

Player Name

Character Name

Character Concept

Session Date

Session Name

Skill Name

Level

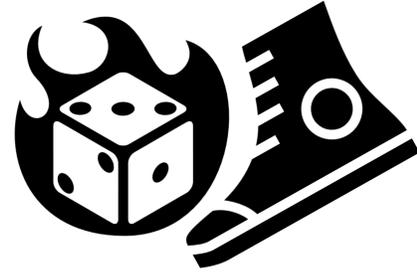
Do Anything

1

Earned Used

XP

Roll For Shoes



Rules

On your turn, say what want your character to do. The Game Master will describe what happens as a result.

When your character's success is in doubt, the Game Master may ask you to roll a number of dice equal to a relevant skill.

If the total of your roll is higher than a number determined by the Game Master, your character succeeds.

You start with one skill: Do Anything 1.

If you roll all 6s, you get a new skill related to what you were doing. The new skill is one level higher than the one you were using.

If you fail a roll, you get 1 XP. XP can be used to treat a die like a 6 for determining if you gain a new skill.

Notes

Write whatever here.
This is literally just a blank space for you to use for whatever you need it for. Maybe even draw your character. IDK