

**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?

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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. Describe how your character Attacks!

**(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.

This can be done during the *Enemy Phase*.

**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, you can 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**).

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(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. You *can* target someone multiple times.

**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 8 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 in this tier.  
This can be done during the *Enemy Phase*.

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

Tier 3: +3 to Skill RP-Rolls

(2 AP) **Quick Attack**: Roll 1d6.  
Deal half that damage to a single target in your Zone.

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

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 per point in this tier.  
This can be done during the *Enemy Phase*.

**Halfer**: Add 1 to all halved rolls.

Tier 5: +5 to Skill RP-Rolls

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

**Furious Feet**: You can use **Move** twice during the *Player Phase* without spending 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.  
This can be done during the *Enemy Phase*.

**Multi-Move**: You can use **Move** one additional time, without spending AP, per point in this tier. (replaces **Furious Feet**)



## 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 1.

This can be done during the *Enemy Phase*.

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.

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During combat, you know the behavior of these targets.

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Tier 3: +3 to Support RP-Rolls

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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

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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.

This can be done during the *Enemy Phase*.

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 $\frac{1}{2}$  per point in this tier and either deal that much damage 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 this *Enemy Phase*). Damage is reduced by 1 per point in this tier. This can only be used once per phase. This can be done during the *Enemy Phase*.



# SCHARISMA

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Describe how your character affects that roll!  
This can be done during the *Enemy Phase*.

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

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

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(2 AP) **Quick Attack**: Roll 1d6.  
Deal half that damage to a single target in your Zone.

**Well-Balanced**: You have a total of 12 AP.  
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(2 AP) **Evade**: When you take damage, you can move to an adjacent & accessible zone and reduce the damage you take by 4 per point in this tier.  
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**Halfer**: Add 1 to all halved rolls.

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Describe how your character rejuvenates the target!

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

This can be done during the *Enemy Phase*.

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.

This can be done during the *Enemy Phase*.

(2 AP) **Inspect**: Choose 1 target per point in this tier.

During combat, you know the behavior of these targets.

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.

This can be done during the *Enemy Phase*.

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 $\frac{1}{2}$  per point in this tier and either deal that much damage 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 this *Enemy Phase*). Damage is reduced by 1 per point in this tier. This can only be used once per phase. This can be done during the *Enemy Phase*.



# SCHARISMA

**Tier 1:** +1 to Scharisma RP-Rolls

(1 AP) **Lessen:** Reduce any roll by 1.

Describe how your character affects that roll!  
This can be done during the *Enemy Phase*.

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

Describe how your character affects that roll!  
This can be done during the *Enemy Phase*.

**Tier 2:** +2 to Scharisma RP-Rolls

(5 AP) **Inspire:** Heal  $1d6\frac{1}{2}$  *Health*, plus 1 per point in this tier, to a 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 one 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  $1d6\frac{1}{2}$  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.











**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. Describe how your character Attacks!

**(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.

This can be done during the *Enemy Phase*.

**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, you can 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**).

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**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. You *can* target someone multiple times.

**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 8 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 in this tier.  
This can be done during the *Enemy Phase*.

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

Tier 3: +3 to Skill RP-Rolls

(2 AP) **Quick Attack**: Roll 1d6.  
Deal half that damage to a single target in your Zone.

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

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 per point in this tier.  
This can be done during the *Enemy Phase*.

**Halfer**: Add 1 to all halved rolls.

Tier 5: +5 to Skill RP-Rolls

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

**Furious Feet**: You can use **Move** twice during the *Player Phase* without spending 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.  
This can be done during the *Enemy Phase*.

**Multi-Move**: You can use **Move** one additional time, without spending AP, per point in this tier. (replaces **Furious Feet**)



## 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 1.

This can be done during the *Enemy Phase*.

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.

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