

CHARACTER SHEETS

THE THIEF

Skills

Strength: 3

Agility: 6

Charisma: 4

Logic: 3

(If your stamina reaches 0, your journey ends.)

Stamina: 5



When you see 'add to your inventory,' write it here.

Inventory

When you see 'gain the status,' write it down here.

Status

Notes

CHARACTER SHEETS

THE SAILOR

Skills

Strength: 6

Agility: 4

Charisma: 1

Logic: 2

(If your stamina reaches 0, your journey ends.)

Stamina: 6



When you see 'add to your inventory,' write it here.

Inventory

When you see 'gain the status,' write it down here.

Status

Notes

CHARACTER SHEETS

THE LIBERTINE

Skills

- Strength: 1
- Agility: 2
- Charisma: 5
- Logic: 4

(If your stamina reaches 0, your journey ends.)

Stamina: 3



When you see 'add to your inventory,' write it here.

Inventory

When you see 'gain the status,' write it down here.

Status

Notes

CHARACTER SHEETS

THE ACOLYTE

Skills

Strength: 2

Agility: 1

Charisma: 3

Logic: 6

(If your stamina reaches 0, your journey ends.)

Stamina: 4



When you see 'add to your inventory,' write it here.

Inventory

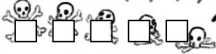
When you see 'gain the status,' write it down here.

Status

Notes

ACHIEVEMENTS *checklist:*

Ending connoisseur



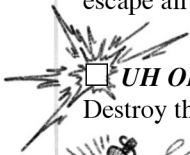
BRAVADO

Find five different pages with 'your journey ends.'



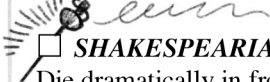
BURN IT DOWN

Destroy the tower and escape alive



UH OH!

Destroy the world



SHAKESPEARIAN

Die dramatically in front of a large audience



CALLBACK

Die in the dungeons



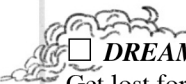
KEY PLAYER

Die destroying *the Key*



MEMENTO

Escape the tower but lose all your memories



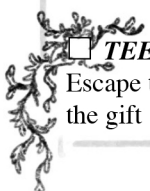
DREAMER

Get lost forever in the Between



THAT'S ON ME

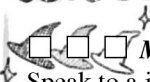
Die at your clone's hand



TEEMWORK

Escape the tower to spread the gift

It's more about the friends you make along the way



MAGIC PALS

Speak to a junior, minor and senior spellbinder.



HERO AMONG ISOPODS

Gain the status: *friend to the king of woodlice*



FASHION ICON

Get new clothes



JUST GOOD SENSE

Run from a monster



WHO NEEDS IT

Survive the tower without ever having any money, jewels or gemstones



MATRICIDE

Become the new Mother



BEYOND THE VEIL

Talk to a ghost



MOST WANTED

Kill or help kill an inquisitor



THAT'S MESSED UP

Eat your clone



MONSTER GF

Kiss the princess

Main character energy



YOU DID IT

Escape the tower



LOBSTER DINNER

Sail over the crevasse



REPATRIATOR II

Travel to the lazurite court



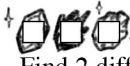
SECRET AGENT

Join the nightjars



INDEFATIGABLE

Escape the tower with a higher stamina than you started with



LOADED

Find 2 different jewels and a huge gemstone



REUNION

Reach 'THE END' with the status *toymaker's aide*.



PROTAGONIST

Survive and reach 'THE END' playing the acolyte.



DESTINY MAKER

Destroy *the Key* and leave the tower alive with the cure recipe.

CREATE YOUR OWN CHARACTER: Example

NAME: Linda (she/her)

SKILLS: Number (1d6) Why?

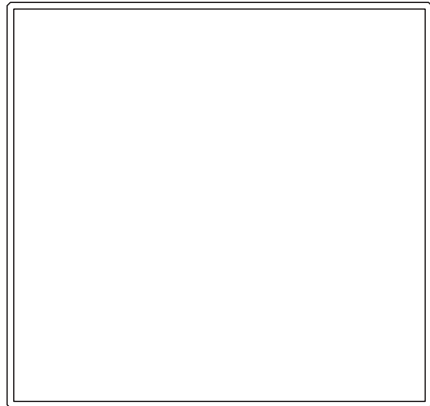
Strength	4	Crush on a fitness instructor at the magic gym has meant she's developed incredible quads
Agility	3	From chasing around her 3 year old nephew stopping him from drinking potions in her very child-unfriendly flat
Charisma	2	Extremely honest in a way that doesn't always go down well
Logic	1	Acts on what she feels is right

Stamina: 4

1. Character background

Linda works in a cake shop and mostly stays out of all that magic business. She is saving up to put a deposit down on a cottage so she can fully provide for her wonderful dog, Gavin, who doesn't appreciate her tiny flat.

Portrait / appearance



Magical item they're looking for

One day, tragedy strikes when her terrible cousin who went into wizardry comes to visit, and captures Gavin in an orb of power 'as a joke'. Before Linda can retrieve her beloved dog, the forbidden soul-trapping orb is detected by the local inquisitor and confiscated. Linda's quest is to venture into the tower to get her dog back.

Personality

Optimistic	— X —	Cynical
Cautious	— X —	Reckless
Frantic	— X —	Calm
Bumbling	— X —	Stylish
Heist novice	— X —	heist expert

very chatty
 gets excited easily

Inventory

Plain servant's clothes

Status**Adventure notes**

2. What does your character see in the Between?

Linda sees beautiful memories she and her dog have shared together and almost gives up all hope of seeing him again. Then she remembers her terrible cousin and realizes he's definitely an evil wizard. Motivated by revenge, she pulls herself together and vows to track him down and trap HIM in the orb instead when she gets out of the tower.

3. Out of the tower: what does your character do if they escape?

Linda works out how to use the soul-trapping orb and releases Gavin, who is very glad to see her and now magically infused with ancient powers. She figures out how to use the orb of power to infuse her cakes with the essence of summer and happiness, and the magical cake shop becomes the most famous in the country. She buys a lovely cottage and lives happily there. On the weekends, with the help of her dog's new powers which help him smell magic, they hunt down evil wizards to seal them away in other dimensions in the orb, starting with her cousin.

CREATE YOUR OWN CHARACTER SHEET

NAME:

SKILLS: Number (1d6) Why?

Strength		
Agility		
Charisma		
Logic		

Stamina:

1. Character background

Portrait / appearance

Magical item they're looking for

Personality

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Cautious ————— *Reckless*

Frantic ————— *Calm*

Bumbling ————— *Stylish*

Heist novice ————— *heist expert*

Inventory**Status****Adventure notes**

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3. Out of the tower: what does your character do if they escape?