Name:

Level

Max Health:

Stat Tiers

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

**What** do you look like? What are your morals?

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

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

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

# Levels

When you **make your character**, distribute 8 SP to your Stats however you want. I recommend focusing on 1 or 2 Stats.

You gain 10 Max Health and 5 SP **when you level up**.

Distribute SP into Stats from top to bottom (Stats start with 1 SP). Once you put 1 SP in a **tier**, you unlock everything in that tier! Tier 6 of each Stat has no limit to the SP it can have.

# Actions & Traits

**Actions** (range) can be done in Combat by spending AP. They can't go through Hard Zone boundaries or past their (range). If there is no (range), you can only do it in your Zone.

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

### Abbreviations

**AP:** Action Points.
You have 5 to spend on Actions.
Restored when Player Phase starts.

**SP:** Stat Points in this Stat.
You start with 1 SP in each Stat.

**LV:** Your character's Level.
2*LV means 2 times your Level.

### Combat

Often starts on **Enemy Phase:**
Enemies move & attack.
You can use some $^{EP}$**Actions**.

**Player Phase:** Restore AP.
Use **Move** once for free.

If you have 0 Health, you can't contribute to this fight!

## Inventory

## Goals

| STRENGTH | SKILL |
|---|---|
| Smash a door open | Pick a locked door |
| Jump really high | Do a backflip |
| Carry a friend | Help solve a riddle |
| Intimidate a prisoner | Deceive a guard |

| SUPPORT | SCHARISMA |
|---|---|
| Craft makeshift shield | Open the door |
| Lift friends up a cliff | Do a cool backflip |
| Care for the injured | Tell an uplifting joke |
| Concoct a poison | Break a guard's mind |

Here are some ideas on how you can roleplay with your Stats!

**Rolladie.net**

**Rounding**
Always round up!

# Roleplaying

To roleplay, think on how your character would act in a moment and describe your character's behavior.

Your GM might ask you to roll a Stat.
You can argue to roll a different Stat you think fits better.

**Roll 1d6 and add that Stat's highest, unlocked Tier.**
*(if you have 8 SP in Strength, add 2 to your roll)*

**In combat**, **spend 1 AP to roleplay** something that isn't listed as an Action, like pulling a lever or grappling an enemy.

# STRENGTH

*How powerful you are, mentally and/or physically.*

## Tier 1

SP

EP(**1** AP) **Mitigate**: Reduce damage you take by LV.
This can be done during any Phase, once per Phase.

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

2
3
4
5
6

## Tier 2

SP

(**2** AP) **Splash Attack** (3): Deal 2*LV damage to up to 1d6 targets in a single Zone.

**Heavy Hitter**: When you deal damage with a Strength Action, roll 2d6, increasing damage by LV if both die show the same number.

8
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10
11
12

## Tier 3

SP

(**5** AP) **Rampage** (Lv): Deal 2*SP damage to a target.
Deal 2*Lv damage to up to LV targets in your Zone.

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

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## Tier 4

SP

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

**Pushback**: When you deal damage to a target, you can push them up to Lv Moves away from you, through Soft Boundaries (- - - - -).

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## Tier 5

SP

(**3** AP) **Powerhouse** (1): Distribute LV+SP damage across multiple targets. Heal LV Health to yourself.

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

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## Tier 6

**Critikill Role**: Take SP damage to deal LV+SP damage to a target without spending AP. You can only do this once per combat session.

# SKILL

## Tier 1

SP

(**1** AP) **Move**: Move once.

(**2** AP) **Spate** (1): Distribute SP damage across multiple targets.

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## Tier 2

SP

🔒

EP(**1** AP) **Focus**: Reroll a roll you just made.
This can be done during any Phase.

(**1** AP) **Quick Attack**: Deal SP damage to a target in your Zone.
This can be done once per Player Phase.

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## Tier 3

SP

🔒

EP(**1** AP) **Entrust** (3): Give a target 1 AP.
This can be done during any Phase, once per Phase.

*Strategem*: When another Player moves, you or a Player of your choice can **Move** for free.

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## Tier 4

SP

🔒

EP(**2** AP) **Evade**: When you take damage, reduce it by 2*LV.
This can be done during any Phase, once per Phase.

