

ADVENTURE SQUAD

Chapter 3: Character Templates

Here's a quick way to play a character based on one of the classic RPG hero types. Each suggests which Trait should be assigned the d12, and two Abilities. Just pick a template, decide which Trait should get the d8 and which gets the d4, determine Hit Points, and you're ready to play!

Fantasy Character Concepts

Here's how to recreate the classes from the world's most popular fantasy roleplaying game.

Barbarian: Fight, Rage, Sword

Bard: Body, Charisma, Inspiration

Cleric: Mind, Healing, Luck

Druid: Mind, Lightning, Shape-Changing

Fighter: Fight, Armor, Sword

Monk: Body, Martial Arts, Stun

Paladin: Fight, Healing, Sword

Ranger: Fight, Bow, Monster Knowledge

Rogue: Body, Sword, Thievery

Sorcerer: Mind, Hesitate, Psychic Push

Wizard: Mind, Fireball, Magic Shield

Warlock: Mind, Hypnosis, Lightning

Warlord: Fight, Inspiration, Sword

Modern Character Concepts

Soldiers are good to have as allies and terrifying to have as enemies. Whether driven by money, a desire to redeem themselves for a criminal past or simply a feeling that their brute strength and quickness are best meant for a life of adventuring, soldiers spend their time defending others, practicing their skills and making sure their next fight is their opponent's last. Soldiers often specialize in some kind of weapon - a sword, a gun or their own two fists.

Soldiers aren't always part of a military organization: knights in shining armor, martial artists, police officers, sharpshooters, mercenaries, and even pilots have the skills and talents of soldiers.

Fight, Athletics, Sword or Gun

Activists are political leaders, business managers, royal authorities, even musicians and artists - anyone knowledgeable about the world around them, and trained in the art of diplomacy, the ability to convince others their cause is best for the good of everyone. Always ready to explore new ideas and to make their opinions be heard, activists are idealistic and determined. They have an intense desire to make things better for the whole of their world, by making political moves or by using their artistic talents to bring attention to an issue.

Mind, Charisma, Influence

Investigators are often charming and clever, and always athletic and quick-thinking. They bend the rules to get what they want - and some take that mission a step farther, above the law. Much of the work of an investigator involves learning things others have tried to hide, and not everyone they talk to is always willing to cooperate. But an investigator wouldn't dream of leaving the life far behind; nothing else provides the same kind of thrill.

Investigators are detectives, thieves, secret agents, journalists, explorers - anyone who wants to know all the secrets.

Mind, Influence, Perception

Scholars are researchers and inventive geniuses, skilled in various areas of obscure knowledge, and gadgets from a simple lock to a complex supercomputer. A scholar will often involve him or herself in dangerous, experimental technology or attempt to break into heavily guarded offices to learn private information - and to prove he or she can do it. Scholars are not known for their social skills; many are more comfortable surrounded by tools and machines than in crowds of people.

Doctors, mechanics, inventors, computer hackers, occultists and almost anyone with a scientific mind can be a scholar.

Mind, Computers, Invention

Supernaturals have exotic powers - magic spells, gifts from divine sources, psychic talents of the mind, or simply heroic abilities that break the laws of physics. They can change the very essence of reality - and use that power in many ways. They can strike fear in the hearts of "mundanes" (non-adventurers without supernatural powers), use their gifts to battle evil forces, or turn their powers to helping those less fortunate, by solving crimes, healing the injured, or making new discoveries.

Mind, Occult Knowledge, Telekinesis