

CHARACTER SHEET (YOU ARE AN ORPHAN!)

Name:

Pronouns:

Age (5-12):

HP: 10

Abilities (gained during gameplay):

Accent or manner of speaking (optional but encouraged):

What you look like:

Roll on the tables below, or choose, or make up something else entirely! (Note: Overlaps are acceptable if you like. If there are more than 10 players, just make up more.)

Your personality (choose or roll):

1. Grandly delusional
2. Cheerful mess
3. Frighteningly determined
4. Confused but eager
5. Huffy and indignant
6. Not too bright
7. Fabulously dramatic
8. Gravely gloomy
9. Enraged tyrant
10. Fretful and superstitious

Clothing item you've spent all year creating (choose or roll):

1. A Wintermas ugly sweater, the first of its kind!
2. Three socks
3. A scarf long enough to cocoon your entire body
4. Leotard
5. Onesie with roomy front pouch
6. Magnificent hat (what kind?)
7. Hooded robe

8. Dapper waistcoat
9. Cape
10. Leather jacket (your material will be the lining)

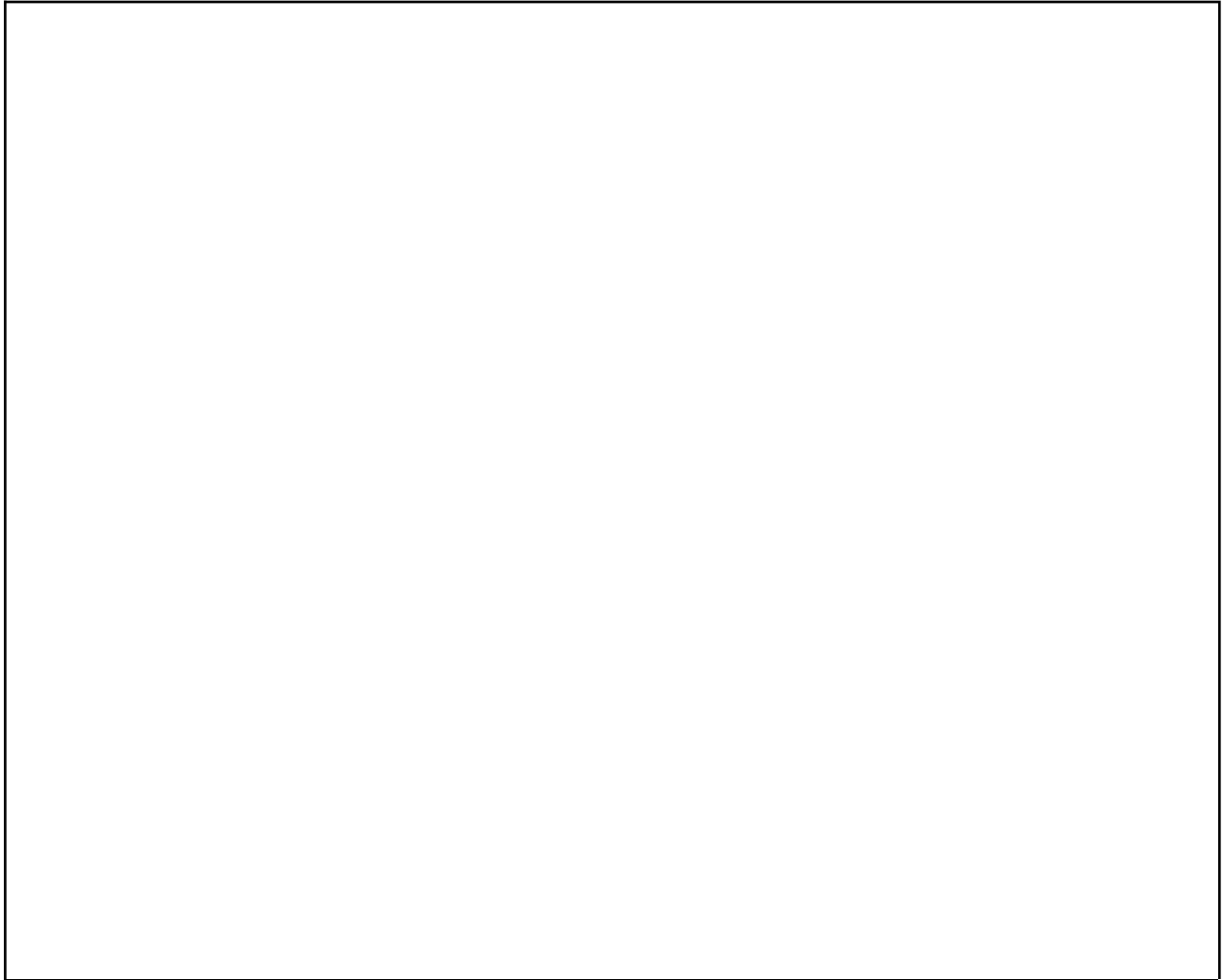
Material in the color of your choice (choose or roll):

