

CHARACTER NAME: _____

SKILLS

STEALTH	1	2	3	4	5	6	7	8	9	10
AWARENESS	1	2	3	4	5	6	7	8	9	10
STRENGTH	1	2	3	4	5	6	7	8	9	10
INTELLIGENCE	1	2	3	4	5	6	7	8	9	10
SPEED	1	2	3	4	5	6	7	8	9	10

You start with five skill points to distribute however you want. You get +1 skill with every level increase.

ITEMS

Write name of item and basic description.
Consult Inventory Pages 75-77 before use.

CHARACTER HP, LEVEL AND XP TRACKER

LEVEL 1: 10HP; roll **1x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

LEVEL 2: 20HP; roll **1x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

LEVEL 3: 30HP; roll **1x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

LEVEL 4: 40HP; roll **2x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

LEVEL 5: 50HP; roll **2x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

LEVEL 6: 60HP; roll **2x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

LEVEL 7: 70HP; roll **2x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

LEVEL 8: 80HP; roll **3x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

LEVEL 9: 90HP; roll **3x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

LEVEL 10: 100HP; roll **3x** six-sided dice for skills/damage

XP TRACKER: 10/20/30/40/50/60/70/80/90/100

Keep notes here:

ARMOUR

SHIELDS

SHIELD NAME

LEVEL	DEFLECT	HALF	BREAK

Roll same or higher than 'deflect' to deflect damage.
Roll same or higher than 'half' to halve damage
Roll same or lower than 'break' to break shield.
If your shield breaks, it cannot be used again.

COIN

WEAPON

DRAW YOUR WEAPON AND GIVE IT A NAME.
GET INVENTIVE!

WEAPON NAME:

COUNTER-ENCHANTMENT TRACKER

PIECES COLLECTED: 1 2 3 4 5 6

SETTING UP YOUR CHARACTER IMPORTANT: REMEMBER YOU ALL WORK AS A TEAM

STEP 1: Give your character a name, backstory, and race, e.g. human, elf, orc, gnome, goblin, witch, wizard. Feel free to make a brand new race. You do you.

STEP 2: Decide the skills you want your character to have. Everyone starts with five skill points to distribute however they desire. To distribute skill points, tick off the number of skill points you want in any category, e.g.

STEALTH ~~1~~ ~~2~~ 3 4 5 6 7 8 9 10

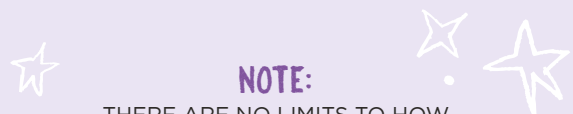
Skill points make you more likely to successfully complete an action. The character in the example above has 3 stealth points, so +3 is added to any skill roll requiring stealth. See table below for more detail on skills.

STEP 3: Buy your stuff. Everybody starts with 5 coin. Open the Inventory section of The Party RPG book (**Page 72-78**) and select the objects you want from the 'Starting Shop' location. Write down the details of any objects you buy in the spaces provided.

STEP 4: Become your character. Why not adopt an accent and go full-on fancy dress? You can all choose to impose penalties for breaking character and using real names during gameplay.

STEP 5: Stand up and introduce yourselves in character.

STEP 6: Once all of the Squad have created characters and are familiar with the rules, assign a Games Master to read 'The Quest Begins' (**Page 13**) and the 'Explosive Fields of Urberlax' (**Page 14**).



NOTE:

THERE ARE NO LIMITS TO HOW MANY ITEMS YOU CAN CARRY. THE ONLY REQUIREMENT IS THAT YOU HAVE ENOUGH COIN TO PURCHASE THE OBJECTS.

CHARACTER BASICS

SKILLS	WHAT THEY MEAN:
STEALTH	For those who like to be sneaky. Increase your chances of stealing or sneaking past enemies undetected. Stealth is countered by your enemy's awareness.
AWARENESS	For those who like to catch people being sneaky, find hidden items, and spot traps. Awareness is countered by your enemy's stealth.
STRENGTH	For those who like pushing, lifting, and throwing things. Strength is countered by your enemy's strength.
INTELLIGENCE	For those who like negotiating, haggling, and having crazy ideas. Intelligence is countered by your enemy's intelligence.
SPEED	For those who like being the first in battle, or the first in a race. Speed is countered by your enemy's speed.

KEY STATS	WHAT THEY MEAN:
HP	Hit Points or health. You lose HP if an enemy successfully strikes you or you epic fail. You faint when your HP reaches zero. You return at the start of the next location with full HP.
XP	Experience points. At the end of each location, the Games Master will award XP. Every 100XP you earn, you level up. Track your XP by ticking off XP on your character sheet as it is awarded to you.
LEVEL	Your character starts at level 1. Your level determines how much HP you have, how many dice you can roll for damage rolls, and also what shields you can use.

KEY OBJECTS	WHAT THEY ARE AND HOW TO USE THEM:
WEAPONS	Attack enemies with your weapon, rolling dice to see if you succeed (see Page 10 for details)
SHIELD	Deflect enemy damage using your shield. You can deflect or halve the attack. Or you can break your shield.
ITEMS	Items help you in your quest. Be inventive with you use them.
ARMOUR	Confers on you special benefits. Read the armour description for more.
COIN	Spend coin on shields, items, and armour. Track coin in the space provided on your character sheet.