






Name:

Level



Max Health:

Stat Tiers

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

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

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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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## Goals

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## Actions & Traits

**Actions** can be done in Combat by spending AP.

Describe them however you want!

They can't go through Hard Zone boundaries.

***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

Enemy Phase usually starts.

Enemies move & attack.

You can use some <sup>EP</sup>**Actions**.

Restore AP on Player Phase.

Use **Move** once for free.

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

## Levels

When you make your character, distribute 8 SP to your Stats however you want. I recommend starting with 1-2 Stats.

You have 10 Max Health and 4 SP per Level.

Distribute SP into Stats from top to bottom.

Once you put one SP in a tier, you unlock everything in that tier!

Tier 6 of each Stat has no limit to the SP it can have.

# 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, you can do stuff that isn't listed as an Action, like pulling a lever or grappling an enemy, by spending 1 AP to roleplay it.

STRENGTH
Smash a door open
Jump really high
Carry a friend
Intimidate a prisoner

SUPPORT
Craft makeshift shield
Lift friends up a cliff
Care for the injured
Concoct a poison

SKILL
Pick a locked door
Do a backflip
Help solve a riddle
Deceive a guard

SCHARISMA
Open the door
Do a cool backflip
Tell an uplifting joke
Break a guard's mind

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



**Rolladie.net**



**Rounding**

Always round up!

## Inventory





# STRENGTH

How powerful you are, mentally and/or physically.

## Tier 1

**EP(1 AP) Mitigate:** Reduce damage you take by LV.  
This can be done during any Phase, once per Phase.  
**(3 AP) Attack:** Deal SP damage to a target.

SP

2

3

4

5

6

## Tier 2

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

**Heavy Hitter:** When you deal damage with a Strength Action, roll 2d6.

If you roll the same number on both dice, deal LV more damage.

SP

7

8

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10

11

12

## Tier 3

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

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

SP

13

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## Tier 4

**(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 1 Zone away from you, through a Soft Boundary (- - - -).

SP

19

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## Tier 5

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

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

SP

25

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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

(1 AP) **Move**: Move to an adjacent Zone, moving through a Soft Boundary (--- --)

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

SP

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## Tier 2

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

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

SP

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## Tier 3

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

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

SP

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## Tier 4

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.

SP

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## Tier 5

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 **Help**.

SP

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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**: Heal 2\*LV health to a target.

This can be done during any Phase, up to twice per Phase.

(2 AP) **Aggro**: Deal 2\*LV damage to a target.

That target focuses on you during their next attack.

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## Tier 2

SP

EP(3 AP) **Reflect**: When you or an ally in your Zone takes damage, reduce it by some SP, dealing the rest as damage to the attacking enemy (*with 8 SP, you can reduce damage by 5 and deal 3, 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**: Choose up to LV target(s).

For each target, deal 2\*LV damage or heal 2\*LV Health.

○ **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**: 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**: 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:** Add 1 to the total of any roll.

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

**EP(1 AP) Hinder:** Reduce the total of any roll by 1.

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

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## Tier 2

SP

**EP(2 AP) Mischief:** When two other characters do a Competing Roll, roll LVd6 and swap one of their rolls for any of your rolls.

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

**EP Fate's Design:** At the start of combat, roll LVd6.

During any Phase, once per Phase, you can "spend" one roll to heal or deal damage to a target. Halve the roll of the die spent.

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## Tier 3

SP

**EP(2 AP) Brainwash:** The GM spends 1d6 to deal LV damage to a target

This can be done once during the Enemy Phase.

**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:**

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## Tier 4

SP

**EP(2 AP) Weighted Die:** Force an enemy to reroll one rolled die.

This can be done during any phase.

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

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## Tier 5

SP

**(3 AP) Revival:** Choose an ally with 0 Health.

Next Player Phase, their Health is restored to 2\*LV.

**;) Succor:** Allies and other Players can add 1 to a single roll they make during the Player Phase while in your Zone.

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## Tier 6

**Remaining AP:**

**Ensemble:** You and your team get SP AP to spend on roleplaying in combat. These AP only restore once you put at least 1 SP in Scharisma.

