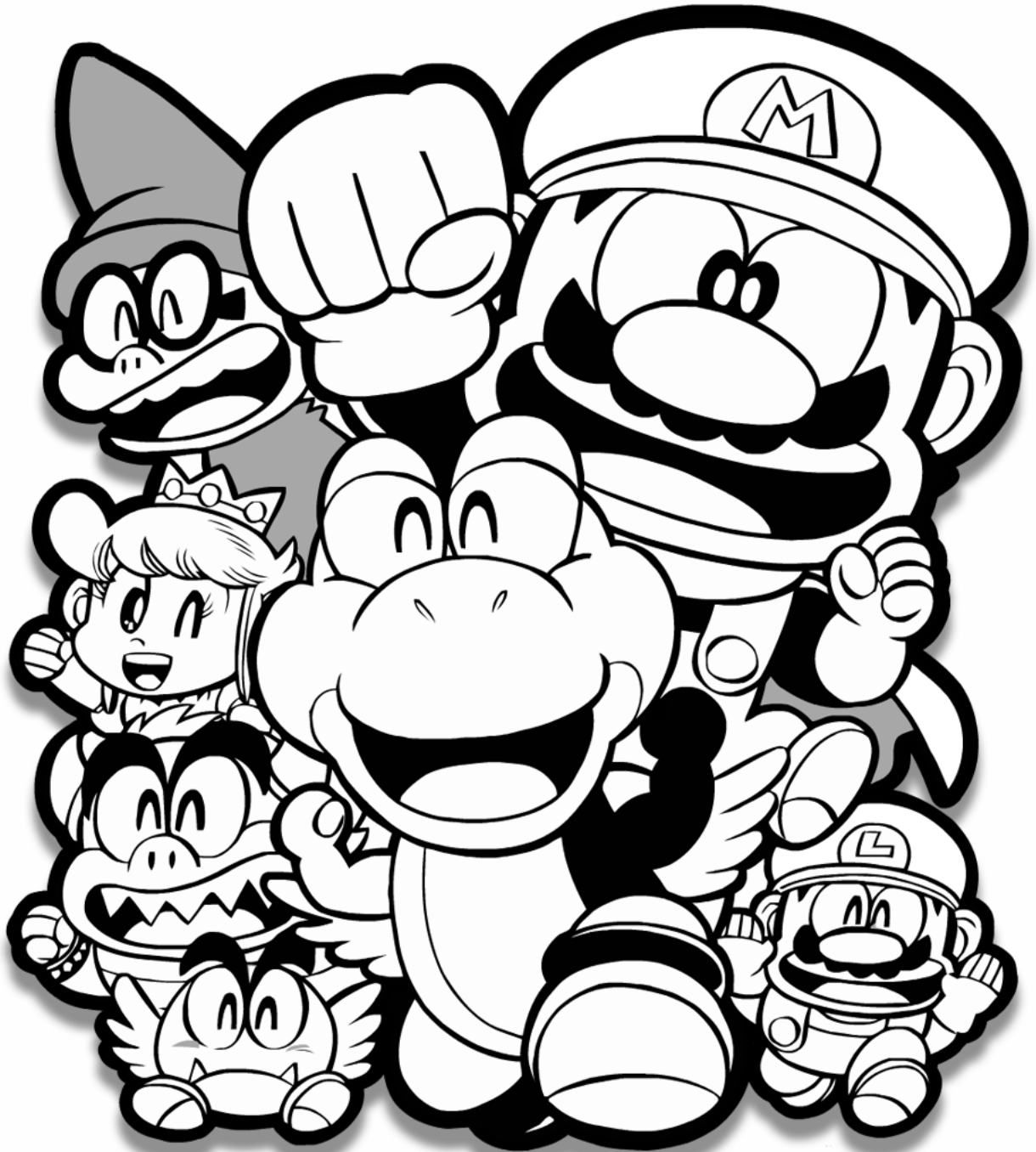
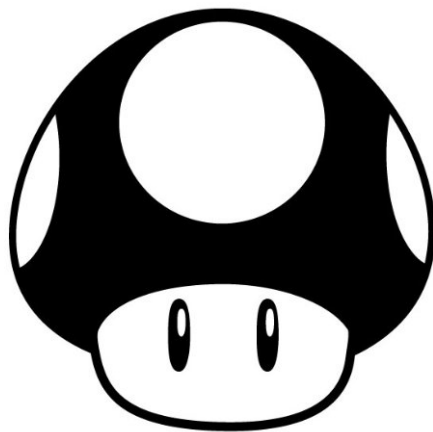


MUSHROOM KINGDOM CLASSICS





MUSHROOM KINGDOM CLASSICS

This is a fan-made conversion and adventure for use with the
Dungeon Crawl Classics Role-Playing Game ([DCC RPG](#)).

