**Level**:

**Max Health:**

A white heart on a black background

Description automatically generated

SP

**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?

**Why** are you adventuring? Why with this group?

**Where** did you come from? Where are you going?

**When** in your life are you adventuring?

## Action Points (AP)

You have 5 AP.   
They are restored at the start of the Enemy Phase.

[A qr code on a white background

Description automatically generated](https://rolladie.net/)

**Rolladie.net**

**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!

## Rounding

Round up

## PIB

PIB stands for Points in this Block.   
Each Stat has 6 blocks.

## 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.

## 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.

Scharisma RP Bonus: + \_\_

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

Support RP Bonus: + \_\_

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

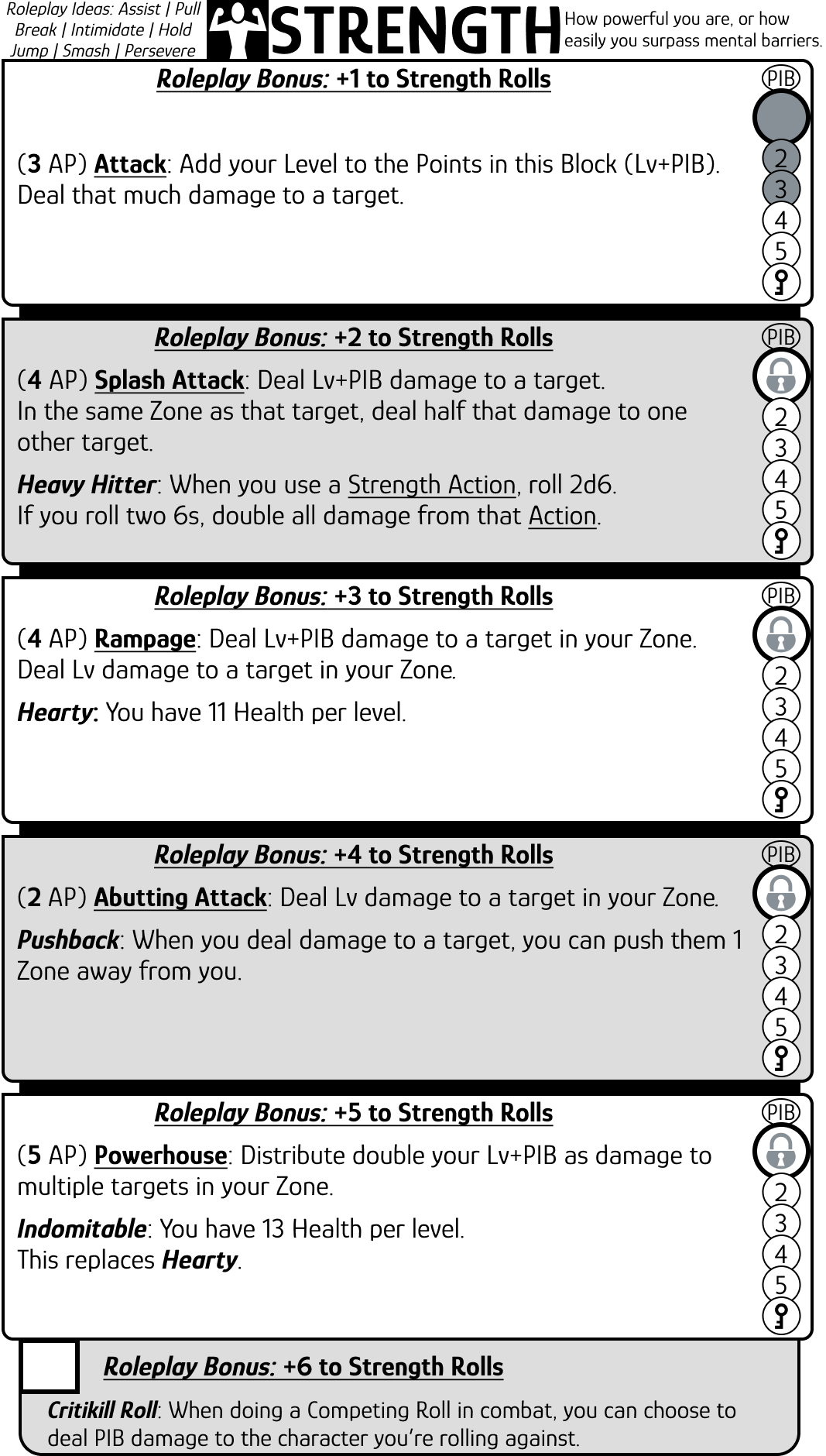
Skill RP Bonus: + \_\_

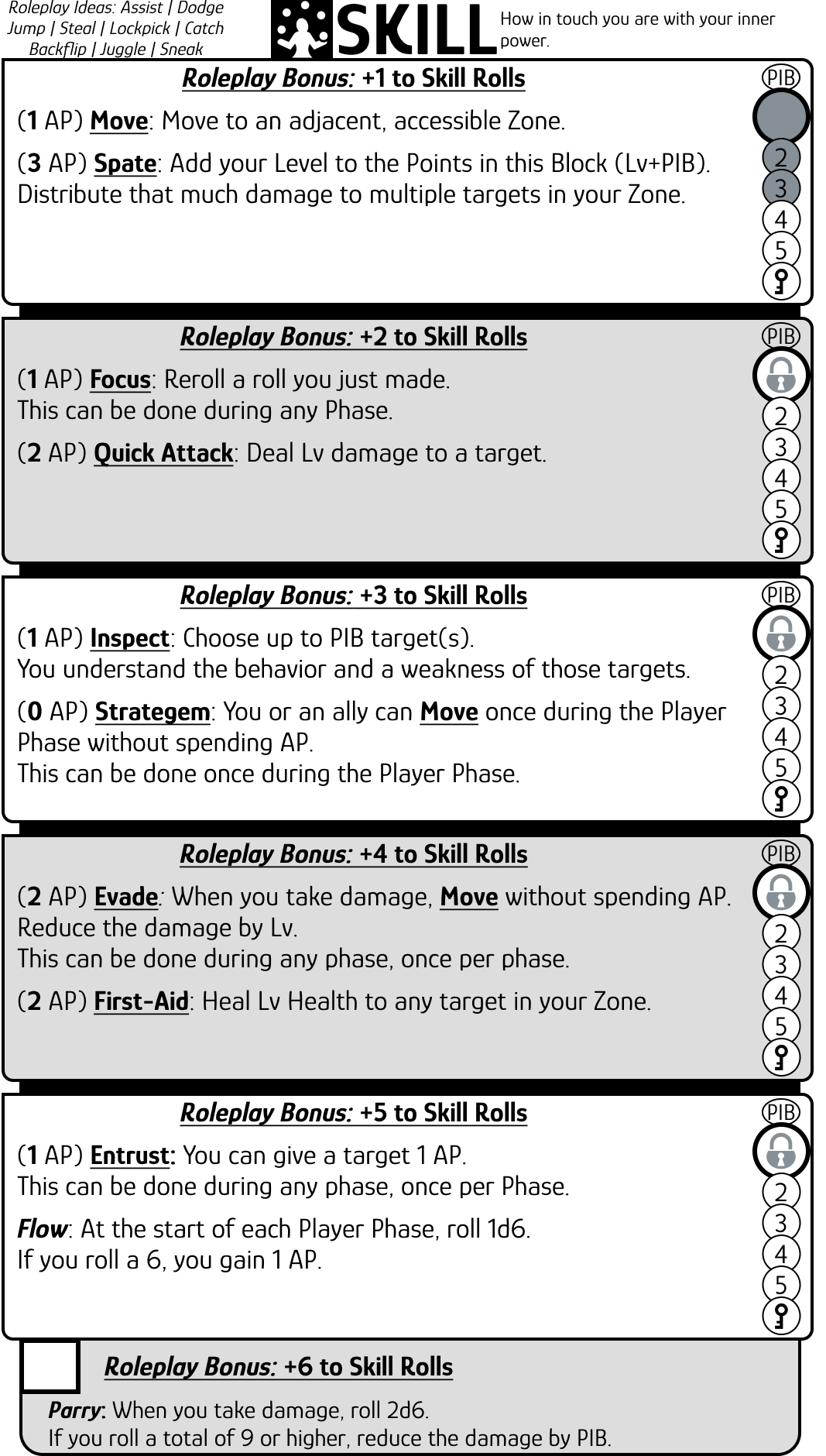
Dodge | Jump | Lockpick  
Juggle | Backflip | Steal  
Lift | Catch | Assist | Sneak

