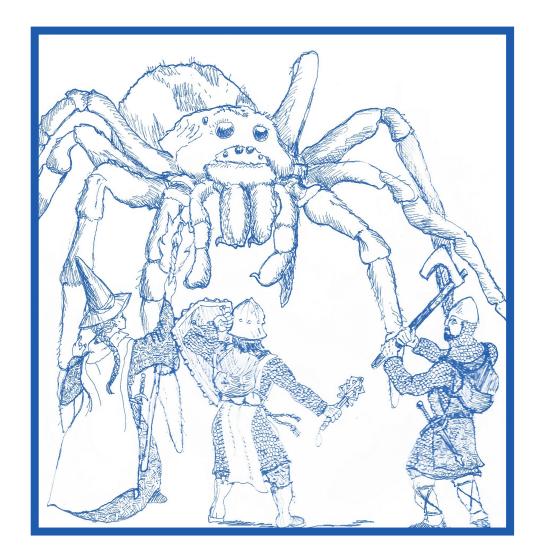

Welcome to Bluish Basics, a role playing adventure game where you play characters brave enough to explore places of peril and dread in search of fame and fortune.



BLUISM BASICS



Bluish Basics Character Sheet

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

Bluish Basics Quick Reference

Ability Check		Level 1	Level 2	Level 3
$d12 + ability \ge target$	Your checks	7+	6+	5+
Combat Round	CHECKS			
• Initiative (d12 / side)	Enemy checks	7+	8+	9+
 Morale checks 	CHCCKS			
• Movement	Cleric	1/0	2/0	2/1
• Missile attacks	spells	17 0	2/0	2/1
• Spells	M-U	2/0	3/1	1./9
 Melee attacks 	spells	2/0	O / 1	Tr/ Z

Reaction	Morale	Damage
1-3: Negative	1-3: Retreat	Low: lower of two d6
4-9 : Uncertain	4-9: Decide	Normal: d6
10-12 : Positive	10-12 : Fight on	High: higher of two d6

