



Make a Character

Description - Who are you?
Name, appearance, personality, motivations.

Talents - What are you good at?
Choose up to 5 talents from the list.
Or you can invent your own talents.

TRAITS

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

OCCUPATIONS

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

SKILLS

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



Create your Abilities

Abilities include special skills, cool gear, magic spells, potions, pets, superpowers, mutations, vehicles, etc - anything that enables you to do extraordinary things.

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 talents relevant to the action you're attempting - roll multiple dice (one extra die for each talent, up to 4 dice in total), 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 a character (you or your enemy) gets hurt, they get 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 cancel each other (if you use 3 talents and have 2 conditions, you 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.)

To defeat enemies, impart conditions on them.