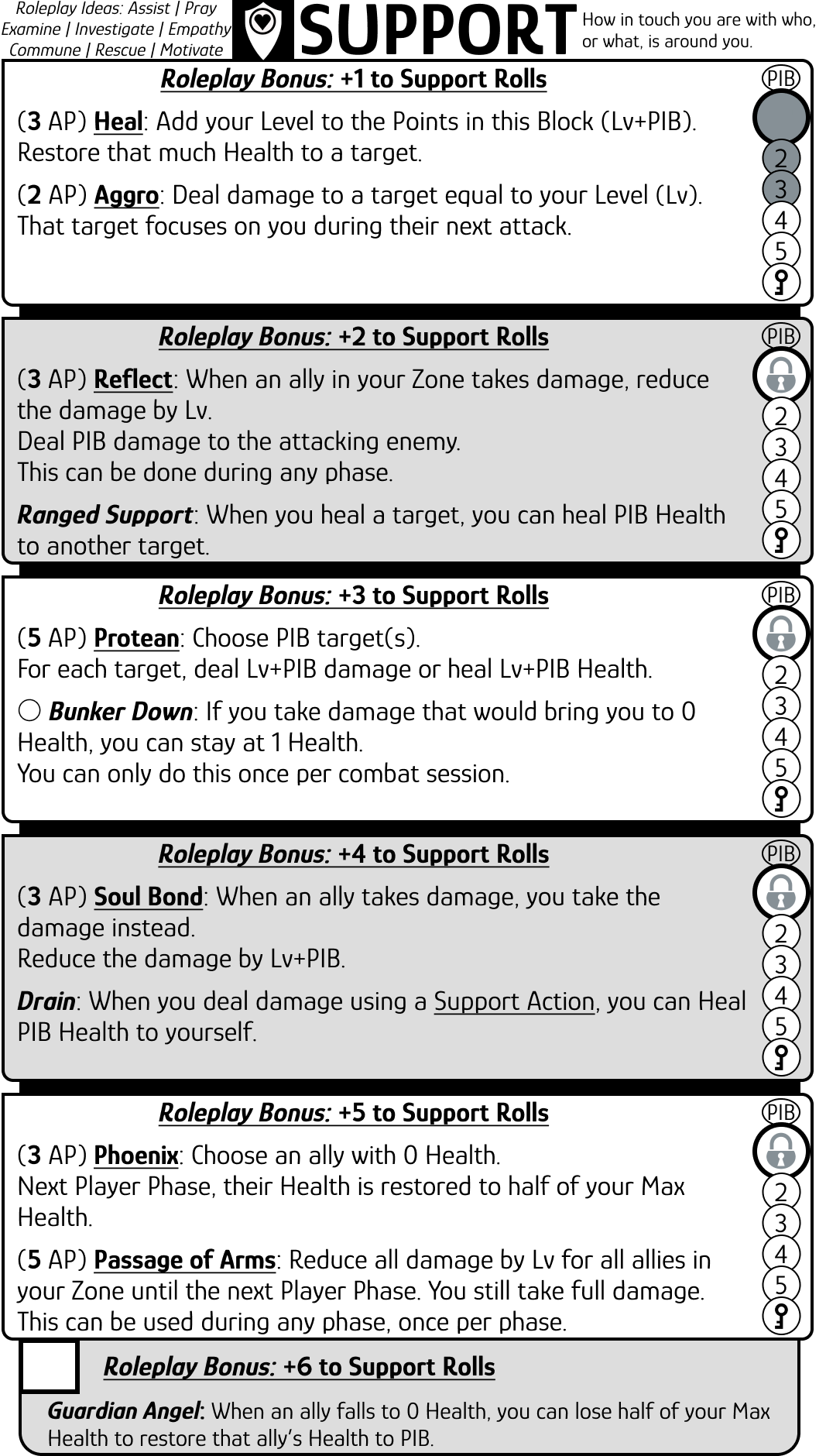
Strength RP Bonus: + \_\_

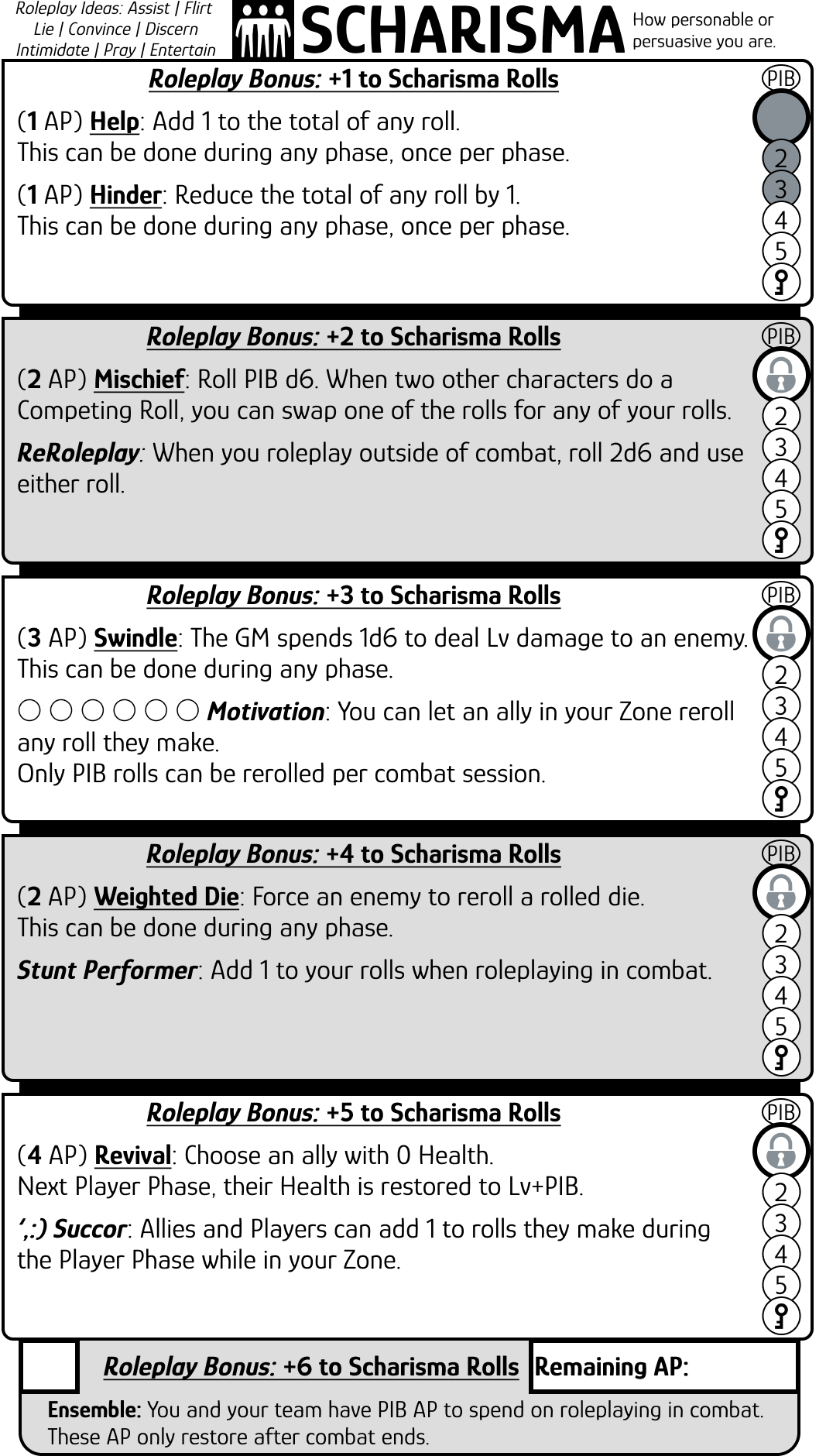
Smash | Pull | Break Assist | Intimidate | Jump   
Push | Hold | Persevere

Roleplaying Suggestions









**NOTES**