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

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## Tier 5

SP

🔒

EP(**?** AP) **CopyCat**: When someone else does an Action, you can do that Action by spending the same AP.
Spend an extra AP to use SP in a Stat of your choice.

*Flow*: At the start of each Enemy Phase, roll 1d6.
If you roll a 6, you gain 1 AP.
This roll cannot benefit from other Actions.

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## Tier 6

*Perfect Parry*: When you take damage, roll LVd6.
If you roll a total higher than SP, reduce the damage by LV.

# SUPPORT
*How in touch you are with who, or what, is around you.*

## Tier 1
SP

$^{EP}$(**1** AP) **Heal** (1): Heal 2*LV health to a target.
This can be done during any Phase, up to twice per Phase.

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

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## Tier 2
SP

$^{EP}$(**3** AP) **Reflect** (2): When you or an ally in your Zone takes damage, reduce it by some of 2*LV+SP, dealing the rest as damage to the attacking enemy *(with 9 SP at Lv 2, you can reduce damage by 5 and deal 6 damage, for example)*.
This can be done during any Phase.

***Focused Support***: You can **Heal** more than twice per Phase.

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## Tier 3
SP

(**5** AP) **Protean** (3): Choose up to LV target(s).
Deal 2*LV damage or heal 2*LV Health to a target up to LV times.

○ ***Bunker Down***: If you take damage that would bring you to 0 Health, you can stay at 1 Health, regardless of damage taken this Phase. After this Phase, you take damage normally.
You can only do this once per combat session.

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## Tier 4
SP

$^{EP}$(**2** AP) **Soul Bond** (3): When an ally takes damage, you take the damage instead and reduce it by LV.
This can be done during any Phase.

***Drain***: When you use a Support Action that deals damage, you can Heal LV Health to yourself.

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## Tier 5
SP

(**3** AP) **Phoenix** (4): Choose an ally with 0 Health.
Next Player Phase, their Health is healed to SP.

$^{EP}$(**5** AP) **Passage of Arms**: Reduce all damage by SP for all allies in your Zone until the next Player Phase. Reduce your damage by LV.
This can be used during any Phase, once per Phase.

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## Tier 6

***Guardian Angel***: When an ally falls to 0 Health, you can take 3*LV damage to heal that ally to SP at the start of the next Phase.

*How much you affect who, or what, is around you* # SCHARISMA

## Tier 1

SP

EP(**1** AP) **Help** (1): Add 1 to the total of any roll.
This can be done during any Phase, once per Phase.
Help and Hinder can only be done SP times per session.

**2**
**3**
**4**
**5**
**6**

EP(**1** AP) **Hinder** (1): Reduce the total of any roll by 1.
This can be done during any Phase, once per Phase.
Help and Hinder can only be done SP times per session.

## Tier 2

SP 🔒

***Troupe***: When you Roleplay in Combat, any player can use **Help** on you for free the first time they use it this combat session.

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**12**

EP(**1** AP)**Fate's Design**: During any Phase, once per Phase, you can "spend" SP to heal or deal damage to a target. This pool of SP is restored when you level up and put at least 1 more SP in Scharisma.
   **Remaining SP:**

## Tier 3

SP 🔒

(**5** AP) **Ultimate Group Attack of Friendship** (1): Deal damage to a target equal to all Players' highest SP.
You can only do this once per combat session.

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EP***Motivation***: You can let an ally in your Zone reroll a roll they make. Only LV rolls can be rerolled per combat session.
                        **Remaining Rerolls:**

## Tier 4

SP 🔒

EP(**1** AP) **Inpiration** (2): Take 3*Lv damage to allow a Player to automatically roll a 6 with one die during a roll.
This can be done once per Phase, during any Phase.

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**24**

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

## Tier 5

SP 🔒

(**3** AP) **Revival** (2): Choose an ally with 0 Health.
Next Player Phase, their Health is restored to 2*LV.

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**27**
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**29**
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***';) Succor***: When any Player rolls a 1, you can heal LV Health to any Player, once per roll.

## Tier 6

***The Show Must Go On***: You can reduce the SP in Scharisma by LV to heal all other Players' Health by 10*SP.