

Character:

Level:

Health:

_____ / _____

Who is your character? Who do they like? Dislike?

What are their flaws? Their fantasies?

What is your character? What does your character look like?

When is this adventure taking place for your character?

Are they a young, hopeful, new adventurer?

Where is your character from? Where are they going?

Why is your character here? Did something bring them here?

How will your character accomplish their goals?

Do they brute force their way through obstacles or prefer a more tactful approach?

Do they fly, sprint, or ride a ghostly motorcycle around?

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**SKILL**

Tier 1: +1 to Strength RP-Rolls

(*Act*) **Attack:** Roll 1d6.

Deal that much damage to a single target.
Describe how your character attacks!

Tier 1: +1 to Skill RP-Rolls

(*Bonus*) **Quick Help:** Add 1 to any roll an ally makes or heal 1 Health to a single target.
Describe how your character affects that roll!

Tier 2: +2 to Strength RP-Rolls

(*Act*) **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 2: +2 to Skill RP-Rolls

(*React*) **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.

Multi-Attack: After using **Attack**, you can immediately use **Attack** again. Halve this damage roll.

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 3: +3 to Skill RP-Rolls

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

Tri-Attack: After using **Attack**, you can immediately use it two more times.
Halve the damage rolls for both of these attacks.

Tier 4: +4 to Strength RP-Rolls

(*Bonus*) **Another 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 4: +4 to Skill RP-Rolls

(*React*) **Evade:** When you take damage, you can move to an adjacent & accessible zone and reduce the damage you take by 3 for each point you have in this tier. (replaces **Dodge**)

Quick: Immediately after using any *bonus action*, you can use **Quick Help**.

Tier 5: +5 to Strength RP-Rolls

Heartiest: You have 15 Health per level
(replaces **Heartier**).

Heavier Hitter: +2 all of your damage roll
(replaces **Heavy Hitter**).

Tier 5: +5 to Skill RP-Rolls

Better Quicker Hitter: Don't halve damage rolls for **Multi-Attack** or **Tri-Attack**.

Quicker Than Quick: You can do a single *bonus action* during the enemy phase (you cannot follow this up with **Quick Help**).

Tier 6: +6 to Strength RP-Rolls

(*Act*) **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.

Bigger Numbers Onlier: Deal 1 extra damage per point in this tier to each target you attack.

Tier 6: +6 to Skill RP-Rolls

(*React*) **Reactive Attack:** When an enemy moves out of your zone, deal 1 point of damage per point in this tier to that enemy.

Multi-Move: You can use your **Movement** one additional time per point in this tier.

SUPPORT

	Tier 1: +1 to Support RP-Rolls (Act) Heal: Roll 1d6. Heal that much Health to a single target. Describe how your character rejuvenates the target!
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	Tier 2: +2 to Support RP-Rolls (React) Close Ally: When an ally in your zone takes damage, reduce the damage by 1 per point in this tier. (Act) Inspect: Choose 1 target per point in this tier. During combat, you know how much damage each target can deal/reduce with their actions. You also know how much Health they have when you use this.
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	Tier 3: +3 to Support RP-Rolls (React) Wide Shield: When an ally takes damage, reduce that damage by 2 per point in this tier. (replaces Close Ally) Better Heals: Add 5 to your Heal rolls.
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	Tier 4: +4 to Support RP-Rolls (Bonus) Chip and Heal: Roll 1d6. Deal that much damage to a target. heal 2 Health to yourself or a target in your zone. Stronger Together: Any time you roll a 6, you can add 1 to the next roll another player makes.
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	Tier 5: +5 to Support RP-Rolls (React) Passage of Arms: When an ally takes damage, reduce it by 4 per point in this tier. (replaces Wide Shield) (Bonus) Direct: You can use this bonus action to allow an ally to use one of their bonus actions.
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	Tier 6: +6 to Support RP-Rolls (Act) 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. (Bonus) Aggravate: Choose 1 target in your zone per point in this tier. These targets must use their actions against you, if these actions deal damage.
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SCHARISMA

	Tier 1: +1 to Scharisma RP-Rolls (React) React: Reduce any roll by 1. Describe how your character affects that roll!
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	Tier 2: +2 to Scharisma RP-Rolls (Bonus) Inspire: Roll 1d6. Heal that much Health to a single target. That target adds 1 to their next roll. (Bonus) Good Help: Add 2 to any roll an ally makes or heal 5 Health to a single target. (replaces Quick Help)
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	Tier 3: +3 to Scharisma RP-Rolls (Bonus) Never Give Up: Choose an ally with 0 Health. They now have 10 Health. ReRoleplay: When you roll for an interaction during roleplay, you can roll 2d6 and use either roll.
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	Tier 4: +4 to Scharisma RP-Rolls (Act) 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. (Bonus) Helpiest Hand: Add 4 to any roll or heal 20 Health to a target. (replaces Good Help)
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	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.
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	Tier 6: +6 to Scharisma RP-Rolls (Act) Team Bonding: Choose 1 target per point in this tier. Roll 1d6 and heal that much health to each target. 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.
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