|  |  |
| --- | --- |
| **Cost** | **Gain** |
| 12 SP | 1d6 |
| 4 SP | 1d3 |
| 1 SP | 1 Combat Point |

CP

PSP

Xd3

Xd6

**All enemies share a pool of Health based on the Party’s total Stat Points (PSP).**

**Easy**: PSP/2 **Normal**: PSP **Hard**: 2\*PSP

Health

(Xd3) **Grapple**: Trigger a Competing Roll, rolling Xd3. If you succeed against a player, they cannot move away from you.

(Xd6) **Fireball**: Divide Xd6 damage amongst multiple players in one Zone (if you deal 10 damage amongst 2 players, you can deal 5 damage to both, 8 to one and 2 to the other, or some other combination).

(Xd3 + Yd3): **Drain**: Deal Xd3 damage, heal Yd3 Health.

**Player Character Tracker**

**Story Tracker**

**Setup**

**Climax / Resolution**

**Development**

A group of people in a line

Description automatically generated**A heart in a shield

Description automatically generated**A white silhouette of a person juggling balls

Description automatically generatedA white silhouette of a person flexing his muscles

Description automatically generated

**Strength:** Determines how powerful a character is, or how easily they surpass mental barriers to push through pain.

**Support:** Determines how in touch a character is with who, or what is *around* them, which *could* be through strong empathy or a connection with nature!

**Skill:** Determines how in touch a character is with their inner power.

This *could* come from years of training or from natural talent!

**Scharisma:** Determines how personable or persuasive a character is.

This *could* be through humor, entertaining qualities, or even mind control spells!

## Goal Suggestions

Very Easy: 3

Easy: 4

Kind of Hard: 5  
Hard: 7

Extremely Hard: 9

Heroic: 10

Almost Impossible: 12

**Rolls**

**-Clarify player intentions.**

**-Create a Goal**.

**-Ask for a Stat roll.** *“Scharisma Roll!”*

**-Player rolls** 1d6, adding the Stat’s RP Bonus.

**-Player succeeds on rolling the goal/more.**

**Roleplay the outcome**!  
*“You succeed!   
How do you flirt?”*

## Items

**Fast** Items: 1 AP

**Medial** Items: 2 AP

**Slow** Items: 3 AP

**Special** Items: 4+ AP