

# 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.

<b>Inventory</b>
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When you see 'gain the status,' write it down here.

<b>Status</b>
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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

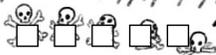
When you see 'gain the status,' write it down here.

### 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**

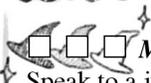
Die at your clone's hand



### **TEAMWORK**

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 MESSSED 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



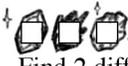
### **SECRET AGENT**

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?

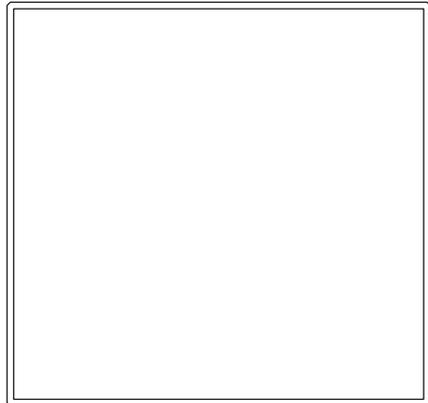
Strength	4	Crush on a fitness instructor at the magic gym has meant she's developed incredible quads
Agility	3	From chasing around her 3 year old nephew stopping him from drinking potions in her very child-unfriendly flat
Charisma	2	Extremely honest in a way that doesn't always go down well
Logic	1	Acts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

*Optimistic* ————— *Cynical*

*Cautious* ————— *Reckless*

*Frantic* ————— *Calm*

*Bumbling* ————— *Stylish*

*Heist novice* ————— *heist expert*

<b>Inventory</b>	<b>Status</b>
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**Adventure notes**

*2. What does your character see in the Between?*

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