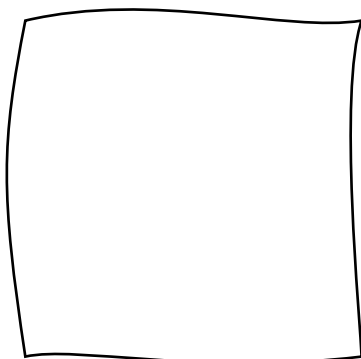
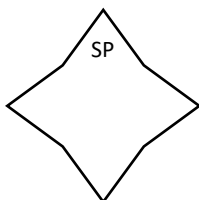


Level:

Max Health:



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

What are you? What do you look like? What do you own?

When in your life are you adventuring?

Where did you come from? Where are you going?

Why are you adventuring? Why with this group?

Action Points (AP)

You have 5 AP.

They are restored at the start of the Enemy Phase.

Actions & Abilities

Actions are underlined.

You can do these in Combat by spending AP.

Describe these however you want!

They can't go through inaccessible Zone boundaries.

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

PIB

PIB stands for Points in this Block.

Each Stat has 6 blocks.

Rounding

Round up

Roleplaying in Combat

To do something that isn't listed as an Action, like pulling a lever or grappling an enemy, roleplay it!

Spend 1 AP to roleplay in combat.

The GM will ask you to roll a Stat, or you can request one.

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

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Items

Spend 1 AP to use a Fast Item.

Spend 2 AP to use a Normal Item.

Spend 3 AP to use a Slow Item.

Spend 4+ AP to use Special items.

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 for the bottom Block of each Stat!

Roleplaying Suggestions

Strength RP Bonus: + ____

Smash | Pull | Break
Assist | Intimidate | Jump
Push | Hold | Persevere

Skill RP Bonus: + ____

Dodge | Jump | Lockpick
Juggle | Backflip | Steal
Lift | Catch | Assist | Sneak

Support RP Bonus: + ____

Examine | Investigate
Empathy | Pray
Commune | Rescue
Motivate | Assist

Scharisma RP Bonus: + ____

Flirt | Lie | Convince
Discern | Intimidate | Pray
Assist | Entertain | Motivate



STRENGTH

How powerful you are, or how easily you surpass mental barriers.

Roleplay Bonus: +1 to Strength Rolls

(PIB)

(3 AP) **Attack**: Add your Level to the Points in this Block (Lv+PIB). Deal that much damage to a target.



Roleplay Bonus: +2 to Strength Rolls

(PIB)

(4 AP) **Splash Attack**: Deal Lv+PIB damage to a target. In the same Zone as that target, deal half that damage to one other target.

Heavy Hitter: When you use a Strength Action, roll 2d6. If you roll two 6s, double all damage from that Action.



Roleplay Bonus: +3 to Strength Rolls

(PIB)

(4 AP) **Rampage**: Deal Lv+PIB damage to a target in your Zone. Deal Lv damage to a target in your Zone.

Hearty: You have 11 Health per level.



Roleplay Bonus: +4 to Strength Rolls

(PIB)

(2 AP) **Abutting Attack**: Deal 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.



Roleplay Bonus: +5 to Strength Rolls

(PIB)

(5 AP) **Powerhouse**: Distribute double your Lv+PIB as damage to multiple targets in your Zone.

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



Roleplay Bonus: +6 to Strength Rolls

Critikill Roll: When doing a Competing Roll in combat, you can choose to deal PIB damage to the character you're rolling against.



SKILL

How in touch you are with your inner power.

Roleplay Bonus: +1 to Skill Rolls

(PIB)

(1 AP) **Move**: Move to an adjacent, accessible Zone.

(3 AP) **Spat**: Add your Level to the Points in this Block (Lv+PIB).
Distribute that much damage to multiple targets in your Zone.



Roleplay Bonus: +2 to Skill Rolls

(PIB)

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

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



Roleplay Bonus: +3 to Skill Rolls

(PIB)

(1 AP) **Inspect**: Choose up to PIB target(s).
You understand the behavior and a weakness 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.



Roleplay Bonus: +4 to Skill Rolls

(PIB)

(2 AP) **Evade**: When you take damage, **Move** without spending AP.
Reduce the damage by Lv.
This can be done during any phase, once per phase.

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



Roleplay Bonus: +5 to Skill Rolls

(PIB)

(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.



Roleplay Bonus: +6 to Skill Rolls

Parry: When you take damage, roll 2d6.

If you roll a total of 9 or higher, reduce the damage by PIB.



SUPPORT

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

Roleplay Bonus: +1 to Support Rolls

(PIB)

(3 AP) **Heal**: Add your Level to the Points in this Block (Lv+PIB).
Restore that much Health to a target.

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



Roleplay Bonus: +2 to Support Rolls

(PIB)

(3 AP) **Reflect**: When an ally in your Zone takes damage, reduce
the damage by Lv.

Deal PIB damage to the attacking enemy.

This can be done during any phase.

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



Roleplay Bonus: +3 to Support Rolls

(PIB)

(5 AP) **Protean**: Choose PIB target(s).

For each target, deal Lv+PIB damage or heal Lv+PIB Health.

○ **Bunker Down**: If you take damage that would bring you to 0
Health, you can stay at 1 Health.

You can only do this once per combat session.



Roleplay Bonus: +4 to Support Rolls

(PIB)

(3 AP) **Soul Bond**: When an ally takes damage, you take the
damage instead.

Reduce the damage by Lv+PIB.

Drain: When you deal damage using a Support Action, you can Heal
PIB Health to yourself.



Roleplay Bonus: +5 to Support Rolls

(PIB)

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

Next Player Phase, their Health is restored to half of your Max
Health.

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



Roleplay Bonus: +6 to Support Rolls

Guardian Angel: When an ally falls to 0 Health, you can lose half of your Max
Health to restore that ally's Health to PIB.



SCHARISMA

How personable or
persuasive you are.

Roleplay Bonus: +1 to Scharisma Rolls

(PIB)

(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

(PIB)

(2 AP) **Mischief:** Roll PIB d6. When two other characters do a Competing Roll, you can swap one of the rolls for any of your rolls.

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



Roleplay Bonus: +3 to Scharisma Rolls

(PIB)

(3 AP) **Swindle:** The GM spends 1d6 to deal Lv damage to an enemy. This can be done during any phase.

○ ○ ○ ○ ○ ○ **Motivation:** You can let an ally in your Zone reroll any roll they make.

Only PIB rolls can be rerolled per combat session.



Roleplay Bonus: +4 to Scharisma Rolls

(PIB)

(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.

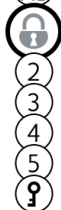


Roleplay Bonus: +5 to Scharisma Rolls

(PIB)

(4 AP) **Revival:** Choose an ally with 0 Health. Next Player Phase, their Health is restored to Lv+PIB.

':.) **Succor:** Allies and 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 PIB AP to spend on roleplaying in combat. These AP only restore after combat ends.

NOTES