

# THE CLUMSY

STYLE   

FORCE   

SMARTS   

ATTITUDE   

MYSTIC   

XP     

MM    

RN    

GEAR & PETS 

## THE LUCK POOL

When you roll 10+, you can add 1 Luck Point, but if you do, your roll is treated as a mixed success and you need to describe why it didn't work out.

You also get them based on your Personality Type:

**Pipsquak** - Take unnecessary damage or damage from rushing in ahead.

**Conspiratorial** - Guess an upcoming event and who's going to be targeted by it.

**Bumbling** - Lose or damage something valuable.

**Annoying** - Defuse a serious situation with a bad joke.

**Unfocused** - When your ability runs wild.

You or anyone on the team can spend Luck Points to increase a result of any roll by 1 per point spent.

ABILITY

DAMAGE

RANGE

## MOVES

[BASIC MOVES](#) [PLAYBOOK DIGEST](#)

Experience is gained on accepting a miss result, or when a move tells you.  
When you have 5 XP, clear your experience bar and pick one of the following:

### Improvements

Take a move from your playbook.....

Take a move from another playbook.....

Get a piece of Gear.....

### Advanced Improvements (after 3 regular improvements)

Take a move from your or another playbook.....

Mark one of the possible basic moves as advanced.....

You start every stage with 1 Luck Point.....

Get +1 to any Attribute, max +3.....

Increase your maximum Rings by 1.....

Increase your maximum Stamina by 1.....

Once per stage you can use one of your limited features an extra time.....

Take another playbook's Feature (req: 3 base moves, 2 other moves).....

### Final Improvement (after 6 Advanced Improvements)

The first Luck Point you gain in a stage becomes special\*.....

\*The Special Luck Point can only be used once per roll, never leaves and can be combined with the rest for your playbook moves

THE CLUMSY

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		