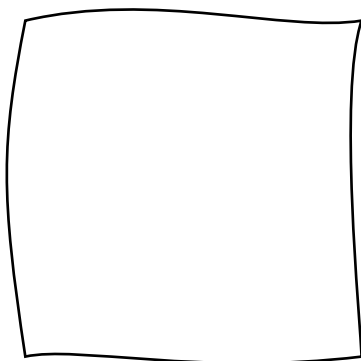
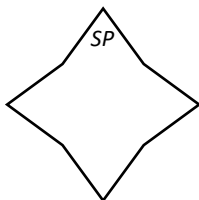


**Level:**

**Max Health:**



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

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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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## **Action Points (AP)**

You have 5 AP.

They are restored at the start of the Enemy Phase.

## **Actions & Abilities**

Actions are underlined.

You can do these in Combat by spending AP.

Describe these however you want!

They can't go through inaccessible Zone boundaries.

*Abilities* are italicized and always active, or automatically triggered when something happens.

## **Roleplaying in Combat**

To do something that isn't listed as an Action, like pulling a lever or grappling an enemy, roleplay it!

Spend 1 AP to roleplay in combat.

Roll 1d6 and add the highest Roleplay Bonus you have unlocked in the Stat the GM tells you to roll.

## **PIB**

PIB stands for Points in this Block.

Each Stat has 6 blocks.

## **Rounding**

Round up

## **Leveling Up**

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

Distribute SP into one or more Stat(s) from top to bottom.

To put SP in a Stat Block, you need 6 SP in the Block above it.

Putting 1 SP in a Stat Block unlocks everything in that Block.

## **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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## Roleplaying Suggestions

Strength RP Bonus: + \_\_\_\_

Smash | Pull | Break  
Assist | Intimidate | Jump  
Push | Hold | Persevere

Skill RP Bonus: + \_\_\_\_

Dodge | Jump | Lockpick  
Juggle | Backflip | Steal  
Lift | Catch | Assist | Sneak

Support RP Bonus: + \_\_\_\_

Examine | Investigate  
Empathy | Pray  
Commune | Rescue  
Motivate | Assist

Scharisma RP Bonus: + \_\_\_\_

Flirt | Lie | Convince  
Discern | Intimidate | Pray  
Assist | Entertain | Motivate

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# STRENGTH

PIB  
↓

## Roleplay Bonus: +1 to Strength Rolls

(3 AP) **Attack**: Add your Level (Lv) to the Points in this Block (PIB). Deal that much damage to a target.



## Roleplay Bonus: +2 to Strength Rolls

(4 AP) **Splash Attack**: Deal Lv+PIB damage to a target. In the same Zone as that target, deal half that damage to one other target.

**Heavy Hitter**: When you use a Strength Action, roll 2d6. If you roll two 6s, double your total damage.



## Roleplay Bonus: +3 to Strength Rolls

(4 AP) **Rampage**: Deal Lv+PIB damage to a target in your Zone. Deal Lv damage to a target in your Zone.

**Hearty**: You have 11 Health per level.



## Roleplay Bonus: +4 to Strength Rolls

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

**Pushback**: When you deal damage to a target, you can push them 1 Zone away from you.



## Roleplay Bonus: +5 to Strength Rolls

(5 AP) **Powerhouse**: Distribute double your Lv+PIB as damage to multiple targets in your Zone.

**Indomitable**: You have 13 Health per level. This replaces **Hearty**.



## Roleplay Bonus: +6 to Strength Rolls

**Critikill Roll**: When doing a Competing Roll in combat, you can choose to deal PIB damage to the character you're rolling against.



# SKILL

PIB  
↓

## Roleplay Bonus: +1 to Skill Rolls

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

(3 AP) **Spate**: Add your Level (Lv) to the Points in this Block (PIB). Distribute that amount of damage to multiple targets in your Zone.



## Roleplay Bonus: +2 to Skill Rolls

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

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



## Roleplay Bonus: +3 to Skill Rolls

(1 AP) **Inspect**: Choose PIB target(s).

You understand the behavior and a weakness of those targets.

(0 AP) **Strategem**: You or an ally can use **Move** once during the Player Phase without spending AP.



## Roleplay Bonus: +4 to Skill Rolls

(2 AP) **Evade**: When you take damage, use **Move** for free. Reduce the damage by PIT.

This can be done during any phase, once per phase.

(2 AP) **First-Aid**: Heal Lv Health to any target in your Zone.



## Roleplay Bonus: +5 to Skill Rolls

(1 - 2 AP) **Entrust**: You can distribute the AP you spend to no more than two targets.

This can be done during any phase, once per Phase.

**Parry**: When you take damage, roll 2d6.

If you roll two 6s, halve the damage you take.



## Roleplay Bonus: +6 to Skill Rolls

**Flow**: At the start of each Player Phase, roll 1d6.

If you roll a 6, you gain 1 AP.





# SUPPORT

PIB  
↓

## Roleplay Bonus: +1 to Support Rolls

(3 AP) **Heal**: Add your Level (Lv) to the Points in this Block (PIB). Restore that much Health to a target.

(2 AP) **Aggro**: Deal damage to a target equal to your Level (Lv). That target focuses on you during their next attack.



## Roleplay Bonus: +2 to Support Rolls

(3 AP) **Reflect**: When an ally in your Zone takes damage, reduce the damage by Lv and deal PIB damage to the attacking enemy. This can be done during any phase.

**Ranged Support**: When you heal a target, you can heal PIB Health to another target.



## 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.

[ ] **Bunker Down**: If you take damage that would bring you to 0 Health, you can stay at 1 Health. You can only do this once per combat session.



## Roleplay Bonus: +4 to Support Rolls

(3 AP) **Soul Bond**: When an ally takes damage, you can take the damage instead. Reduce the damage you take by Lv+PIB.

**Drain**: When you deal damage using a Support Action, you can Heal PIB Health to yourself or another target.



## Roleplay Bonus: +5 to Support Rolls

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

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



## Roleplay Bonus: +6 to Support Rolls

**Guardian Angel**: When an ally falls to 0 Health, you can lose 25% of your Max Health to keep that ally at 1 Health.



# SCHARISMA

PIB  
↓

## Roleplay Bonus: +1 to Scharisma Rolls

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

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



## Roleplay Bonus: +2 to Scharisma Rolls

(2 AP) **Mischief:** Roll PIB d6. When two other characters do a Competing Roll, you can swap either roll for any of your rolls.

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



## Roleplay Bonus: +3 to Scharisma Rolls

(3 AP) **Swindle:** The GM spends 1d6 to deal Lv damage to an enemy.  
This can be done during any phase.

**Motivation:** Any ally in your Zone can reroll any roll they make.  
Only PIB rolls can be rerolled per combat session.

[ ] [ ] [ ] [ ] [ ] [ ]



## Roleplay Bonus: +4 to Scharisma Rolls

(2 AP) **Weighted Die:** Force an enemy to reroll a rolled die.  
This can be done during any phase.

**Stunt Performer:** Add 1 to your rolls when roleplaying in combat.



## Roleplay Bonus: +5 to Scharisma Rolls

(4 AP) **Revival:** Choose an ally with 0 Health.  
Next Player Phase, their Health is restored to 25% of your Max Health.

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



## Roleplay Bonus: +6 to Scharisma Rolls

[ ] [ ] [ ] **Legend-waitforit:** You can change anyone's roll into a 1 or a 6.  
You can do this three times per combat session. -dary

## NOTES