Written & Designed by [KJ O'Brien](#)
Map & Character Sheets by KJ O'Brien

The 0-Level Character Sheet design was heavily influenced
by sheets available at [Purple Sorcerer Games](#).
All other art assets were “borrowed” from Google Images.

For lore and image references, check out the [Super Mario Wiki](#).

MUSHROOM KINGDOM OCCUPATIONS

Roll	Occupation	Trained Weapon	Trade Goods
01	Human Cart Mechanic	Wrench (as club)	Jug of motor oil
02	Human Hammersmith	Big hammer (as club)	Tube of wood glue
03	Human Pastry Chef	Rolling pin (as club)	Sugar, 1 lb.
04	Human Plumber	Plunger (as club)	Toilet paper, 1d3 rolls
05	Human Town Guard	Nightstick (as club)	Loud whistle
06	Toad Instructor	Big ruler (as staff)	Red apple
07	Toad Janitor	Mop (as staff)	Wood bucket
08	Toad Mushroom Farmer	Shovel (as staff)	Healing mushroom
09	Toad Rain Collector	Umbrella (as club)	Small barrel, empty
10	Toad Shop Assistant	Broom (as staff)	Receipt book and pencil
11	Yoshi Bug Catcher	Bug net (as staff)	Jar full of bees
12	Yoshi Doll Maker	Scissors (as dagger)	Ball of yarn, 1d3 balls
13	Yoshi Explorer	Pickaxe (as handaxe)	Rope, 100'
14	Yoshi Fisher	Fishing pole (as staff)	Can of worms
15	Yoshi Star Gazer	Walking stick (as staff)	Telescope
16	Koopa Cannonball Crafter	Big hammer (as club)	Cannonball, 4 lbs.
17	Koopa Lettuce Farmer	Shovel (as staff)	Head of lettuce, 1d3 heads
18	Koopa Peddler	Walking stick (as staff)	Small sack, empty
19	Koopa Pirate	Wood peg leg (as club)	Eye patch
20	Koopa Shell Shiner	Big brush (as club)	Can of wax, 10 oz.

BONUS STARTING EQUIPMENT

Roll	Item	Roll	Item
01	Backpack, roll 1d3: (1) Red; (2) Blue; (3) Green	11	Grappling hook
02	Big nail, 1d3 nails	12	Healing mushroom
03	Bottle, roll 1d3: (1) Empty; (2) Water; (3) Juice	13	Jar, roll 1d3: (1) Honey; (2) Oil; (3) Pickles
04	Cake, roll 1d2: (1) A piece; (2) Whole	14	Lantern, roll 1d2: (1) Candle; (2) Oil
05	Candle, roll 1d2: (1) Small; (2) Large	15	Pole, 10-foot
06	Chain, roll 1d2: (1) 10'; (2) 20'	16	Rope, roll 1d3: (1) 50'; (2) 75'; (3) 100'
07	Chalk, roll 1d3: (1) Pink; (2) White; (3) Yellow	17	Sack, roll 1d2: (1) Small; (2) Large
08	Chest, roll 1d2: (1) Small; (2) Large	18	Thieving tools
09	Firecracker, roll 1d3: (1) Small; (2) Big; (3) Huge	19	Torch, 1d3 torches
10	Flint and steel	20	Tool, roll 1d2: (1) Crowbar; (2) Small hammer

Coins: All 0-level characters start with *zero* coins. The Mushroom Kingdom currency is as follows: Gold Coin (1gp), Red Coin (2gp), Blue Coin (5gp), Giant Coin (10gp), and Crown Coin (100gp).

ALIGNMENT

For the most part, the characters in Mushroom Kingdom Classics are assumed to be good guys. I wasn't totally into the idea of explaining warring deities of law and chaos to my 5 year old, so I nearly did away with it. I felt like demons and spirits didn't really fit the Mushroom Kingdom setting anyway. There are some sugar-coated deities and patrons floating about – like the Great Mushroom in the Sky, the searing Fire Flowers, and the all powerful Star Road.

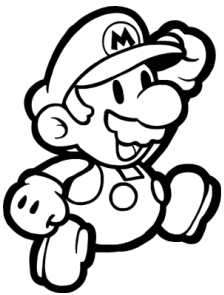
DEALING WITH CLASSES

To make things easier for myself, I decided it would be much less work if I just layered a handful of racial abilities over the core DCC classes of Warrior, Cleric, Thief and Wizard. Any race can choose any one of these four classes.

