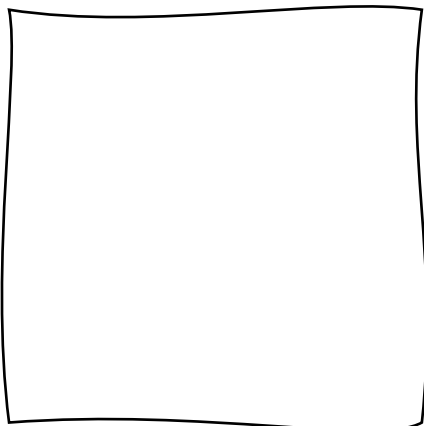


**Character:**

**Level:**

**Stat Points:**

**Max Health:**



**Who** are you? Who's your family? Who do you want to be?

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**What** are you? What do you look like? What do you own?

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**When** in your life are you adventuring?

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**Where** did you come from? Where are you going?

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**Why** are you adventuring? Why with this group?

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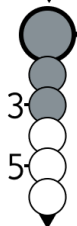
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PIT

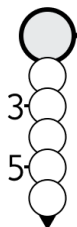


# STRENGTH



**Roleplay Bonus: +1 to Strength Rolls**

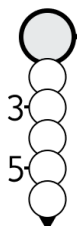
(3 AP) **Attack**: Add your points in this tier (PIT) to your character's level (Lv). Deal that much damage to a target.



**Roleplay Bonus: +2 to Strength Rolls**

(4 AP) **Splash Attack**: Deal PIT+Lv damage to a target. Deal half that damage to one other target in the same Zone as the first target.

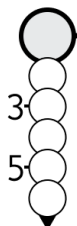
**Hearty**: You have 12 Health per level.



**Roleplay Bonus: +3 to Strength Rolls**

(5 AP) **Rampage**: Deal PIT+Lv damage to a target in your Zone. Deal Lv damage to PIT targets in your Zone. You can target someone multiple times.

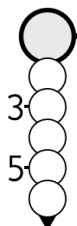
**Heavy Hitter**: If you roll a 1 when rolling for critical damage, you deal 1 extra damage.



**Roleplay Bonus: +4 to Strength Rolls**

(1 AP) **Abutting Attack**: Deal Lv damage to a target in your Zone.

**Critikill Roll**: When rolling for critical damage, you succeed when rolling a 5 or 6.



**Roleplay Bonus: +5 to Strength Rolls**

**Indomitable**: You have 15 Health per level. This replaces **Hearty**.

**Heavier Hitter**: If you roll a 2 when rolling for critical damage, you deal 2 extra damage.



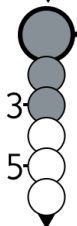
**Roleplay Bonus: +6 to Strength Rolls**

**Stronk**: When rolling for a Critical with a Strength Action, you succeed when rolling a 4, 5, or 6.

PIT



# SKILL

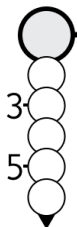


## Roleplay Bonus: +1 to Skill Rolls

(1 AP) **Move**: Move to an adjacent, accessible Zone.

(4 AP) **Spate**: Add your points in this tier (PIT) to your character's level (Lv).

Distribute this total as damage to targets within your Zone.



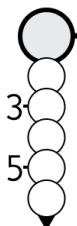
## Roleplay Bonus: +2 to Skill Rolls

(2 AP) **Inspect**: Choose PIT target(s).

You understand the recent behavior of these targets.

You also know how much Health they have when you use this.

**Fast Feet**: You can use **Move** once during the Player Phase without spending AP.

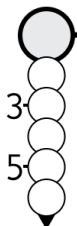


## Roleplay Bonus: +3 to Skill Rolls

(2 AP) **Quick Attack**: Deal Lv damage to a target.

(1 AP) **Focus**: Reroll a roll you make.

**Boon**: If you roll a 1 when rolling for a Critical, you restore Lv Health.



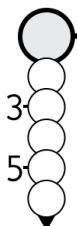
## Roleplay Bonus: +4 to Skill Rolls

(2 AP) **Evade**: When you take damage, move to an adjacent & accessible Zone.

Reduce the damage by PIT+Lv.

This can be done during any phase, once per source of damage.

**Deft**: You regain 1 AP at the start of the Enemy Phase.



## Roleplay Bonus: +5 to Skill Rolls

(1 AP) **Embolden**: Choose two other targets to gain 1 AP.

This can only be done once per Phase.

**Concentration**: If you roll a 2 when rolling for a Critical, you restore 1 AP.



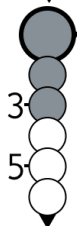
## Roleplay Bonus: +6 to Skill Rolls

**Professional**: When rolling for a Critical with a Skill Action, you succeed when rolling a 5 or a 6.

PIT



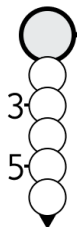
# SUPPORT



## **Roleplay Bonus: +1 to Support Rolls**

(3 AP) **Heal**: Add your points in this tier (PIT) to your character's level (Lv). Restore that much Health to a target.

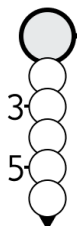
(2 AP) **Aggro**: Deal damage to a target equal to your character's level (Lv). That target focuses on you during the next Enemy Phase.



