A black and white diagram with black text

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**Character**:

**Level**:

**Level-Up Points:**

A white heart on a black background

Description automatically generated**Max Health:**

**Who** is your character? Who’s their family?

**What** is your character? What do they look like?

**When** is your character adventuring?   
Are they young or old?

**Where** is your character from?   
Where are they going?

**Why** is your character adventuring?

**How** will your character act throughout this adventure?

A screenshot of a computer program

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**P.I.T**PIT stands for Points in this Tier. Playersstart with3 PIT for Tier 1 of each Stat.Tiers 1-5 have a maximum of 6 PIT.

**Leveling Up**

Whenever you level up, **roll 1d6, rerolling 1s and 2s**, or use **4 Points** to increase your Stats.

**Items**

Spend **1 AP to use a Fast *Item*.**

Spend **2 AP to use a Medial *Item*.**

Spend **3 AP to use a Slow *Item*.**  
Spend **4 or more AP to use Special Items**, though these *Items* also usually have various effects.

**Health**

Players have **10** Health **per level**.

Multiple three-sided dice are **abbreviated** as Xd3, where X is the number of dice.

If you **don’t have** **three-sided dice**, then roll 1d6, halve the result, and round up.

If you **don’t have any dice**, try a phone app or website, like: <https://rolladie.net/>

**Rounding**  
If you ever have a **decimal**, **round up**.

**Action Points (AP)**

Spend AP to do Actions. All players have **8 max AP**.

AP are **restored** at the start of the Player Phase.  
Ranged actions **cannot shoot through** inaccessible Zones.

Spend 1 AP to add 1d3 to an **RP-Roll**.

A close-up of a list of tasks

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**NOTES**