In my home campaign, we changed the names of the classes to be more fitting to the Mushroom Kingdom. **Warriors** are called Fighters or Tough Guys/Gals. **Clerics** are followers of the Great Mushroom in the Sky and are often referred to as Mushroom Priests or Healers. **Thieves** are called Ninjas, Crooks or Thieves. **Wizards** are most often called a Star Wizard or Flower Mage as many wizards draw their powers from the Fire Flowers or from Star Road itself.

As far as alignment affecting certain class abilities (the thief's skill bonuses and the cleric's allowed weapons, lay on hands checks, and unholy turning), I just went with the Lawful alignment tables for both classes.

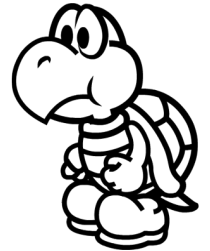
RACIAL ABILITIES



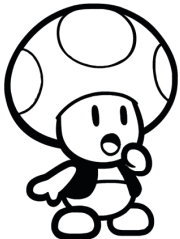
Humans are not typically native to the Mushroom Kingdom and are a minority race. They have the **Super Jump** ability, which functions on paper a lot like a Dwarf's shield bash. Humans defy the physics of this world, leaping up to 20' and stomping enemies for 1d3 damage. This action uses a d14 (instead of d20) and is a free second attack.

Some humans have been known to wear cleats or steel-soled boots to do additional damage with their Super Jumps. Humans with multiple action die still only perform one Super Jump per combat round. A human warrior may perform Mighty Deeds of Arms with their Super Jump attacks.

The turtle-like **Koopas** tend to be the shock troopers in evil armies, but there are some who lead more lawful lives. If a koopa ducks into their **Armored Shell**, they gain an AC bonus equal to their current class level +1 as long as they stay huddled inside their shell. The koopa typically cannot make attacks while retracted inside their shell.



In addition, a koopa's **Bad Reputation** grants a +1d to Personality-based saves and checks when dealing with nefarious types.



Toads are mushroom people native to the Mushroom Kingdom. Their short stature and typically kind demeanor often leads them to being taken advantage of. Because of this, toads will often **Kick Rocks** instead of dealing with issues head-on. This evolved trait grants a base movement rate of 40' per action.

Also, due to their expansive and **Porous Minds**, a toad rolls a +1d on all Intelligence-based checks (excluding spell checks). They usually know a little something about everything!

The sentient dinosaur-like **Yoshis** walk up-right, have fully functional 4-digit hands, and come in a wide variety of colors. They have a bizarre ability that allows them to lap up objects with their long sticky tongues, then immediately regurgitate the object as a weaponized projectile. The object can be up to half the Yoshi's body size and can be projected up to 50' away.



Typically the **Projectile Spit** functions similar to the Dwarf's shield bash, using a d14 (instead of a d20) action die and causing 1d3 points of missile damage. Per the Judge, there may be additional effects of the projectile attack, depending on what was used as ammo. Yoshis with multiple action die still only perform one Projectile Spit per combat round. A yoshi warrior may perform Mighty Deeds of Arms with their Projectile Spit attacks.

1 Square = 5'

The floor plan is a complex layout on a grid. It includes several rooms and corridors, each labeled with a number and a letter. Room 1 is a large open area on the left. Room 2 is a central area containing a large circular feature. Room 3a is a room on the right containing a large pile of treasure and a cross. Room 3b is a smaller room within Room 2, containing a treasure chest and several items. Room 4a is a large room at the top right, and Room 4b is a smaller room at the top left, both containing treasure. The plan includes various symbols for doors, windows, and furniture, as well as a north arrow pointing upwards.

This adventure is intended for smaller groups of 6 to 10 0-level characters, but it is easily scaled for larger groups.

PLAYER START!

Someone (or something) creepy has moved into the old abandoned mansion on Rubbleknot Hill. Local folks have reported spooky lights and strange singing coming from inside the run-down estate. To add to the concern, someone has been robbing Farmer Plugo's turnip farm – and the thieves' footprints lead right to the old mansion!

You join the concerned group townsfolk in investigating the Old Mansion on Rubbleknot Hill.

THE OLD MANSION ON RUBBLEKNOT HILL

Area 1 – Front Door

After about an hour of walking you find yourselves in front of the Old Mansion. Haunting lights flicker in the windows and a giant lock hangs on the blue front doors. The sky is dark and an eerie fog hangs in the air. A group of squeaky bats fly somewhere over your heads.

Suddenly you hear a commotion ahead of you! Four blue Goombas wearing skeleton helmets are rolling around and fighting over some fresh turnips.

