

Name:

_d6 Central Trait:

visible sign:

_d6 Side trait #1:

visible sign:

_d6 Side trait #2:

visible sign:

Flaw:

visible sign:

28 21 14 HP, currently __

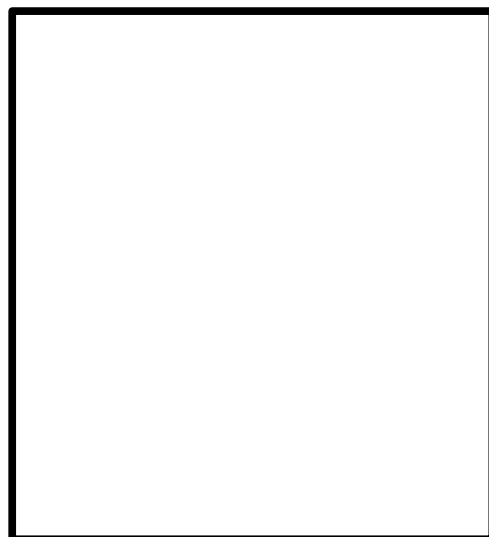
__ Bonus dice

Motivation:

Secret:

Important person:

Background & Equipment



Lineage:

_ Aphrodite	_ Apollo
_ Ares	_ Athena
_ Demeter	_ Dionysus
_ Hephaestus	_ Hermes
_ Poseidon	_ Zeus
_ Hades	_ (titan)
_ _____	_ _____

Rules at a glance:

Actions = automatic, chancy or impossible
roll dice vs difficulty, higher=bigger success
(any 6s = some success)

Target number: either 'opponent's dice' or
easy (1d6), mod (2d6), hard (3d6), really hard (4d6)
if combat, damage = diff. in rolls
got an edge? incl. a bonus die, drop lowest #
hindered? incl. a penalty die, drop highest #
multiple actions = subtract 1 die per
Who goes first? Roll as per trait (or 2d6 default)
Combining talents: either add dice, or roll all and
keep the best, depending on ask- or keep the
worst, if you'd get in each other's way!
Got a 'demigod power'? Typically limit use 3/day.