S kimpy RPG ™

Traits

Name	Rank	Used
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	○ ○ ○ ○ ○	☐
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Character _____

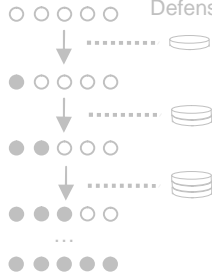**Player** _____

Game Master _____

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)

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Wounds

POKER
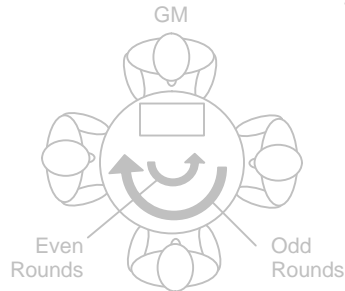
Heals 1 per scene
Range 0-7
Starts at 0

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 2 Wounds in a scene.

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.

GM

Even Rounds — Odd Rounds

Poker Chips

Offense

POKER

Range 1-6
Starts at 4

Defense

POKER

Range 1-6
Starts at 4

Rolls are opposed (my Offense roll vs. foe's Defense roll)
Offense Dice Pool = Offense + Trait rank
Defense Dice Pool = Defense + Trait rank
Each die >= the Target # is a success.
Greatest # of successes wins
Margin = Offense successes – Defense successes
My Offense Target # = Max of *my* Defense and *my* Wounds
My Defense Target # = Max of *my* Offense and *my* Wounds
So, the more offensive I am, the harder it is to make defensive rolls (and visa versa)
Re-roll ties, adding +1 to Target # (max 6)
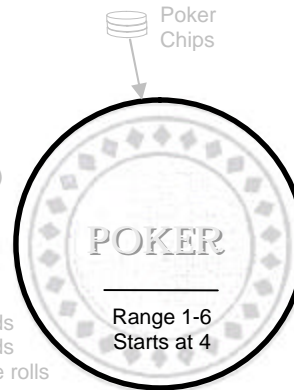
Each trait can be used once per scene.
Spend Offense or Defense to gain ranks at any time.
Once purchased, trait ranks are permanent.