

Character Sheet

Name _____

Appearance _____

Might

Deftness

Insight

HP

Max

Gear

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Other Information

Unchained Worlds: Micro Edition

A rules-lite tabletop roleplaying game of adventure.



Player Handbook

All the rules needed to create a character and play the game.



Blukat Studios

Core Mechanics

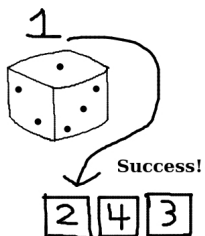
Abilities

There are three abilities:

- **Might:** Strength, resilience, fortitude
- **Deftness:** Reflexes, balance, accuracy
- **Insight:** Memory, empathy, perception

Making Checks

Roll a six-sided die(D6) and compare with the relevant ability. You succeed if the roll is equal to or lower than the ability score.



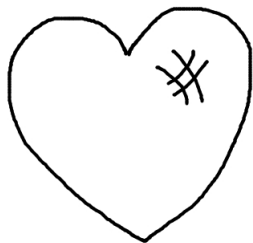
Making Attacks

Make a Might or Deftness check according to the type of attack you're making. A hit lowers the target's HP by 1.



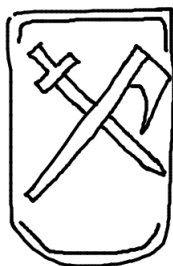
Hit Points

Hit points(HP) are a measure of your character's life. When your character reaches 0 HP, they die. You may regain 1 HP by resting for the night with food, water, and shelter.



Avoiding Attacks

Make a Might check to block or deflect an attack, or a Deftness check to dodge the attack altogether. If hit, you lose 1 HP.



4-Step Character

1. Choose Your Ability Scores

The standard array is [2, 3, 4]. Assign each score to an ability in your preferred order.

2. Create Your Name

1. Think up four or five words that describe your character's job and appearance. *Tree axe river stick*
2. Select three to four random syllables. *Tre xe ver ick*
3. Combine them to make your name. *Trexeverick*

3. Choose Your Appearance

Choose between Bimran and Beastfolk. Bimrans are humanoid, whereas Beastfolk are anthropomorphic animal people. Refer to each respective section for details.

Bimran

Roll a D6 for each table below.

Skin	Eyes	Mutation(1-in-6 chance)
1. Blue	1. Blue	1. Animal ears + tail
2. Yellow	2. Green	2. Fangs
3. Brown	3. Hazel	3. Pointed Ears
4. Green	4. Brown	4. Horns
5. Tan	5. Amber	5. Third eye
6. Purple	6. Grey	6. Forked Tongue

4. Starting Gear

You begin with common clothes, 10 coins, and a backpack. Roll D6 for one more item.

1. 4 Torches
2. Knife
3. Tent(2-Person)
4. Bow and 6 arrows
5. Rope (60ft)
6. Shovel

Beastfolk

Roll a D6 for the tens place, and again for the ones place.

11. Possum	41. Boar
12. Lizard	42. Wombat
13. Squirrel	43. Raven
14. Horse	44. Mouse
15. Skunk	45. Rat
16. Wolf	46. Goat
21. Fox	51. Cow
22. Housecat	52. Beaver
23. Panther	53. Bear
24. Tiger	54. Leopard
25. Lynx	55. Pheasant
26. Lion	56. Turtle
31. Deer	61. Weasel
32. Hyena	62. Stoat
33. Rabbit	63. axolotl
34. Raccoon	64. Buffalo
35. Otter	65. Chicken
36. Sheep	66. Cheetah

Bimrans



Beastfolk

