

ARC

A HERO RISES TO SAVE THE WORLD, THUS NAMED:

Pronouns

Player Name



Portrait

Blood

2d6

+

MOD

=

MAX

CURRENT

Guts

2d6

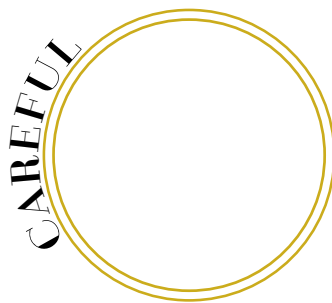
+

MOD

=

MAX

CURRENT



Skills

KNOWLEDGE

Creative: theorize, shift, make logical connections
Careful: assess, inquire, analyze
Concerted: recall, memorize, restore

Academic ○○○○
Culture ○○○○

Observe ○○○○
Tactics ○○○○

SOCIAL

Creative: charm, incite, inspire
Careful: reason, detail, guide
Concerted: intimidate, enforce, invade

Charisma ○○○○
Impose ○○○○

Insight ○○○○
Guile ○○○○

PHYSICAL

Creative: bedazzle, innovate, exceed expectations
Careful: assess, be safe, be calm, follow guidelines
Concerted: charge, endure, overwhelm

Acrobatics ○○○○
Coordination ○○○○

Physique ○○○○
Weaponry ○○○○

PRAGMATIC

Creative: invent, adapt, experiment
Careful: soothe, refine, survey
Concerted: rush, withstand, brute force

Artistry ○○○○
Survival ○○○○

Tinker ○○○○
Trade ○○○○

PROWESS

Creative: explore, expand, create
Careful: sense, attune, investigate
Concerted: assail, subsist, give all

Arcana ○○○○

Focus ○○○○

What makes them different?

Three rumors (believed by?)

Most painful lesson?

Bonds

_____	□□□□
_____	□□□□
_____	□□□□
_____	□□□□
_____	□□□□

Inventory

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

XP

_____	_____
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Total

Unspent

PLAYING ARC

At set time intervals the **DOOMSDAY CLOCK** advances, heralding the end. Heroes must address the impending dilemma within a time period or suffer its dire consequences.

Skill Checks determine the success of risky actions with a chance of interesting success or failure.

To succeed roll 1d6 and compare to **THRESHOLD NUMBER (TN)**, which is the sum of:

Skill Rank + Approach Score

And, if applicable:

Difficulty Modifier set by the Guide
Major levels of Bond with an assisting hero

Rolls below **TN** succeed and above fail. For ties, choose: success with **CONSEQUENCE** or failure with **OPPORTUNITY**.

If you rolled **1** with a ranked skill, roll another 1d6. If it's also a **1** your result is flawless and becomes a **SUCCESS WITH OPPORTUNITY**.

Sacrifice **3 BLOOD** or **3 GUTS** to upgrade a tied or failed result.

Assisting someone helps their Skill Check.

Before they roll, add major levels of **BOND** to your ally's **TN** if you have an applicable **SKILL**. You can also sacrifice minor levels anytime to allow a reroll.

Conflicts are fights or altercations where action sequence matters and is determined by what each character plan to do (Initiative Category).

- 1 Characters standing ground.
- 2 Those taking non-harmful actions.
- 3 Those attacking others.
- 4 Those using **SPELLS** or **TECHNIQUES**.
- 5 Those moving far (> 2 heights).

Heroes can move up to **2 HEIGHTS** freely during their turn. Stacking **ADVANTAGES** helps improve others' **SKILL CHECK TN**. If attacking others, **DAMAGE** equals the **TN** of the attack plus any Bonus from **DAMAGE ITEMS**. **TN** is reduced by the **DEFENSE BONUS** of the target's armor plus applicable **DIFFICULTY MODIFIERS**.

If Blood or Guts become zero or less the hero still lives, though a subsequent hit will directly damage Approach Scores.

Multiple **APPROACH SCORES** can be damaged at once. If all **APPROACH SCORES** are **0** choose: die or live with randomly rolled, life-altering consequences.

You can recover Blood and Guts.

Heroes can take breaks to recover **BLOOD & GUTS** through:

—**SHORT REST** (one in-story hour) to recover **1d6 BLOOD** and **1d6 GUTS**;

—**LONG REST** (up to 10 in-story hours) to either reroll **2d6 + modifier BLOOD & GUTS** or distribute **7** points of health.

Heroes can only rest in safe places away from enemies.

XP can be spent to improve Approach Scores, Blood, Guts, and Skills.