The mansion is surrounded by gnarled trees and roots. A few headstones dot the landscape. All of the windows are barred with iron and impossible to see through due to thick curtains and the spooky lights.

The Bone Goombas will charge after the players once they notice them. The last of the Goombas to be defeated has the front door key and drops 1d3 gold coins.

There are 1d5+1 fresh turnips in a small wooden wagon cart. A shovel covered in blue mud rests against the cart. Farmer Plugo will be very happy to have the turnips back. He'll reward 1 gold coin for each turnip returned.

If anyone digs up a grave, a Brittle Dry Bones pops out and attacks. When defeated, the koopa skeleton will crumble into a pile of bones, but will re-assemble after 1d3 rounds. The only way to truly defeat this un-dead creature is to scatter and/or destroy its bones. The grave marked X on the map also contains a blue coin.

x4 Bone Goombas: Init +0; Atk skull bash +0 melee (1d3); AC 10; HD 1d2 (1, 1, 2, 2); MV 20'; Act 1d16; SV Fort +1, Ref +0, Will +0

Brittle Dry Bones: Init +1; Atk bite +0 melee (1d3); AC 10; HD 1d4; MV 20'; Act 1d16; SP will re-assemble after 1d3 rounds with full HP; SV Fort +1, Ref +0, Will +1

Area 2 – Mummy Party

The creaking front doors open up to a large dining hall. Old wood tables and chairs are scattered all around the checkered tile floor. Several torches line the walls and a great big candle-lit chandelier hangs from the ceiling.

On the opposite side of the room a set of large steps lead up to large red double-doors. A mummified toad slowly paces back and forth at the top of the steps.

The Mummy Toad won't leave the top of the stairs unless it's forced to. Instead, it summons one shadowy version of itself every round of combat (up to a maximum of 4). The apparitions can't be hit. The shadows float after the closest (or most unlucky) characters (MV 20') and attempt to touch them. A touched character must make a DC 10 Will save or take 1 point of purple shadow damage.

Setting fire to the mummy will instantly defeat it. Upon defeat the mummy will drop a Fire Flower in a jar. All shadow apparitions dissipate if the mummy is defeated.

Mummy Toad: Init +0; Atk wrap slap +0 melee (1d3); AC 9; HD 4d8 (18); MV 10'; Act 1d14; SP instantly dies to fire, summons shadows; SV Fort +2, Ref +0, Will +2

Fire Flower: This is a single use item that any level or class can deploy. The flower works just as Magic Missile (pg. 144 in the DCC RPG core book), with a 12+1d10+CL spell check. The spell check never fails and the spell's manifestation is always fire-based.

Area 3a – Old Library

This long room appears to be an old library. Ancient brittle tomes are clumsily scattered across towering bookshelves and creaking wooden floors. There are two question blocks hovering just above your head.

Splitting the room in two is a wide, dark chasm. Rickety floor boards form a makeshift bridge over the bottomless pit. Across the pit you can see two gold coins hovering on either side of a large green floor pipe. Behind the pipe is a set of massive purple doors.

One question block contains a Red Coin, the other has a healing mushroom. If anyone touches one of the ancient books, it will crumble away like a dry sand castle.

The narrow bridge is more stable than it appears, but maintaining balance while crossing it requires a DC 10 Reflex save. If the character fails, they plummet several hundred feet through absolute darkness. The chasm can also be cleared with a DC 10 Strength check to jump across. If the character takes a running start before jumping, give them a +1d on their check.

As the characters approach the green pipe and purple double-doors, they will hear ghostly singing. This is Pinky Boo, who is coarsely crooning the hook to his favorite song - "Never Scared" by Bone Crusher (or another familiar song of the Judge's choice).

The green floor pipe sends the characters through a twisting dark chute that exits at the green pipe in Area 3b.

Healing Mushroom: This is a single use item that functions similarly to a healing potion. Upon use, the mushroom instantly heals 1d4+1 of the character's HP.

Area 3b – Mimic's Lair

As you exit the green pipe you find yourself in a small cobblestone brick room with no doors or windows. Several old still-life paintings of fruits and vegetables have been hung carelessly along the stone walls.

Against the north wall a large green chest sits on top of an antique throw rug. Two shimmering red coins hover over either side of the chest. A small wooden crate filled with turnips rests in the southwest corner of the room.

On closer inspection, a character will find turnip crumbs in front of the green chest. The chest is actually a Mimic and will launch a surprise attack if someone attempts to open it. The creature loves all forms of produce and will reveal itself if someone places a fruit or vegetable near it.

Upon defeat the Mimic Chest drops a Froggy Pan (2d3, as club) and a pair of Tough Overalls (+2 AC, as leather armor). "Property of Mungo the Frogog" is clumsily etched on the back of the cast iron Froggy Pan.

