1. ROLL OR CHOOSE A CLASS [D8]

Name | Hit Points | Silver

1. Basalite (pg. 36)

Toughness	+1
Focus	+1
Strength	–1
HP	d6 +Toughness
PP	d6 +Focus
Weapon	d4
Stone Skin	–d2 (armor)
Silver	0
Favors	d2

Traits [D6]
- ☐ Molton Mover
- ☐ Hot Hands
- ☐ Sulpher Stank
- ☐ Burn. Mother
- ☐ Throw Stones
- ☐ Slither

2. Burnadazi (pg. 38)

Strength	+2
Toughness	+1
Presence	–2
HP	d8 +Toughness
PP	d4 +Focus
Weapon	d6
Armor	d2
Silver	d4x10
Favors	d4

Traits [D6]
- ☐ Fire Walker
- ☐ Scaly Hide
- ☐ Snapping Jaws
- ☐ Inner Fire
- ☐ Reckless Abandon
- ☐ Shrapnel Spitter

3. Dattsoff (pg. 40)

Focus	+1
Presence	+1
Agility	–2
HP	d4 +Toughness
PP	d6 +Focus
Weapon	d4
Carapace	–d2 (armor)
Gems	d2x10
Favors	d2

Traits [D6]
- ☐ The Sight
- ☐ Sharpened Beak
- ☐ Up In Your Space
- ☐ Bend Reality
- ☐ Shell Shock
- ☐ Electric Antlers

4. Erdverken (pg. 42)

Strength	+1
Toughness	+1
Focus	–2
HP	d6 +Toughness
Bones	(d4, see book)
Weapon	d6
Tough Hide	–d2 (armor)
Silver	d2x10
Favors	d4

Traits [D6]
- ☐ Horn Head
- ☐ Obsidian Claw
- ☐ Front of Marauders
- ☐ Always Watching
- ☐ Nose to the Ground
- ☐ Bone Fragments

5. Greyskrull (pg. 44)

Agility	+1
Presence	+1
Focus	–1
HP	d8 +Toughness
PP	d6 +Focus
Leech Urns	2d6 (pg. 80)
Armor	d2
Silver	0
Favors	d2

Traits [D6]
- ☐ Cutthroat
- ☐ Quill Head
- ☐ Two Faced
- ☐ Talons
- ☐ Kid Ichor Us
- ☐ Rift Walker

6. Karkathian (pg. 46)

Strength	+1
Focus	+1
Presence	–2
HP	d6 +Toughness
PP	d8 +Focus
Weapon	d6
Bone Mask	(see book)
Silver	d4x10
Favors	d4

Traits [D6]
- ☐ Dig Dug
- ☐ Gouged Out
- ☐ Death Magick
- ☐ Rebirth
- ☐ Speak with Dead
- ☐ Razor Sharp

7. Nosnibor (pg. 48)

Presence	+2
Strength	–1
Toughness	–1
HP	d4 +Toughness
PP	d4 +Focus
Weapon	d4
Armor	d2
Silver	d4x10
Favors	d4

Traits [D6]
- ☐ Death Above
- ☐ Chroma
- ☐ Echo Locator
- ☐ Devil in Details
- ☐ Climbing Claws
- ☐ Sight Seer

8. Reaper (pg. 50)

Strength	+1
Toughness	+1
Focus	–2
HP	d6 +Toughness
PP	d4 +Focus
Weapon	d6
Armor	d4
Silver	2d4x10
Favors	d4

Traits [D6]
- ☐ Two Eyes Open
- ☐ Mouthing Off
- ☐ Two Faced
- ☐ Double Time
- ☐ Ample Antlers
- ☐ Control Freak

2. ROLL ABILITY SCORES [3D6]

3d6 Total	3-4	5-6	7-8	9-12	13-14	15-16	17-18			
SCORE	**–3**	**–2**	**–1**	**0**	**+1**	**+2**	**+3**	**+4**	**+5**	**+6**
STRENGTH	○	○	○	○	○	○	○	○	○	○
AGILITY	○	○	○	○	○	○	○	○	○	○
PRESENCE	○	○	○	○	○	○	○	○	○	○
TOUGHNESS	○	○	○	○	○	○	○	○	○	○
FOCUS	○	○	○	○	○	○	○	○	○	○

3. WEAPONS [D10]

1. Fractured Stalactite (d4)
2. Sling w/ Bag of Rocks (d4, with Presence + 10 rocks)
3. Basilisk Tooth (d4)
4. Jagged Obsidian (d4)
5. Sword (d6)
6. Bone Axe (d6)
7. Magick-Charged Shock Prod (d8, 1 PP/Use)
8. d4 Explosive Burilli Crystals (d6, targets d4 threats near each other)
9. Svardstav, Pole Sword (d8)
10. Marrowgut (d10)

4. ARMOR [D4]

1. **Tier 0** No armor
2. **Tier 1** Creature Hide: –d2 damage. 5s
3. **Tier 2** Scorched Leather: –d4 damage, +2 DR on Agility tests and defense. 10s
4. **Tier 3** Bonemail: –d6 damage, +4 DR on Agility tests, +2 DR to defend. 18s

Creature-Skull Helmet additional –1 damage, or ignore all damage and the helmet is destroyed. 12s

5. STARTING EQUIPMENT

D6 CARRIER

1. Pebble with a face carved into it.
2. Finger of someone or something.
3. Pouch woven from human hair — holds 3 small-sized items.
4. Backpack sewn from a loved one's hide — holds 7 normal-sized items.
5. Hand-drawn sled — holds 16 normal-sized items.
6. Pack Slug — will carry 18 normal-sized items, sometimes wanders off.

D12 GEAR

1. Heat-resistant net
2. Miniature obsidian carving of SHE
3. Climbing spikes
4. 25-foot rope of woven human hair
5. Urn of Mother's Mud (pg. 56)
6. Key carved from an ancient bone.
7. Palm-sized mirror
8. Restored Relic
9. Pet six-legged lizard
10. Mummified human necklace
11. Random, unbroken Relic
12. Shovel

D12 WEIRD GEAR

1. Crudely drawn map of the surface
2. Bug eggs (d8 days' worth of food)
3. Ink and quill
4. Ancient amulet, glows in the dark
5. Random unbroken Relic
6. Mesh hammock
7. Decapitated muttering human head
8. Silver broach of SHE hatching
9. Spyglass
10. Bone flute
11. Bottle of fine Salazarite swill
12. Drawing of a Marauder's siblings

7. BACKGROUND INFO

Class info

At Your Core 1 | Badge of Honor

At Your Core 2 | Irritating Idiosyncrasies

the Molt