

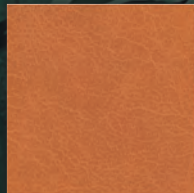
Puss in Boots



Power
4



Cleverness
3



Bravery
2



Item His Tiny Ogre in a Bottle (one-time use +1).

Fail Can give another player a bonus die on their next power test because this cat is so cute you would do anything to protect it, OR add a Magic point to the Group Pool.

Epic Can accomplish any physical skill with his blade and swiftness.

Magic Sword comes to life and can be told what to do for a limited time (costs 5 points).

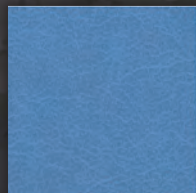
Notes

The **GRIMM**
Quest

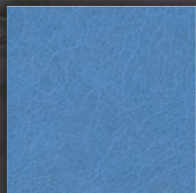
Cinderella



Power
3



Cleverness
4



Bravery
2



Item Her Trusty Broom (one-time use +1).

Fail Can give another player a bonus die on their next Cleverness test because she gives them some advice, OR add a Magic point to the Group Pool.

Epic Allows her to transform into her regal dress and gives her unlimited Charm.

Magic Calls the Fairy Godmother for a wish (costs 5 points).

Notes

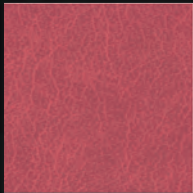
The **GRIMM**
Quest

Red Riding Hood



Notes

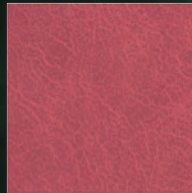
Power
2



Cleverness
3



Bravery
4



Item Her Basket of Goodies (one-time use +1).

Fail Can give another player a bonus die to Power for their next test because of a Sugar Rush, OR add a Magic point to the Group Pool.

Epic Can see through any Deception and know the truth of what is in front of her.

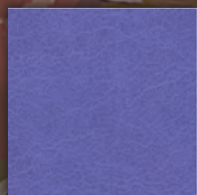
Magic Red can bake a magical cake/pie/tart with various effects (costs 5 points).

The GRIMM
Quest

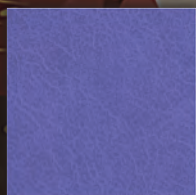
Pinocchio



Power
2



Cleverness
4



Bravery
3



Item His Handy Carpenter's Kit (one-time use +1).

Fail Can give another player a bonus die on their Cleverness test because his nonstop talking gives them an idea, OR add a Magic point to the Group Pool.

Epic Unlimited Guile, can convince anyone of anything.

Magic Can control or puppeteer another character (costs 5 points).

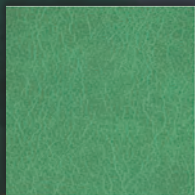
Notes

The **GRIMM**
Quest

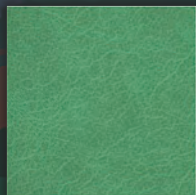
Jack the Giant Slayer



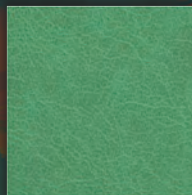
Power
3



Cleverness
2



Bravery
4



Item His Reliable Axe (one-time use +1).

Fail Can give another player a bonus die on their next Bravery test because he cheers you on, OR add a Magic point to the Group Pool.

Epic Lets out a Battle Cry that scares away all enemies, and boosts your friends' morale.

Magic Jack can play the Magic Harp for various effects (costs 5 points).

Notes

The GRIMM
Quest