There are five old paintings, which could be sold to a collector for 2d3 gold coins each. The patterned throw rug is also produce-themed and will fetch 3d4 gold coins.

There are 1d4+3 turnips in the small wooden crate.

Mimic Chest: Init +3; Atk chomp +1 melee (1d4); AC 10; HD 3d4 (8); MV 20'; Act 1d20; SV Fort +1, Ref +0, Will +1

Area 4a – Pinky Boo's Room

Old iron hinges groan as you push open the large purple doors. This eerily quiet room is enormous and strangely vacant. The tacky wallpapered walls are bare and there's no furniture of any kind. A handful of flickering wall-mounted torches dimly illuminate the arena.

There's a large area on the west side of the room where the floor boards have been torn up. Mounds of blue dirt are piled all around the excavated area.

After the characters have been in the room for a moment, the large purple doors suddenly slam shut behind them. Pinky Boo's singing echoes throughout the large room as he materializes above the party and attacks.

Pinky Boo dons a pair of blocky sun glasses that boosts his confidence. Unlike the typical Boo, he doesn't shy away from a direct stare.

In combat, Pinky will turn ethereal and disappear, returning to the physical plane one round later to ambush the unluckiest character. If someone throws dust, flour, or something similar into the air, it'll reveal Pinky's position.

Upon defeat, Pinky Boo drops his shades and a letter from Bowser (player handout). The defeated Pinky Boo breaks into two little pink Boos who attempt to flee in opposite directions. After one round, the little bashful boos turn ethereal and pass through the mansion walls.

Pinky Boo: Init +2; Atk bite +1 melee (1d4) or peak-a-boo (special); AC 11; HD 3d6 (11); MV 30'; Act 1d20; SP turns invisible for 1 round then makes surprise attack (+2 to hit), splits in two upon defeat; SV Fort +2, Ref +1, Will +1

x2 Little Pinky Boos: Init +2; Atk bite +0 melee (1); AC 8; HP 1d2 (1, 2); MV 20'; Act 1d14; SP can turn ethereal, avoiding all physical damage and passing through walls and floors; SV Fort +0, Ref -1, Will +1

Pinky Boo's Shades: These "Deal With It" sunglasses provide a +5 when attempting to save vs fear effects.

Area 4b – Dig Site

Large areas of the blue-colored earth has been excavated from this fresh dig site. A few pickaxes and shovels lie scattered about the makeshift operation.

There are two pickaxes (1d6, as handaxe) and three shovels (1d4, as staff) lying around the dig site.

If the characters dig in the site, they'll soon find a Fire Flower spellbook encased in a petrified wood box. The spellbook can be used as a 1st level Wizard's spell source. Each character that digs should also roll once (1d7+Luck Mod) on the table below to see what else they find.

Roll	Dug-up Treasure
1 or less	Pile of 1d3: (1) worms; (2) beetles; (3) bones
2-3	A gold coin
4-5	A red coin
6+	Clobber Hammer (2d4, as warhammer) or a blue coin if the hammer is already found.

Pinky Boo,

Take some goombas and get over to that old mansion on Rubbleknot Hill. Rumor says there's a powerful spellbook burried somewhere underneath it. Dig up that book and bring it to Kamek. He's training new magikoopas at the Creepy Steeple outside of Twilight Town.

Oh, and if your troops need food, just nab some turnips from the those local farmers. They won't do anything about it!

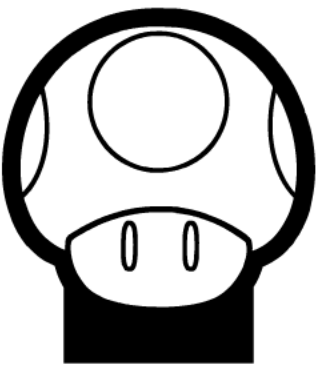
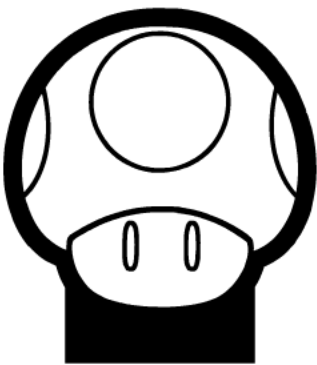
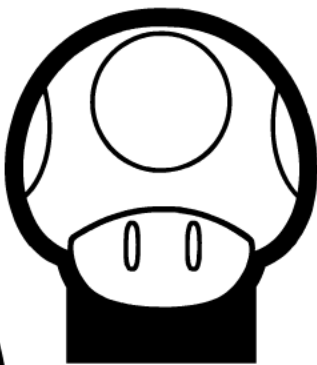
HA HA HA!
-BOWSER



