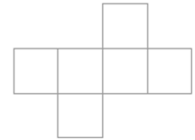


THE FOOL



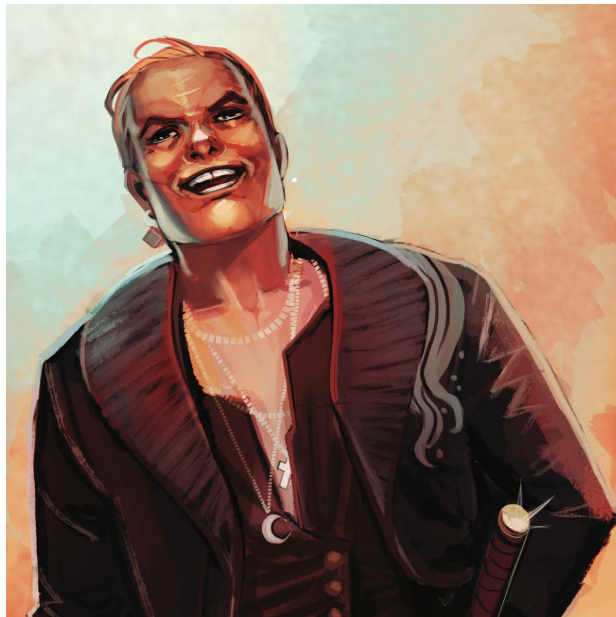
YOUR NAME:

CLASS DICE: D6

Always look on the bright side of life.
Always look on the bright side of life.
Always look on the bright side of life.
Always look on the bright side of life.
And if I don't things will be worse.

Fools rush in... and their friends have to deal with the consequences.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can also activate a single relevant **Special**. These abilities are marked on your sheet with a bold **Special**.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

For more see Cheat Sheet or ask GM.

STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

STRENGTH Physicality, hand-to-hand combat, etc.	DEXTERITY Dodging, ranged combat, initiative, etc.	CONSTITUTION Health, amount of damage you take, etc.
WISDOM Understanding, miracles, willpower, etc	INTELLIGENCE Education, perception, spells, willpower, etc	CHARISMA Personal skills, attractiveness, etc.

EQUIPMENT

Whatever you wish to wear, it always counts as Defence 2. In addition, choose two of the following options:

- ☐ A fine and noble Longsword (Advantage when talking with regal sorts and those impressed by regal sorts.)
- ☐ A Rapier (Use Dexterity instead of Strength for its dice pool. **Special:** recover one Guard.)
- ☐ A Cutlass (Advantage when talking to with Underworld sorts and impressionable romantic sorts.)
- ☐ Martial Arts (May use Dexterity instead of Strength while fighting with no weapons.)
- ☐ A Pistol or other Ranged Weapon
- ☐ Concealed Throwing Weapons (knives, throwing stars)

YOUR LOOK

This can either be the same or different from "Your Style" over the page... Choose one of the following:

- ☐ Light fabrics, exposed skin, a big grin
- ☐ Black leather, a deck of cards and fast fingers
- ☐ A long cloak balanced between elegantly-wasted and scruffy
- ☐ Your own idea:

DEFENSIVE STATS

GUARD Guard = Dexterity RESETS AT START OF COMBAT	HEALTH Health = Constitution LOSE GUARD BEFORE HEALTH
DEFENCE Set from Equipment DIFFICULTY TO BE HIT	WILLPOWER Wisdom + Intelligence EMOTIONAL RESILIENCE

THE FOOL IN BRIEF

Act in a cavalier fashion to get access to your special powers, or give away access to your powers temporarily to get out of any trouble.

THE FOOL'S SIX

Choose one side of your D6. Draw one symbol from the list below on it.

This symbol counts as a six, no matter what the actual number beneath it. It can **either** activate any relevant Special, or activate the corresponding ability below:

- X:** Disarm a foe
- O:** Knock a Foe Over (Makes Them Lose All Guard)
- V:** Inspire all allies to get advantage next round

These actions make it appear that the Fool has simply been lucky, or that the opponent has been unlucky. Anyone watching the fight will not assume the Fool is any good at all.

THE FOOL'S D6

If your D6 is in your possession, it is added to a dice pool any time when the character is acting in a foolish, daring or cavalier fashion. In any dice pool which includes the Fool's D6, you gain access to the following Special...

Special: roll another D6 and add it to the present dice pool.

Yes, if that dice turns up six, this Special can be activated again.

IF ALL ELSE FAILS

If you're in a dire situation you wish to escape, hand your GM your D6. You (and possibly your friends) will get out of the situation via a piece of unfeasibly good luck.

The GM may return your D6 at any point, to create an entirely unfair event on a similar scale of awfulness.

If at any point before then you deliberately cause a plan to fail in a spectacular or amusing fashion, retrieve the D6 from the GM.

YOUR STYLE

Fools are, above all things, fools - charming or otherwise. However, as much as any other class, they also have their own approach and skills, and can appear to be something more like a traditional adventurer than the rest of the party. What style of fool are you?

- ☐ **Swashbuckler**
(Example Archetype: Han Solo, Errol Flynn)
Advantage on Romantic Hero tasks (Leaping things, charming people, one-liners. No, not fighting.). Choose another option from your equipment list.
- ☐ **A Trickster Wizard** (Example Archetype: Rincewind, John Constantine)
Can cast a magical attack to medium range. Can cast minor magical spells (Max difficulty of 1). See what you can talk the GM into.
- ☐ **A Rogue** (Grey Mouser. Garret from Thief.)
Thief Skills (Gain an advantage on skills such as Picking Pockets, Hiding, etc). Add the Concealed Throwing Weapons to your equipment.

SCHOOL'S OUT

Hey, look around the table! I'm willing to bet all those other nerds are still doing their homework. The Fool involves a few less choices, so you may still have some thumb-fiddling time. On the rest of the page are some exercises for getting into a suitably Foolish state of mind. If you're already firmly connected with your inner fool, feel free to chill, or have a little snooze.

WHAT DO YOU LOVE?

Write a mark out of ten for each of the following, depending on how much you like them:

- Adam Driver
- Guacamole
- People who make eye contact on public transport
- *Murder, She Wrote*
- Heavy snowfall
- Pineapple on pizza
- Watching the Olympic Games
- Rothko paintings
- *Drag Race UK*
- The smell of pool-side wet concrete drying in the sun
- Clean bedsheets
- *Ladyhawke*
- Prosecco
- Tufts of fur between the paw-pads on cats' feet
- Benedict Cumberbatch's face

DRAW A PICTURE



What does this picture make you feel? Please write your answer below:

