

**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. 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, 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 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 you have in this tier.

This can be done during the *Enemy Phase*.

**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.

This can be done during the *Enemy Phase*.

**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. This can be done during the *Enemy Phase*.

**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 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 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 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) React:** 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 *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 1d6h 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.