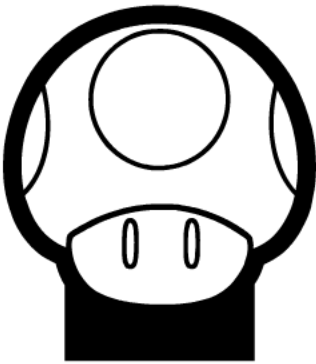
**OPTIONAL
PAPER MINIS**

CHARACTER PARTY

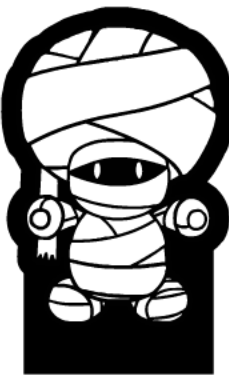
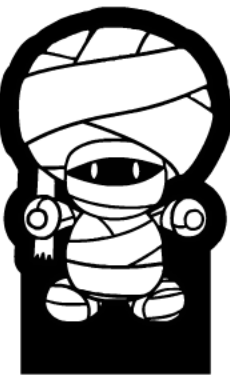
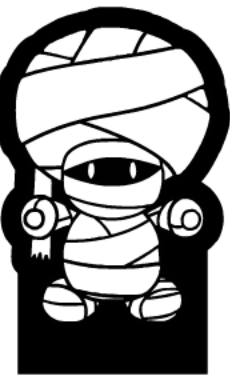
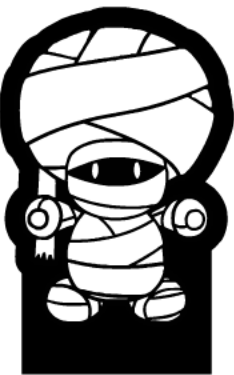
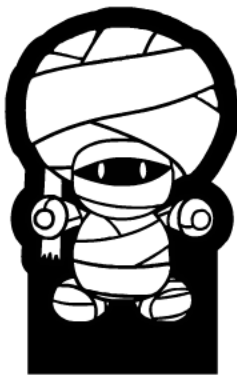
PINKY BOO



LITTLE PINK BOOS



**TOAD
MUMMY**



**SHADOW
APPARITIONS**

**BONE
GOOMBAS**



**BRITTLE
DRY BONES**



MIMIC CHEST

Name : _____

AC

HP

mod

Occupation: _____

Sex: ☐ Boy ☐ Girl

Strength

Agility

Stamina

Personality

Intelligence

Luck

Saves

Reflex

Fortitude

Will

Speed

Initiative

Equipment

Notes

XP:

Name : _____

AC

HP

mod

Occupation: _____

Sex: ☐ Boy ☐ Girl

Strength

Agility

Stamina

Personality

Intelligence

Luck

Saves

Reflex

Fortitude

Will

Speed

Initiative

Equipment

Notes

XP:

Name : _____

AC

HP

mod

Occupation: _____

Sex: ☐ Boy ☐ Girl

Strength

Agility

Stamina

Personality

Intelligence

Luck

Saves

Reflex

Fortitude

Will

Speed

Initiative

Equipment

Notes

XP:

Name : _____

AC

HP

mod

Occupation: _____

Sex: ☐ Boy ☐ Girl

Strength

Agility

Stamina

Personality

Intelligence

Luck

Saves

Reflex

Fortitude

Will

Speed

Initiative

Equipment

Notes

XP:

Name :

10

2

Occupation: Human Town Guard

Sex: ☐ Boy ☐ Girl

AC

HP

mod

Saves

Strength

Agility

Stamina

Personality

Intelligence

Luck

Notes

11

0

11

0

14

+1

8

-1

11

0

8

-1

Reflex

Fortitude

Will

Weapons

Nightstick (1d4)

0

+1

-1

Speed

Initiative

Equipment

Loud whistle

Torch

30

0

XP:

Unlucky Sign: Haunted house: Corruption rolls (-1)

Languages: English

Name :

7

2

Occupation: Koopa Shell Shiner

Sex: ☐ Boy ☐ Girl

AC

HP

mod

Saves

Strength

Agility

Stamina

Personality

Intelligence

Luck

Notes

8

-1

3

-3

9

0

10

0

15

+1

14

+1

Reflex

Fortitude

Will

Weapons

Big brush -1 (1d4-1)

-3

+1

0

Speed

Initiative

Equipment

Can of wax, 10 oz.

