

THE CLUMSY

STYLE    

FORCE    

SMARTS    

ATTITUDE    

MYSTIC    

XP     

MM     

RN    

 **GEAR & PETS** 





THE KARMA POOL

Every time any dice lands on a natural 1, you get a Karma Point, if you make a joke about it.

- If the dice roll is not yours, to get the point, the move needs to resolve with you involving yourself in the outcome.
- Result of the move doesn't affect your access to the Karma points.
- Points left by the end of the stage turn to Momentum.

Clumsy can choose to apply these points to either their own, or other hero's rolls to **increase the result by 1** per point.

ABILITY

TYPE

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 or a new Pet.....
- Change one of your Attributes into a Star Attribute.....

Advanced Improvements (after 3 improvements)

- Take a move from your or another playbook.....
- Change one of your Attributes into a Star Attribute.....
- You start every stage with 1 Karma Point.....
- Get +1 to any Attribute, max +3.....
- Increase your maximum Rings by 1.....
- Increase your maximum Stamina by 1.....
- Take another playbook's Feature (required moves: 3 base, 2 other).....

Final Improvement (after 9 Improvements)

- The first Luck Point you gain in a stage becomes special*.....
- *The Special Luck Point never leaves and can be combined with the rest for your playbook moves, but can only be used once per roll

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SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		