

# 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, and 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

## 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.....

### Advanced Improvements (after 3 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.....

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

### Final Improvement (after 9 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

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SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		