Chain, 10'

30

-3

XP:

Luck Sign: Tough as bricks: Fortitude saving throws (+1)

Languages: English +1 more

Name :

10

1

Occupation: Toad Shop Assistant

Sex: ☐ Boy ☐ Girl

AC

HP

mod

Saves

Strength

Agility

Stamina

Personality

Intelligence

Luck

Notes

10

0

9

0

9

0

12

0

12

0

17

+2

Reflex

Fortitude

Will

Weapons

Broom (1d4)

0

0

0

Speed

Initiative

Equipment

Receipt book

Pencil

Thieving tools

40

0

XP:

Lucky Sign: Spider eater: Saving throws vs poison (+2)

Languages: English

Name :

11

2

Occupation: Yoshi Star Gazer

Sex: ☐ Boy ☐ Girl

AC

HP

mod

Saves

Strength

Agility

Stamina

Personality

Intelligence

Luck

Notes

8

-1

13

+1

11

0

13

+1

7

-1

12

0

Reflex

Fortitude

Will

Weapons

Walking stick -1 (1d4-1)

+1

0

+1

Speed

Initiative

Equipment

Telescope

Small sack, empty

30

+1

XP:

Languages: English

Name : _____

9

AC

2

HP

Occupation:

Human Cart Mechanic

Sex: ☐ Boy ☐ Girl

Strength110

Agility8-1

Stamina7-1

Personality110

Intelligence5-2

Luck100

Saves

Reflex-1

Fortitude-1

Will0

Speed30

Initiative-1

Equipment

Jug of motor oil

Healing mushroom

Notes

Languages: English

XP:

Name : _____

9

AC

1

HP

Occupation:

Human Hammersmith

Sex: ☐ Boy ☐ Girl

Strength90

Agility6-1

Stamina8-1

Personality15+1

Intelligence90

Luck110

Saves

Reflex-1

Fortitude-1

Will+1

Speed30

Initiative-1

Equipment

Tube of wood glue

Lantern with candle

Notes

Languages: English

XP:

Name : _____

10

AC

1

HP

Occupation:

Human Pastry Chef

Sex: ☐ Boy ☐ Girl

Strength110

Agility90

Stamina8-1

Personality8-1

Intelligence13+1

Luck100

Saves

Reflex0

Fortitude-1

Will-1

Speed30

Initiative0

Equipment

Sugar, 1 lb.

Rope, 50'

Notes

Languages: English +1 more

XP:

Name : _____

10

AC

4

HP

Occupation:

Human Plumber

Sex: ☐ Boy ☐ Girl

Strength13+1

Agility110

Stamina14+1

Personality13+1

Intelligence8-1

Luck110

Saves

Reflex0

Fortitude+1

Will+1

Speed30

Initiative0

Equipment

Toilet paper, 3 rolls

Flint and steel

Notes

Languages: English

XP:

Name : _____



10

AC



2

HP

Occupation: Koopa Cannonball Crafter

Sex: ☐ Boy ☐ Girl

		mod
Strength	9	0
Agility	9	0
Stamina	10	0
Personality	10	0
Intelligence	9	0
Luck	8	-1

Saves

Reflex	-1
Fortitude	-1
Will	-1

Speed 30

Initiative 0

Equipment

Cannonball, 4 lbs.
Small sack, empty

Weapons

Big hammer (1d4)

Notes

Unlucky Sign: Purple moon: Saving throws (-1)
Languages: English

XP:

Name : _____



8

AC



2

HP

Occupation: Koopa Lettuce Farmer

Sex: ☐ Boy ☐ Girl

		mod
Strength	13	+1
Agility	5	-2
Stamina	13	+1
Personality	9	0
Intelligence	9	0
Luck	7	-1

Saves

Reflex	-2
Fortitude	+1
Will	0

Speed 30

Initiative -2

Equipment

Head of lettuce
Small candle

Weapons

Shovel +1 (1d4+1)

Notes

Unlucky Sign: The raging storm: Spell damage (-1)
Languages: English

XP:

Name : _____



9

AC



2

HP

Occupation: Koopa Peddler

Sex: ☐ Boy ☐ Girl

		mod
Strength	6	-1
Agility	8	-1
Stamina	10	0
Personality	5	-2
Intelligence	11	0
Luck	5	-2

Saves

Reflex	-1
Fortitude	0
Will	-2

Speed 30

Initiative -1

Equipment

Small sack, empty
10-foot pole

Weapons

Walking stick -1 (1d4-1)

Notes

Unlucky Sign: Haunted house: Corruption rolls (-2)
Languages: English

XP:

