Skimpy RPG™

Character _____

Player _____

Game Master _____

Traits

Name	Rank	Used
	○○○○○	☐
	○○○○○	☐
	○○○○○	☐
	○○○○○	☐
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	○○○○○	☐

Each trait can be used once per scene.
Spend Offense or Defense to gain ranks at any time.

Margin > Foe's Wounds → +1 to Foe's Wounds

Failed Offense Roll → +1 to Offense

Failed Defense Roll → +1 to Defense

●●○○○ = +2

Gain Trait Rank	Costs (Offense or Defense)
○○○○○	
●○○○○	·····
●●○○○	·····
●●●○○	·····

Wounds

POKER

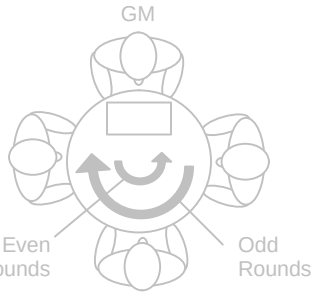
Heals 1 per scene
Range 0-7
Starts at 0

The GM has one recurring villain and multiple minion characters (some of which may represent entire groups or swarms).

If present, the recurring villain flees after taking 2 Wounds in a scene. Minions die after sustaining 1 Wound when the recurring villain is absent.

The GM may replace dead minions in the next scene with clones until their Wounds reach 7. (The form may change, but they retain the same stats).

The game ends when the recurring villain reaches 7 Wounds.



Poker Chips

POKER

Range 1-6
Starts at 4

Offense

Rolls are opposed (Offense vs. Defense)
Offense Dice Pool = Offense + Trait
Defense Dice Pool = Defense + Trait
Each die >= the Target # is a success.
Greatest # of successes wins
Margin = Offense successes – Defense successes
My Offense Target # = Max of my Defense and Wounds
My Defense Target # = Max of my Offense and Wounds
Re-roll ties, adding +1 to Target # (max 6)

POKER

Range 1-6
Starts at 4

Defense

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