1. Ruthless silk
2. Preppy plaid
3. Rebellious shiny patent leather
4. Royal velvet
5. Glamorous satin
6. Distressed denim
7. Professional tweed
8. Bohemian linen
9. Whimsical chiffon
10. Fur (real or faux)

Accessory (choose or roll 1st, obstacle roll 2nd):

1. Gleeful gold buttons
2. Extreme zippered pockets
3. Huge embroidered flaming skull
4. Wishful pearls
5. Cautious reflective strips
6. Adventurous shell buttons
7. Bells and whistles
8. Arrogant sequins
9. Gaudy dragon motif
10. Elegant ribbons
11. Badass chains
12. Melodramatic feathers
13. Twangy elastic straps
14. Dignified gold braid
15. Slightly oversized rhinestones
16. Fussy pom-poms
17. Blinding glitter
18. Tactical padding
19. Legendary cherry-colored silk twist (thread)
20. Reversible! Turned inside out, your clothing item becomes...

Draw your clothing item here. Why did you choose to make this? (e.g. Does it represent your personality, your hopes and dreams, your issues? Is it for warmth, comfort, morale, or sheer fabulousness?)



Notes:

RULES (YOU ARE STILL AN ORPHAN!)

Obstacle (most common roll): PC (player character) attempts to prevail in a risky situation, like leaping across a fiery chasm or baking a perfect soufflé.

- ❖ By default: PC rolls 1d6 (one six-sided die).
- ❖ If the GM (game master) and PC agree on why the PC has character or narrative *advantage* (e.g. PC's first job involved leaping across fiery chasms to deliver packages, PC comes from a family that specializes in soufflés): PC rolls 2d6 and takes the higher value.
- ❖ If the GM and PC agree on why the PC has character or narrative *disadvantage* (e.g. PC is afraid of fire or ovens): PC rolls 2d6 and takes the lower value.
- ❖ Based on the roll, GM and PC collaboratively narrate the outcome:
 - 6: Critical success: success with bonus effect
 - 5: Success with minor consequence
 - 4: Success with consequence
 - 3: Failure with minor consequence
 - 2: Failure with consequence
 - 1: Critical failure: failure with dire consequence

Combat: PC fights another character (physically, psychologically, etc.). Same as obstacle roll, plus:

- ❖ Attacker roll > Defender roll: Hit, roll 1d6 for damage (narrate the flavor: slashing, poison, morale, embarrassment, etc.)
- ❖ Attacker roll ≤ Defender roll: Miss, nothing happens
- ❖ If an NPC drops to 0 or fewer HP, they are defeated. If a PC drops to 0 or fewer HP, they are incapacitated; they no longer participate in combat, but can still talk and continue adventuring.

Fortune: Basic actions when there is no danger, like investigating your surroundings, persuading an NPC, or shopping for a certain ingredient. Roll 1d6 (or with advantage/disadvantage). A higher roll gets you a better result. A low roll means you're unsuccessful, but there are no consequences.

Initiative: Turn order during combat or other group actions. Roll 3d6. Tied players roll again; higher roll goes first. Turn order proceeds from highest to lowest.

Inspiration: Awarded for clever or amusing roleplay! After any roll, you may use your inspiration die by rolling 1d6 and add its value to the initial roll. You can only have up to one inspiration die at any time, so use it!