

# TUP

## MALE GOBLIN PYROMANIAC



### SKILLS

<b>STRENGTH</b>	d4	<input type="checkbox"/> +1			
<b>DEXTERITY</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
ACROBATICS: DEXTERITY +2					
<b>CONSTITUTION</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
<b>INTELLIGENCE</b>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
<b>WISDOM</b>	d4				
<b>CHARISMA</b>	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
ARCANE: CHARISMA +1					
DIPLOMACY: CHARISMA +2					

### POWERS

<b>HAND SIZE</b>	6	<input type="checkbox"/> 7
For your combat check, you may banish a card to use your Arcane skill + 1d8 ( <input type="checkbox"/> +1) and add the Attack, Fire, and Magic traits. This counts as playing a spell.		
<input type="checkbox"/> When you banish a spell from your hand not for its power, draw a spell from the box.		
When another character at your location attempts a check, you may recharge a card to add 4 and the Fire trait. Each character at your location other than you is dealt 1d4 ( <input type="checkbox"/> -1) Fire damage.		

### CARDS LIST

<b>WEAPON</b>	1	<input type="checkbox"/> 2			
<b>SPELL</b>	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	
<b>ARMOR</b>	1	<input type="checkbox"/> 2			
<b>ITEM</b>	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5		
<b>ALLY</b>	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4		
<b>BLESSING</b>	3	<input type="checkbox"/> 4			
<b>COHORT</b>	DELIVERANCE				

### FAVORED CARD TYPE: SPELL

"I be Tup! Alones I creep.  
Master of stick-men! Rider of sheep!  
Build a bonfire big and tall,  
Feed it! Feed it! Burn them all!

"Tup is clothed from head to toe.  
Not a goblin, no, no, no!  
Trust me, longshanks, you no fear.  
Tup is Terr'ble! Tup is here!"

—Tup the Terrible's song



## ROLES

You may choose one of these roles after completing Adventure 3.



### TUP (BALE-FLAME OF NAUGHTINESS)

If you are not currently on fire, wait 5 minutes.

#### POWERS

<b>HAND SIZE</b>	6	<input type="checkbox"/> 7	<input type="checkbox"/> 9	<input type="checkbox"/> 11
For your combat check, you may banish a card to use your Arcane skill + 1d8 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +1d6+1) and add the Attack, Fire ( <input type="checkbox"/> or Force), and Magic traits. This counts as playing a spell.				
<input type="checkbox"/> When you banish a spell from your hand not for its power, draw a spell from the box.				
When another character at your location attempts a check, you may recharge a card to add 4 and the Fire trait. Each character at your location other than you is dealt 1d4 ( <input type="checkbox"/> -1) ( <input type="checkbox"/> -4) Fire damage.				
<input type="checkbox"/> On your check that invokes the Fire trait, you may recharge a card to add another 1d8; after the check you are dealt 1d4 Fire damage.				
<input type="checkbox"/> Reduce Fire damage dealt to you to 1.				
<input type="checkbox"/> At the end of your turn, you may exchange a card in your hand for a card that has the Fire trait in any character's discard pile.				



### TUP (PRINCE OF DARKNESS)

Darkness hands out princedom like candy these days.

#### POWERS

<b>HAND SIZE</b>	6	<input type="checkbox"/> 7	<input type="checkbox"/> 9	<input type="checkbox"/> 11
For your combat check, you may banish a card to use your Arcane skill + 1d8 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +3) and add the Attack, Fire, and Magic traits. This counts as playing a spell.				
<input type="checkbox"/> When you banish a spell from your hand not for its power, draw a spell from the box.				
When another character at your location attempts a check, you may recharge a card ( <input type="checkbox"/> then you may shuffle your deck) to add 4 and the Fire trait. Each character at your location other than you is dealt 1d4 ( <input type="checkbox"/> -1) Fire damage.				
<input type="checkbox"/> Gain the skills Stealth: Dexterity +3 and Knowledge: Intelligence +3.				
<input type="checkbox"/> You may evade your encounter. ( <input type="checkbox"/> If you are the only character at your location, you may then recharge a random card to explore again.)				