

Name:

Level (LV)

Max Health:

Roleplay Bonuses

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?

AP: Action Points

You have 5 AP.

They are restored at the start of the Enemy Phase.

Actions & Abilities

Actions are underlined and can be done in Combat by spending AP.

If an Action says SP, it's referring to the SP in the same Stat.

Describe Actions however you want!

They can't go through Hard (—) Zone boundaries.

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

SP: Stat Points

Each Stat has its own SP.

You start with 3 SP in each Stat.

Rounding

Always round up!

Roleplaying

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

If your character tries to do something that would be difficult or unlikely for them, the GM might ask for a Stat roll.

Do this by rolling 1d6 and adding your highest, unlocked Roleplay Bonus from that Stat.

In combat, you can do stuff that isn't listed as an Action, like pulling a lever or grappling an enemy, by roleplaying!

Spend 1 AP to roleplay in combat.

The GM asks you to roll a Stat, or you can request a specific one.

Roll 1d6 and add that Stat's highest, unlocked Roleplay Bonus.

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Abbreviations

LV stands for your Level.

SP stands for the Stat Points in "this" Stat.

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 Block, you need 6 SP in the Block above it.

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

There's no limit to the SP in the bottom Block of each Stat!

Roleplaying Suggestions

<p>Strength Ideas</p> <p>Smash Persevere Assist Jump Intimidate</p>	<p>Skill Ideas</p> <p>Dodge Lockpick Sneak Fix Juggle</p>
<p>Support Ideas</p> <p>Empathize Motivate Assist Understand Investigate</p>	<p>Scharisma Ideas</p> <p>Lie Intimidate Entertain Haggle Convince</p>



Quests

Inventory





STRENGTH

How powerful you are, mentally and/or physically.

Roleplay Bonus: +1 to Strength Rolls

(3 AP) **Attack**: Deal damage equal to the Stat Points (SP) you have in Strength to a target.

AKA: Deal SP damage to a target.

SP



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Roleplay Bonus: +2 to Strength Rolls

(2 AP) **Splash Attack**: Deal 2*LV damage to two targets in a Zone.

Heavy Hitter: When you use a Strength Action, roll 2d6.

If you roll a total of 12, add LV to the damage from that Action.

SP



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Roleplay Bonus: +3 to Strength Rolls

(4 AP) **Rampage**: Deal SP damage to a target.

Deal 2*Lv damage to a target in your Zone.

Hearty: You have 11 Health per level.

SP



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Roleplay Bonus: +4 to Strength Rolls

(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



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Roleplay Bonus: +5 to Strength Rolls

(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



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Roleplay Bonus: +6 to Strength Rolls

Critikill Role: In combat, you can take SP damage to deal LV+SP damage without spending AP. You can only do this once per combat session.

SKILL



Roleplay Bonus: +1 to Skill Rolls

SP

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

(3 AP) **Spate**: Distribute damage across multiple targets in your Zone equal to the Stat Points you have in Skill.

AKA: Distribute SP damage across multiple targets in your Zone.

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Roleplay Bonus: +2 to Skill Rolls

SP

(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.

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Roleplay Bonus: +3 to Skill Rolls

SP

(1 AP) **Inspect**: Choose up to LV target(s).

You understand the behavior and health of those targets.

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

This can be done once during the Player Phase.

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Roleplay Bonus: +4 to Skill Rolls

SP

(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 2*Lv Health to any target in your Zone.

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Roleplay Bonus: +5 to Skill Rolls

SP

(1 AP) **Entrust**: You can give a target 1 AP.

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

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

If you roll a 6, you gain 1 AP.

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Roleplay Bonus: +6 to Skill Rolls

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.

Roleplay Bonus: +1 to Support Rolls

SP

(2 AP) **Heal**: Restore Health to a target equal to double your Level.
AKA: Heal 2*LV health to a target.

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

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Roleplay Bonus: +2 to Support Rolls

SP

(3 AP) **Reflect**: When 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.

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

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Roleplay Bonus: +3 to Support Rolls

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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Roleplay Bonus: +4 to Support Rolls

SP

(2 AP) **Soul Bond**: When an ally takes damage, you take the damage instead, after reducing 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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Roleplay Bonus: +5 to Support Rolls

SP

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

(5 AP) **Passage of Arms**: Reduce all damage by SP 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.

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Roleplay Bonus: +6 to Support Rolls

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 personable or persuasive you are.

SCHARISMA



Roleplay Bonus: +1 to Scharisma Rolls

SP

(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

SP

(2 AP) **Mischief:** When two other characters do a Competing Roll, roll LVD6 and swap one of their rolls for either of your rolls.

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

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



Roleplay Bonus: +3 to Scharisma Rolls

SP

(2 AP) **Swindle:** The GM spends 1d6 to deal LV damage to an enemy.

This can be done once during the Enemy Phase.

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:



Roleplay Bonus: +4 to Scharisma Rolls

SP

(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

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 rolls they make during the Player Phase while in your Zone.



Roleplay Bonus: +6 to Scharisma Rolls

Remaining AP:

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

