

FIRST NAME

LAST NAME

OCCUPATION

HOME

CATCHPHRASE

BRAIN

BRAIN SKILL

BRAWN

BRAWN SKILL

SPEED

SPEED SKILL

CHARM

CHARM SKILL

FOCUS

FOCUS SKILL

HP

♥

♥

♥

♥

♥

♥

♥

MAX HP

♥

x

LEVEL

APPEARANCE

BIGGEST FEAR

BIGGEST MOTIVATION

BACKSTORY

PRIMARY EQUIPMENT

DAMAGE

SECONDARY EQUIPMENT

DAMAGE

ARMOR

DEFENSE

EXPLANATION

FIRST & LAST NAME

The first and last name of your Player Character ("PC").

OCCUPATION

Your PC's current job.

HOME

Where your PC currently lives and/or considers home.

CATCHPHRASE

Something your PC often says.

STAT

Either **BRAIN**, **BRAWN**, **SPEED**, **CHARM**, or **FOCUS**. Each Stat will have a bonus between -1 and +5.

SKILL

Something connected to a Stat your PC is particularly good at (or bad at). Your bonus is doubled whenever your Skill applies. Your -1 Stat Skill is something your PC is particularly bad at.

HP & MAX HP

Your PC's current health (HP) and starting health (MAX HP).

LEVEL

A tracker for your growth as a PC. Starts at 1 and caps at 20.

ARMOR & DEFENSE

What protects your PC (**ARMOR**) & how hard they are to hit with an Attack (**DEFENSE**).

...EXPLANATION CONTINUED

PRIMARY EQUIPMENT

Your PC's go-to / most iconic item.

SECONDARY EQUIPMENT

A second go-to item or a vehicle / mount / pet.

DAMAGE

The amount of HP an item reduces on a successful Attack.

STARTING VALUES

Start at Level 1.

Disperse +2, +1, +0, +0, and -1 between the five Stats (**BRAIN**, **BRAWN**, **SPEED**, **CHARM**, **FOCUS**).

If a Stat is more or less than +0, list a Skill for that Stat.

MAX HP starts at ♥ x 3.

DEFENSE starts at 11.

DAMAGE starts at ½♥ for both.

LEVEL UP OPTIONS

When you Level Up, gain +1 Level and choose one of the following:

- +1 to a Stat (can't be your -1 Stat, can't exceed +5))
- +1 to Max HP (up to 7)
- +1 to Defense (up to 20)
- +½♥ to Primary or Secondary Damage (up to ♥♥♥ each)

ONE-SHOT SCENES & DETAILS

SCENE 1: CHARACTER INTRODUCTION

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SETTING

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WEATHER

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SCENE 2: QUEST DETAILS / CHOOSE YOUR QUEST

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SCENE 3: NAVIGATION SEQUENCE

OBSTACLE(S)

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SCENE 4: COMBAT OPPORTUNITY / DANGEROUS PUZZLE

MONSTER / PUZZLE

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SCENE 5: WRAP UP / REWARD / RETURN / SUNSET

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ONE-SHOT SCENE GUIDELINES

SCENE 1: CHARACTER INTRODUCTION

Create a scene/scenario where everyone can introduce their PCs one-by-one & explore a connection to at least 1 other PC.

SETTING

Region (Genre): “NYC (Modern)”

WEATHER

What’s the weather like?

SCENE 2: QUEST DETAILS / CHOOSE YOUR QUEST

If the quest is set in stone, the Characters join forces and discuss what details they have access to about the upcoming adventure before setting out.

If they have quest options, the players discuss what their plan is before the PCs join forces and set out on the adventure.

SCENE 3: NAVIGATION SEQUENCE & OBSTACLES

The journey towards the focus of the adventure is perilous in and of itself. There is some sort of difficulty that the PCs need to overcome in order to get to Scene 4. The obstacle should serve two main purposes:

- 1. Warm up the players to their PC’s abilities.**
- 2. Use some abilities/take some damage so that the PCs don’t enter the last encounter at full strength.**

SCENE 4: COMBAT OPPORTUNITY / DANGEROUS PUZZLE / MONSTER

This is where most of your prep will go into.

You’ll want to set up or at least have easy access to all the essential stats for a puzzle and/or monster.

Minimum info needed for a monster/final adversary: HP, ATTACK Bonus, DAMAGE, AC/DEFENSE. (Example: 6 HP | +4 ATTACK: 3 DAMAGE | 11 AC).

SCENE 5: WRAP UP / REWARD / RETURN / SUNSET

Other than Rewards, ‘tis usually ad libbed from the adventure’s events.

NAME	HP	DEFENSE	ATTACK	DAMAGE
	♥			

NAME	HP	DEFENSE	ATTACK	DAMAGE
	♥			

NAME	HP	DEFENSE	ATTACK	DAMAGE
	♥			

NAME	HP	DEFENSE	ATTACK	DAMAGE
	♥			

NAME	HP	DEFENSE	ATTACK	DAMAGE
	♥			

NAME	HP	DEFENSE	ATTACK	DAMAGE
	♥			

NAME	HP	DEFENSE	ATTACK	DAMAGE
	♥			

NAME	HP	DEFENSE	ATTACK	DAMAGE
	♥			

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	♥			