Name : _____



10

AC



1

HP

Occupation: Koopa Pirate

Sex: ☐ Boy ☐ Girl

		mod
Strength	9	0
Agility	12	0
Stamina	9	0
Personality	10	0
Intelligence	12	0
Luck	14	+1

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30

Initiative 0

Equipment

Eye patch
Grappling hook

Weapons

Wood peg leg (1d4)

Notes

Lucky Sign: Fox's cunning: Find/disable traps (+1)
Languages: English

XP:

Name : _____



AC



HP

Occupation: Toad Instructor

Sex: ☐ Boy ☐ Girl

mod

Saves

Strength	10	0
Agility	7	-1
Stamina	12	0
Personality	15	+1
Intelligence	15	+1
Luck	16	+2

Reflex	-1
Fortitude	0
Will	+1

Speed	40
Initiative	-1

Equipment

Red apple
Large sack

Weapons

Big ruler (1d4)

Notes

Lucky Sign: Spider eater: Saving throws vs poison (+2)
Languages: English +1 more

XP:

Name : _____



AC



HP

Occupation: Toad Janitor

Sex: ☐ Boy ☐ Girl

mod

Saves

Strength	11	0
Agility	11	0
Stamina	4	-2
Personality	11	0
Intelligence	9	0
Luck	14	+1

Reflex	0
Fortitude	-2
Will	0

Speed	40
Initiative	0

Equipment

Wood bucket
Yellow chalk

Weapons

Mop +1 (1d4)

Notes

Lucky Sign: The bull: Melee attack rolls (+1)
Languages: English

XP:

Name : _____



AC



HP

Occupation: Toad Mushroom Farmer

Sex: ☐ Boy ☐ Girl

mod

Saves

Strength	8	-1
Agility	10	0
Stamina	11	0
Personality	11	0
Intelligence	12	0
Luck	7	-1

Reflex	0
Fortitude	0
Will	0

Speed	35
Initiative	0

Equipment

Healing mushroom
Small candle

Weapons

Shovel -1 (1d4-1)

Notes

Unlucky Sign: Lame child: Speed -5'
Languages: English

XP:

Name : _____



AC



HP

Occupation: Toad Rain Collector

Sex: ☐ Boy ☐ Girl

mod

Saves

Strength	8	-1
Agility	15	+1
Stamina	15	+1
Personality	16	+2
Intelligence	6	-1
Luck	5	-2

Reflex	+1
Fortitude	+1
Will	+2

Speed	40
Initiative	+1

Equipment

Small barrel, empty
Flint and steel

Weapons

Umbrella -3 (1d4-1)

Notes

Unlucky Sign: The wussy: Melee attack rolls (-2)
Languages: English

XP:

Name : _____

10

4

Occupation: Yoshi Bug Catcher

Sex: ☐ Boy ☐ Girl

AC

HP

mod

Strength

Agility

Stamina

Personality

Intelligence

Luck

14

10

12

16

7

11

+1

0

0

+2

-1

0

Saves

Reflex

Fortitude

Will

0

0

+2

Speed

30

Initiative

0

Equipment

Jar full of bees
Grappling hook

Weapons

Bug net +1 (1d4+1)

Notes

Languages: English

XP:

Name : _____

10

4

Occupation: Yoshi Doll Maker

Sex: ☐ Boy ☐ Girl

AC

HP

mod

Strength

Agility

Stamina

Personality

Intelligence

Luck

5

9

7

11

8

10

-2

0

-1

0

-1

0

Saves

Reflex

Fortitude

Will

0

-1

0

Speed

30

Initiative

0

Equipment

Ball of yarn
Ragdoll
Healing mushroom

Weapons

Scissors -2 (1d4-2)

Notes

Languages: English

XP:

Name : _____

11

1

Occupation: Yoshi Explorer

Sex: ☐ Boy ☐ Girl

AC

HP

mod

Strength

Agility

Stamina

Personality

Intelligence

Luck

11

15

12

13

9

12

0

+1

0

+1

0

0

Saves

Reflex

Fortitude

Will

+1

0

+1

Speed

30

Initiative

+1

Equipment

Rope, 100'
Small candle

Weapons

Pickaxe (1d6)

Notes

Languages: English

XP:

Name : _____

10

2

Occupation: Yoshi Fisher

Sex: ☐ Boy ☐ Girl

AC

HP

mod

Strength

Agility

Stamina

Personality

Intelligence

Luck

8

9

12

11

13

9

-1

0

0

0

+1

0

Saves

Reflex

Fortitude

Will

0

0

0

Speed

30

Initiative

0

Equipment

Can of worms
Flint and steel

Weapons

Fishing pole -1 (1d4-1)

Notes

Languages: English +1 more

XP: