Completing the Character Sheet

1) **Concept**: Appearance, Occupation, Virtue, and Flaw

2) **Attributes**: Primary Human Traits (Add Six Points to Any)
   
   a) **Body**: Benefits include strength, constitution, and dexterity
   
   b) **Heart**: Benefits include charisma, resolve, and empathy
   
   c) **Mind**: Benefits include intelligence, wisdom, and knowledge

3) **Skills**: Choose Three Special Skills. Roll a Bonus Die for those Skill Checks.

Game Play

1) The **Game Master** describes the scenario to the Players. The **Game Master** may also create a non-player character (NPC) to guide the story.

2) The **Players** decide what their **Characters** say and do in the scenario.

2) The **Game Master** decides if an action by a character requires a **Skill Check** and decides the **Difficulty Level**: Easy (1), Medium (2), or Hard (3)

3) The **Player** rolls the **Skill Check** to attempt the action.
   
   a) Skills are linked to **Attributes**. Each attribute point adds one die to the roll
   
   b) Each die that rolls a 1 or a 6 is a **Success**. To pass the Skill Check, the number of Successes must meet or exceed the Difficulty Level.

   c) Spend a **Cool Point** to do something amazing (EITHER add two bonus dice before a Skill Check OR reroll only the failed dice after a Skill Check)

4) The **Game Master** shares the result and decides how it affects the scenario
Character Creation

1. Concept

Appearance: What do others see when they look at your character?

Occupation: What does your character do with most of their time? This could be their job, but it could also be their most passionate hobby.

Virtue: Your character’s most moral behavior. Examples include patience, loyalty, honesty, gratitude, and compassion.

Flaw: Your character’s least moral behavior. Examples: anger, envy, greed

2. Attributes

Fill in six dots in the attribute section. The more dots, the better your chances of success on a related skill check.

3. Hit Points (HP) and Cool Points (CP)

All Players begin with 10 Hit Points (HP) and 3 Cool Points (CP)

4. Choose an Industry Bonus for your Occupation:

Labor (+1 to Body) Examples: Athletes, Construction Workers, Law Enforcement

Service (+1 to Heart) Examples: Customer Service, Nurses, Therapists

Academic (+1 to Mind): Examples: Professor, Doctor, Scientist

5. Choose Three Special Skills:

Players can choose special skills from any attribute they like. What is your character particularly good at doing?

An Incomplete List of Special Skills by Attribute:

<table>
<thead>
<tr>
<th>BODY</th>
<th>HEART</th>
<th>MIND</th>
</tr>
</thead>
<tbody>
<tr>
<td>Star Athlete</td>
<td>Calming Influence</td>
<td>Internet Research</td>
</tr>
<tr>
<td>Heavy Lifter</td>
<td>Emotional Perception</td>
<td>Medical Knowledge</td>
</tr>
<tr>
<td>Strong Immune System</td>
<td>Creative Expression</td>
<td>Quick Thinking</td>
</tr>
<tr>
<td>Temperature Proof</td>
<td>Practiced Liar</td>
<td>Investigator</td>
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