

Character:

Level:

Health:

 / (max)

Stat Points:

12 + = (total)

Who is your character? Who do they like? Who's their family?

What is your character? What does your character look like?

When is your character adventuring? Are they young or old?

Where is your character from? Where are they going?

Why is your character adventuring?

How will your character act throughout this adventure?

You can create more "rules" for your character to live by
discussing them with your fellow players/GM.

Is your character a wizard that has to study different spells
to use them? Are you a vampire that avoids sunlight?



STRENGTH

Tier 1: +1 to Strength RP-Rolls

(4 AP) **Attack:** Roll 1d6.

Deal that much damage to a single target.

(X AP) **Hold:** Attempt to hold a target in your *Zone*. Make a *Competing Strength RP-Roll*, rolling 1d6h per AP you spend on this *Action*.

If you roll higher than the target, they cannot move away from you until they break out of your hold.

Tier 2: +2 to Strength RP-Rolls

(5 AP) **Splash Attack:** Roll 1d6 and add 1 for each point in this tier.

Deal that much damage to a single target.

Deal half that damage to one other target in the same *Zone* as the first target.

Hearty: You have 11 Health per level.

Tier 3: +3 to Strength RP-Rolls

Heartier: You have 13 Health per level
(replaces **Hearty**)

Heavy Hitter: +1 to all of your damage rolls.

Tier 4: +4 to Strength RP-Rolls

(3 AP) **Abutting Attack:** Roll 1d6.

Deal that much damage to a single target in your *Zone*.

Big Numbers Only: If you roll a 1 on damage roll, reroll and use the new roll (even if it's another 1).

Tier 5: +5 to Strength RP-Rolls

Heartiest: You have 15 Health per level
(replaces **Heartier**)

Heavier Hitter: +2 all of your damage rolls.
(replaces **Heavy Hitter**)

Tier 6: +6 to Strength RP-Rolls

(5 AP) **Demolish:** Roll 2d6.

Deal that much damage to a single target in your *Zone*.

Deal half that damage to as many other targets in your *Zone* as you have points in this tier.

Personal Damage: Deal 1 extra damage per point in this tier to each target you attack.



SKILL

Tier 1: +1 to Skill RP-Rolls

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

You cannot move through other players or enemies.

Balanced: You have a total of 9 AP.

Tier 2: +2 to Skill RP-Rolls

(1 AP) **Dodge:** When you take damage, you can move to an adjacent & accessible zone and reduce the damage you take by 1 for each point you have in this tier.

Well-Balanced: You have a total of 12 AP.
(replaces **Balanced**)

Tier 3: +3 to Skill RP-Rolls

(2 AP) **Quick Attack:** Roll 1d6.

Deal half that damage to a single target in your *Zone*.

Fast Feet: You can move anywhere within an adjacent, accessible *Zone* once during the *Player Phase* without spending any AP.

Tier 4: +4 to Skill RP-Rolls

(2 AP) **Evade:** When you take damage, you can move to an adjacent & accessible zone and reduce the damage you take by 4 for each point you have in this tier.

Better-Balanced: You have a total of 16 AP.
(replaces **Well-Balanced**)

Tier 5: +5 to Skill RP-Rolls

Halfer: Add 1 to all halved rolls.

Furious Feet: You can move anywhere within an adjacent, accessible *Zone* twice during the *Player Phase* without spending any AP.
(replaces **Fast Feet**)

Tier 6: +6 to Skill RP-Rolls

(1 AP) **Reactive Attack:** When an enemy moves out of your *Zone*, deal 1 point of damage per point in this tier to that enemy.

Multi-Move: You can use your **Movement** one additional time per point in this tier.



SUPPORT

Tier 1: +1 to Support RP-Rolls

(4 AP) Heal: Roll 1d6.

Heal that much *Health* to a single target.

Describe how your character rejuvenates the target!

(1 AP) Block: Reduce any damage you take by 2.

Tier 2: +2 to Support RP-Rolls

(1 AP) Close Ally: When an ally in your *Zone* takes damage, reduce the damage by 1 per point in this tier.

(2 AP) Inspect: Choose 1 target per point in this tier. During combat, you know how much damage each target can deal/reduce with their *Actions*. You also know how much *Health* they have when you use this.

Tier 3: +3 to Support RP-Rolls

(2 AP) Aggravate: Choose 1 target in your *Zone* per point in this tier.

These targets must use their damaging *Actions* against you

Better Heals: Add 5 to all of your rolls that heal.

Tier 4: +4 to Support RP-Rolls

(3 AP) Chip and Heal: Roll 1d6. Deal that much damage to a target. Heal 2 *Health* to yourself or a target in your *Zone*.

(2 AP) Wide Shield: When an ally takes damage, reduce that damage by 2 per point in this tier.

Tier 5: +5 to Support RP-Rolls

Best Heals: Add 10 to all of your rolls that heal. (replaces **Better Heals**)

(1-3 AP) Entrust: You can give 1-3 AP to an ally.

Tier 6: +6 to Support RP-Rolls

(5 AP) Multi-Faceted: Choose 1 target per point in this tier. For each target, roll 1d6 and either deal that much or heal that much *Health*.

(6 AP) Passage of Arms: Reduce damage taken for all allies in your *Zone* during the next *Enemy Phase* (or the current *Enemy Phase*). Damage is reduced by 1 per point in this tier. This can only be used once per phase.



SCHARISMA

Tier 1: +1 to Scharisma RP-Rolls

(1 AP) React: Reduce any roll by 1.

Describe how your character affects that roll!

(2 AP) Help: Add 1 to any roll.

Describe how your character affects that roll!

Tier 2: +2 to Scharisma RP-Rolls

(5 AP) Inspire: Heal 1d6 *Health*, plus 1 per point in this tier, to one target.

That target also adds 1 to their next roll.

(5 AP) Never Give Up: Choose an ally with 0 *Health*. They now have 10 *Health*.

Tier 3: +3 to Scharisma RP-Rolls

(4 AP) Helping Hand: Add 4 to any roll or heal 20 *Health* to a target.

ReRoleplay: When you make an *RP-Roll* for an *Interaction* during roleplay, roll 2d6 and use either roll.

Tier 4: +4 to Scharisma RP-Rolls

(4 AP) Brainwash: Choose 1 enemy per point in this tier. These enemies use their next *Action* to attack another enemy in their *Zone*, or to heal a player.

(6 AP) Revival: Choose an ally with 0 *Health*. They now have 12 *Health* per point in this tier.

Tier 5: +5 to Scharisma RP-Rolls

Ultimate Roller: Any time you roll a 1, you can choose to reroll.

Succor: All allies in your *Zone* can add 1 to a roll they make during the *Player Phase*.

Tier 6: +6 to Scharisma RP-Rolls

(4 AP) Team Bonding: Choose 1 target per point in this tier. Each target gains 1d6 AP. Each target also gets +1 on their next roll.

You Get a Heal: When you heal anyone, you can heal 2 *Health* to as many other targets as you have points in this tier.