**Character**:

**Level**:

**Stat Points:**

A white heart on a black background

Description automatically generated**Max Health:**

**Who** are you? Who’s your family? Who do you want to be?

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

**When** are you adventuring? Are you young or old?

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

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

A screenshot of a computer program

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A screenshot of a computer program

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**NOTES**

**Action Points (AP)**

Spend AP to do Actions.   
All players have 6 max AP, which are restored at the start of the Player Phase.

Ranged actions cannot shoot through inaccessible Zones.

**Leveling Up**

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

**Health**

Players have 10 Health per level.

**Rolling for Criticals**

When you use an Action that deals damage or restores Health, roll 1d6. If you roll a 6, double your damage or healing! You can only use one critical per player phase.

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 [rolladie.net](https://rolladie.net/)

**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.

**P.I.T**PIT stands for Points in this Tier. Playersstart with3 PIT in each Stat’s first tier.