Hack and Slash, Volley, Defend, or Discern Realities. You may choose to make that move with +Luck instead of the usual stat from now on.

☐ MOSTLY HARMLESS

While you **show a friendly face and act charming**, anyone not already actively hostile to you will treat you as a friend until proven otherwise.

☐ NYUK NYUK NYUK

You may lower your Luck by 1 to deal 1d10 damage to an enemy. Describe how you embarrass, humiliate, or accidentally clobber them.

☐ POP GOES THE WEASEL

Requires: Curly Shuffle

When you **Hack and Slash while you're all fired up**, deal +1d4 damage.

☐ ROBIN GOODFELLOW

When you **publicly mock someone of higher social standing than you**, roll+CHA. *On a hit, your audience takes it in good humor, and you avoid reprisal... for now. *On a 10+, you may ask the subject of your mockery one question, which they must answer honestly and publicly.

☐ SHOULD I NOT HAVE DONE THAT?

Requires: Was That Wrong?

When you **draw unwanted attention or are put in a spot**, you can choose not to personally suffer the consequences. Someone or something else nearby, possibly your equipment but certainly not you, suffers the consequences instead.

☐ WOO WOO WOO

When you **Defy Danger by running around in an idiotic panic**, you roll with +Luck instead of whatever the GM says, and on a 12+ you turn the danger back on itself, describe the ridiculous circumstances that caused it.