

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.
- 1) 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:

BODY	HEART	MIND
Star Athlete	Calming Influence	Internet Research
Heavy Lifter	Emotional Perception	Medical Knowledge
Strong Immune System	Creative Expression	Quick Thinking
Temperature Proof	Practiced Liar	Investigator

PLAYER NAME: _____

NAME: _____ **PRONOUNS:** _____ **HP:** _____ **COOL POINTS**

VIRTUE: _____ **FLAW:** _____ **OCCUPATION:** _____

ATTRIBUTES

BODY ● ○ ○ ○ ○ ○ ○ ○

HEART ● ○ ○ ○ ○ ○ ○ ○

MIND ● ○ ○ ○ ○ ○ ○ ○

SPECIAL SKILLS

SKILL NAME	SKILL ATTRIBUTE	B	H	M
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CHARACTER PORTRAIT

INVENTORY

NOTES: _____