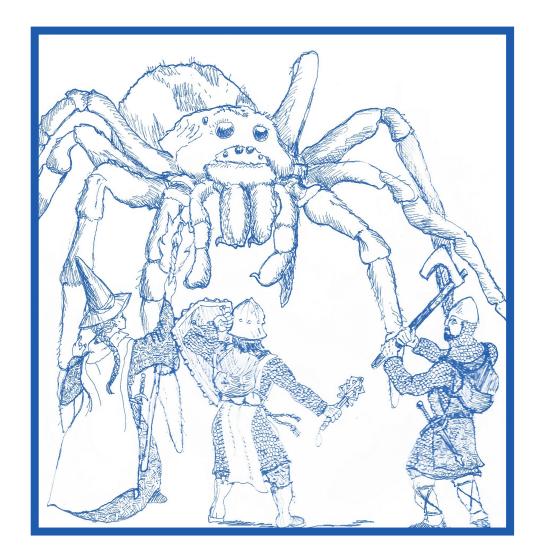

Welcome to Bluish Basics, a role playing adventure game where you play characters brave enough to explore places of peril and dread in search of fame and fortune.



BLUISM BASICS



Bluish Basics

Character Sheet

NAME: CLASS: ____ LEVEL: ___ STRENGTH ARMOR CLASS (melee attacks, Fighter) INTELLIGENCE HIT POINTS (languages, Magic-User) (current / max) ATTACK BONUS **WISDOM** (magic saves, Cleric) (melee / ranged) STR + Class DEX + Class CONSTITUTION (hit points gained) **DEXTERITY** LANGUAGES: _ (ranged attacks, Thief) GOLD: _____ EXP: ___ **CHARISMA** (reactions)

Bluish Basics Quick Reference

Adventuring turn

- Party declares actions
- Ref describes outcome
- Update time records

Combat round

- Initiative (d12 per side)
- Morale checks
- Movement
- Missile attacks
- Spells
- Melee attacks

Ability checks and saves are
rolled with a d12 and modified
by the relevant ability

	Level 1	Level 2	Level 3
Your checks	7+	6+	5+
Enemy checks	7+	8+	9+
Cleric spells	1/0	2/0	2/1
M-U spells	2/0	3/1	4/2

Damage

Low: lower of two d6 Normal: d6 High: higher of two d6

