



Make a Character

Description - Who are you?

Name, appearance, personality, motivations.

Tags - What are you good at?

Choose up to 5 tags. You can invent your own tags.

TRAITS

Strong	Nimble	Tough
Clever	Observant	Crafty
Charming	Persuasive	Cunning
Sneaky	Fearsome	Famous

OCCUPATIONS

Warrior	Marksman	Explorer
Rogue	Scholar	Inventor
Detective	Wizard	Diplomat
Grifter	Leader	Healer

TALENTS

Persuasion	Deception	Intimidation
Insight	Perception	Subterfuge
Technology	Politics	History
Performance	Nature	Survival



Create your Abilities

Abilities include unique skills, cool gear, magic spells, potions, pets, superpowers, mutations, vehicles, etc.

Invent up to 5 abilities your character has, using the examples below for inspiration. Define the powers an ability gives you, and the costs or limitations it has.

Pick Locks

Pick any ordinary lock within 5 minutes.

Leap

Jump up to 20 times the normal distance.

Telekinesis

Levitate small objects, no larger or heavier than a bucket of water, within 50 meters, in line of sight.

Grappling Hook Gun

Shoots the grappling hook to the distance of up to 50 meters, reels it back in.

Cloak of Disguise

Creates an illusion, allowing you to assume an appearance of any humanoid creature you've seen. Lasts 1 hour. Can be used up to 3 times per day.

Hoverboard

Floats 30 centimeters above the ground, frictionless, supports up to 100kg of weight.

Pet Alien

A trained creature who follows your commands and can communicate with you.

Invisibility Potion

Turns you invisible. The bottle has enough potion for 10 minutes of invisibility.



Play the Game

ROLLING DICE

When you attempt something challenging or risky - roll a 20-sided die.

If you beat the **difficulty number** (set by the GM) - you succeed, otherwise you suffer a setback or a complication.

5 Easy **10** Tricky **15** Hard

When you roll a **20** - succeed in a spectacular way. When you roll a **1** - fail and suffer a severe setback.

ROLLING WITH ADVANTAGE

If you have tags relevant to the task you're attempting - roll multiple dice (one extra die for each tag, up to the maximum of 4), and take the best result.

You can also roll an extra die when your friend helps you out, or when you creatively use your environment to your benefit.

CONDITIONS

When you fail a roll in a dangerous situation, GM gives you a condition (injured, frightened, on-fire, etc.)

For each condition that would impede the task you're attempting, roll an extra die and take the worst result.

Conditions and advantage dice cancel each other (if you roll with 3 tags and 2 conditions, you'd add 1 die).

To get rid of a condition - perform a task that would fix it (use a bandage, meditate, dive into a pool, etc.)