

THE CLUMSY

STYLE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FORCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMARTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTITUDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MYSTIC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
XP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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.
- No matter if the roll succeeds or fails, you get the point.
- Points left by the end of the stage turn into Momentum.

Advanced Improvement - Comedy
Start every Stage with 1 Karma Point.

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.....
- Mark one Attribute as a Star Attribute and take a (revival) move.....

Advanced Improvements (after 3 improvements)

- Take a move from your or another playbook.....
- Mark one Attribute as a Star Attribute.....
- 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).....
- Gain "Comedy" feature.....

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		