

Infinite Maw

NAME: _____

WHAT DO YOU LOOK LIKE? _____

ARMOR _____

HP _____

WHAT DO YOU LOOK LIKE?

ARMOR

HP



BASIC MOVE

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence.

MAW MOVES

When you try to satiate the Infinite Maw inside of you, roll+CON to suck a human sized target (or smaller) into your mouth. On a 7-9 choose 1. On a 6-, choose none.

- You hold them in your infinite maw, unable to open your mouth without releasing them
- You absorb an aspect of them and spit them back out
- The infinite maw is satisfied and gives you +2 to your next roll

When an aspect is absorbed from a target, your attire becomes a caricature of theirs. While worn you have one special trait or skill reminiscent of the target and their abilities. The table decides this and you write it in the box to the right. You can only have one of these at a time.

CURRENT ATTIRE

(ABILITY GAINED)

INVENTORY

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

GEAR: ○ ○ ○

STR



DEX



CON



INT



WIS



CHA



EXPERIENCE

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Maw Advancement list.



MAW ADVANCEMENTS

(YOU GET ONE PER LEVEL)

- **Gutted.** Gain +1 Constitution.
- **Persistent.** Gain +1 Wisdom.
- **Handsome.** Gain +1 Charisma.
- **Wordly.** Take an advancement from another class (choose a cool one, not an attribute bonus).
- **Quick foot.** You run faster while holding someone in your maw.
- **Armor-less.** **When not wearing armor**, you can swallow something the size of three goblins in a trenchcoat.
- **Lovely.** You can keep the ability you last swallowed permanently.
- **Bigger Maw.** **When you use a d12 to roll**, you may gain 2 abilities from a target.
- **Full of Stars.** **When you hold your maw open, roll+CON. On a 7-9**, unprepared people are knocked off their feet and pulled towards you by a great suction. **On a 6-**, only loose objects come sailing towards you.
- **Goatly.** You can eat any material as if it were marshmallow.
- **Float on.** You can suck in way too much air and make yourself puff up like a balloon, allowing some strange form of levitation.

OR WORK WITH THE DM TO COME UP WITH SOMETHING COOLER!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

(THE DM WILL HELP YOU)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!

MORE NOTES AND DOODLES