CHARACTERS

Roll d6; choose a class name and 2 Traits. Your best ability is in parentheses.

1. Soldier or Barbarian (STR)
   Defender, Berserker, Resistance (specify: toxins, physical damage, spells, mental domination, fatigue), Bend/Break, Extra Attack

2. Thief, Bard, or Artificer (DEX)
   Perform, Detect/Disable, Streetwise, Gadgets!, Read Runes, Acrobatics, Climb/Swim, Sneak, Steal, Barter

3. Wizard, Sorcerer, Warlock (INT)
   Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Lore/ Language (specify 2), Familiar

4. Cleric or Paladin (CHA)
   Heal, Turn Undead, Smite Unholy, Compel Truth, Resist Evil, Divination, Abjuration, Conjuration, Enchantment, Religious Lore

5. Ranger or Druid (WIS)
   Evocation, Track, Bow Master, Animal Companion, Animal Forms (specify 2), Nature Lore

6. Dwarf, Elf, Gnome, or Hobbit
   Choose and roll again, ignoring 6s. Your species is 1 of your 2 Traits.

Abilities

Your best ability is determined by your class. Abilities are:

- STR: physical strength
- DEX: dexterity, agility, speed
- INT: intelligence, logic, ability to learn
- CHA: charisma, magnetism, force of will, social graces
- WIS: wisdom, senses, insight/ intuition

(No CON; resistances come from Traits.)

ROLLING THE DICE

Describe what your character is doing. Roll 2d6 if the outcome is uncertain (to hit, evade, try, save, etc. as the GM asks).

- Roll +1d6 for advantage of any kind (item, related Trait, superior tactics, best ability)
- Roll -1d6 for disadvantage of any kind (ambushed, injured, blinded)
- Advantages/disadvantages *do NOT stack* and you never roll more than 3d6 or less than 1d6!
- A 5 or 6 on any die = success

Aces!

If you roll only 1s, something *really* bad may happen! The GM says what. If you can later explain to the GM how it was all part of your crazy plan, you may roll 3d6 for one roll (any disadvantages be damned).

MAGIC

Players name/describe their spells! Casting without a Trait is impossible. Complex spells and/or major effects will be at a disadvantage. Simple spells/minor effects bring advantage. GM says. Aces cause backlash: explosions, mutations, etc.

- Abjure: block, banish, protect
- Conjure: summon/control things and creatures from thin air
- Divine: understand/glimpse the past, present, or future
- Enchant: entrance/beguile, craft an object of power at great cost
- Evoke: harness the elements
- Illusion: deception and trickery
- Necromancy: play with the forces of life, death, and undeath
- Transmute: change energy/matter
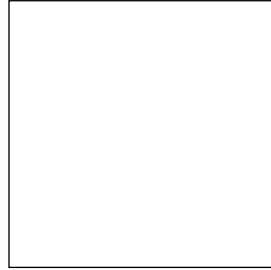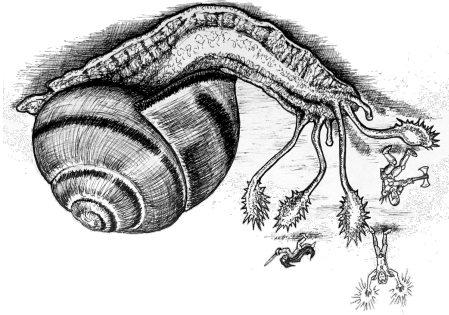
FLASH FANTASY

Name:

Class:

Best Ability:

Traits:

Advancement

When *dramatically appropriate*, a character reaches a new experience level and picks another Trait. With your OK they can pick from another list or create a brand new Trait. If it ever matters your "level" is your number of Traits - 1. Characters begin at level 1 with 2 Traits.

Resources

Set the party's resources die (d6) to 1: explain that they are nearly broke. Raise/lower as appropriate. To buy something significant, they must roll ≤ Resources.

GAME MASTER (CM)

Play the world and everything in it. When a character tries something dangerous or difficult, call for a roll. Don't roll for easy; it just happens. Don't roll for impossible; it doesn't. After the roll, the fiction always moves forward! Don't allow second+ attempts unless something in the situation changes.

Failure

On a fail, consider using "fail forward" by granting a minimum success but with a serious drawback or complication. Trouble is often more interesting than failure!

Failure leaves a character open to injury, capture, or worse. Characters usually get a roll to remain active. On a fail they are Out Of Action (OoA) until healed.

Push hard on Aces! Cause collateral damage, use their Trait against them, separate the party, pin them down, even knock a character OoA with no saving roll. Think dangerously!