

Character Name _____ **Level** _____

Defense (Level+2) _____

Hits Taken

Challenges Defeated

Dice Spins

Core Mechanic Roll d3+Your Level+Tags. Ties go to the attacker.

Default attack tags: Adjacent, Blunt.

1 turn = 1 action: a move, an attack, a spell, a delay/skip, etc.

Tags

Spent 5 points on Tags at character creation. 1 point per tag, maximum 1. Unless stated, a Tag gives +1 in a challenge. Some tags let you do something that normal people can't.

Indented tags have prerequisites. Each Weapon or Magic Attack needs its own tree.

Combat/Health

- Armor (+1 defense)
- Health (+1 hit)
- Luck (+1 dice spin)
- Attack (+1 to hit) _____
(name of weapon or spell)

Ranged

- Unlimited ammo
- Long range

Sharp (default is blunt)

Energy-based

Multiple targets close to each other

Effect instead of damage: _____

Effect plus damage

Skills/Abilities (default 0, anyone can use)

Athletic/Acrobatic

Fast

Smart

Charming

Strong

Perceptive

Sneaky

Crafty

Weird Stuff

2 points each, no effect till both are marked

Fly

Teleport up to 500'

Teleport anywhere known

>4 appendages

Immune to

Blunt

Sharp

Magic/Tech/Psi

Effects last for 1 round

See Attack for offense magic/tech/psi

Communicate

Charm

Illusion

Scry nearby

Scry far away

Nerfs (Enemies)

Move Others

Knock Down

Freeze in Place

Befuddle

Bufs (Self or Allies)

Move Others

Armor (+1 to defense)

Bless (+1 to attack)

Heal (1 hp)

Invisibility (1 target)

Summon Non-summoning Critter

Tiny, weak (0 level)

Your level-2

Your level

One Extra Life

Undead

Non corporeal

Life Drain (attack transfers 1 hp)

Energy

Charm

Nerf Effect _____

Running the Game

Who goes first: Fast challenge. Roll-off for ties.

Optional: reroll at the start of each round.

How to Attack: Roll 1d3+your level (lvl). If your result is equal or higher than their defense, inflict 1 damage. Damage can't be increased.

How Many Actions: Each character has 1 action in a round, such as a move, attack, spell, skill attempt, skip, etc. You can't delay your turn—if you wait, you wait till next round.

Dice Spins: Reroll a die roll (yours or another's).

Spend 2 to borrow 1 point in a tag you don't have for 1 round (prerequisites apply).

Level Up: Defeat 3 Challenges to increase lvl. Add 1 to your lvl and spend 1 point on tags.

Magic/Tech/Psi: You decide if it's magic, technology, or psionics. In high-tech stories, a point in "Communicate" means the character has a Universal Translator. In a psionic story, a point in "Communicate" gives language-bypassing telepathy. If your setting supports it, you can mix and match types—a wizard can have both fireball and a MediKit™. Characters spend tag points for special equipment (magic items, rayguns, etc.)

3 Adventure Types

Arena Showdown: Every man for himself! Make a map with traps and obstacles, let the players duke it out.

Make your Own Story: Challenges more than +/-3 away from the average character level is too hard or easy. Easy challenges don't count for XP. Creative solutions count for XP.

Random Story: Players take turns running a challenge. Roll 1d3. 1-2: Critter. 3: Trap.

Challenges

Critters: Roll 1d3 and add to party lvl. That's the critter level. Roll 1d3 for the number of those critters appearing. The critter has level+2 points to spend on tags. The critter has as many hit points as its level. Name it and describe it or use toys/ miniatures to represent it.

Traps: Traps have a level and as many tags as its level. Each trap tag has a counter-tag that is used to roll against it. Ex: Knock Down (Athletic) means players roll Athletic to not be knocked down. Players must succeed against each tag in the trap to disable it. Players may come up with ways to apply other tags to the obstacle. Default level is party level +2.

Other Challenges: Skill use, such as terrain, mysteries, repairs, chase scenes, heists, or survival. Default level is the party level-1.

Using Fudge Dice

Want to use a Fudge die (dF)

instead of a d3? No problem.

Defense=Lvl. Reduce challenges

and trap levels by 2. Critter

lvl=party level+1dF; 1dF+2 for # appearing.

Fire Dragon, Level 5

Defense: 7 Hits:

Tags: Fly, Breath Attack: +1 to hit, Energy-based, Multi-target, Ranged. Claw: +1 to hit.

Boulder Trap, Level 3

Tags: Knock Down (Athletic). Mechanical (Crafty). Fast (Fast).

Winter Storm, Level 2

Tags: Snowy (Strong). Cold (Fast).