## **Roleplay Bonus: +2 to Support Rolls**

(4 AP) **Reflect**: When an ally in your Zone takes damage, reduce the damage by PIT+Lv and deal half that much damage (rounding up) back to the enemy that attacked your ally. This can be done during any phase.

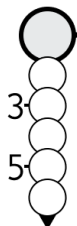
(1 AP) **Block**: Reduce damage you take by Lv, once per source of damage. This can be done during any phase.



## **Roleplay Bonus: +3 to Support Rolls**

(4 AP) **Protean**: Choose PIT target(s). For each target, deal PIT+Lv damage or restore PIT+Lv Health.

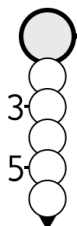
**Wide Support**: If you roll a 1 when rolling for a Critical, you can restore Lv Health to any target.



## **Roleplay Bonus: +4 to Support Rolls**

(3 AP) **Drain**: Deal PIT+Lv damage to a target. Restore half that much Health to yourself or another target in your Zone, rounding up.

(1-3 AP) **Entrust**: You can give 1-3 AP to an ally. This can only be used once per phase. This can be done during any phase.



## **Roleplay Bonus: +5 to Support Rolls**

(6 AP) **Phoenix**: Choose an ally with 0 Health. Next Player Phase, their Health is restored to half of your maximum Health.

(5 AP) **Passage of Arms**: Reduce all damage taken by Lv for all allies in your Zone until the next Player Phase. This can only be used once per phase, but during any phase.



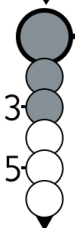
## **Roleplay Bonus: +6 to Support Rolls**

**Team Player**: When rolling for a Critical with a Support Action, you succeed when rolling a 5 or 6. If you roll for healing, you get a Critical with a 4, 5, or 6.

PIT



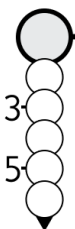
# SCHARISMA



## Roleplay Bonus: +1 to Scharisma Rolls

(1 AP) **Help**: Add 1 to any roll, once per roll.  
This can be done during any phase.

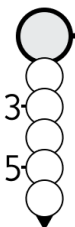
(1 AP) **Hinder**: Reduce any roll by 1, once per roll.  
This can be done during any phase.



## Roleplay Bonus: +2 to Scharisma Rolls

(3 AP) **Mulligan**: Change any roll to any number PIT or lower.  
You cannot change a roll to a number that can't be rolled  
(d3 rolls cannot be changed to a 4, no rolls can become 0).

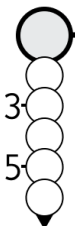
**ReRoleplay**: When you roll during roleplay outside of combat,  
roll 2d6 and use either roll.



## Roleplay Bonus: +3 to Scharisma Rolls

**Brainwash**: If you roll a 2 when rolling for a Critical, you can  
choose a target. This target will act as an ally to the players  
during the next Enemy Phase.

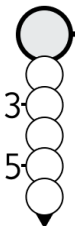
**Never Give Up**: If you roll a 1 when rolling for a Critical, you can  
restore Lv Health to any target in your Zone.



## Roleplay Bonus: +4 to Scharisma Rolls

(2 AP) **Weighted Die**: Reroll an enemy's roll.  
This can be done during any phase.

(6 AP) **Revival**: Choose an ally with 0 Health.  
Next Player Phase, their Health is restored to PIT+Lv.



## Roleplay Bonus: +5 to Scharisma Rolls

(2 AP) **Team Bonding**: Choose PIT different targets.  
Each target can reroll one of their rolls during this phase.  
This can be used once during any phase.

**Succor**: Allies can add 1 to rolls they make during the Player  
Phase while in your Zone.



## Roleplay Bonus: +6 to Scharisma Rolls

**Legendary**: You can change anyone's roll into a 1 or a 6.  
You can do this twice per combat session.

## NOTES



## Roleplaying

Roleplaying, like smashing doors open, picking locks, providing medical care, or bartering, may cause your GM to ask you to **roll 1d6 with one of your Stats**.

**Add your Roleplay Bonus from the relevant Stat!**

When Roleplaying **in combat**, **spend 1 AP to roll 1d3**. You can **spend more AP to add extra dice** to these rolls (1 AP per 1d3).

## Action Points (AP)

Spend AP to do Actions. Describe them however you want! **Ranged actions** cannot shoot through inaccessible Zones.

All players have **6 max AP**, which are **restored** at the start of the Player Phase. You can track your AP with a d6!

## PIT

PIT stands for **Points in this Tier**. Each Stat has 6 tiers.

Players start with 3 PIT in each Stat's first tier.

## Rolling for Criticals

Roll 1d6 when using Actions that **deal damage or heal**.

If you **roll a 6**, **add double your level** when determining how much damage you deal/heal.

## Leveling Up

Players have 10 Health and 4 Stat Points (SP) **per level**.

To **put SP in a tier**, you need **6 PIT in the prior tier**. Putting 1 SP in a tier unlocks **everything in that tier**.

## Items

Spend 1 AP to use a Fast Item.  
Spend 2 AP to use a Normal Item.  
Spend 3 AP to use a Slow Item.  
Spend 4+ AP to use Special items.

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