



Character Details



Player Name: _____ Creature _____ Pronouns: _____

Type: _____

Contestant Name: _____ Class/Job: _____ Age: _____ XP: _____

Skills: Do Anything 1 Trinket Magic Personality Traits: _____

_____ Quirk: _____

_____ Primary Strategy: _____

_____ Notes: _____



How to Play Questgiver



When you want to do something

1. Say what you want to do
2. Find the relevant skill you have to do it on your sheet
3. Roll the corresponding number of D6s for that skill

If your roll is higher than the opposing roll (usually rolled by the GM), **the thing you wanted to happen happens**

If you roll all 6s, you **gain a new skill** specific to the action you attempted at one level higher & more specific than the skill you used to attempt it.

For every roll you fail, you get one XP.

XP can be used to **change one die into a 6** solely for the purpose of gaining a new skill.

You start with **Do Anything 1** and **Trinket Magic 1**

Krudge's sack of Desperation



1. Roll d6s equal to your level in Trinket Magic
2. For every 6 rolled, you get to decide which item you pull from the sack
3. For every 5 or lower, the GM rolls on a random table to determine the item
4. Trinket Magic can be leveled up in the same ways as any other skill.