

# MAKE A PUNK

- Roll 3d6 for each core STAT "straight down the line"
- Calculate Major Success for each STAT
  - Half STAT rounded down
- Calculate HP, & Intake
  - 1D4 plus VIG STAT for HP
  - ADD 1D4 for each TURF
  - INTAKE is half VIG & WIT STAT rounded down.
- Select Your Soulbound Wheels
  - Must have wheel or roll.
  - Must be able to perform tricks.
- Roll 3d8 for Blessings
  - If a duplicate blessing is rolled, roll again at the next level of blessing
    - Level 1: Tricks
    - Level 2: Tags
- Roll for 3 pieces of Starting Gear
- Advance a PUNKS PATH based on TURF
- Add 6 STYLE and 1d6 ARMOR
- Get in the fight!

## SKATE PUNKS

PLAYA

NAME

CREW

WHEELS

## THE PATH



Turf \_\_\_\_\_

# OPENING MENU

2 Openers Per Turn

- MOVE
- ASK A QUESTION
- RESOLVE A CONDITION

# ACTIONS

1 Action Per Turn

FIGHTING ▶ VIG

CALL SHOT

TUSSLE

Weapon	HP	DMG
Punch	1	
Blunt Weapons	2	
Bladed Weapons	1d4	
Explosive or Fire	1d6	
WHEELS	1d6*	

\*Reroll and add any 1 results

CONVERSE ▶ WIT

FLEE ▶ AGIL

WEAVE ▶ TECH

USE AN ITEM

# BLESSINGS

TRICKS ▶ AGIL

TAGS ▶ TECH

# ENVIRONMENT ACTIONS

INTERACT

POCKETS ▶ POCK

TRANSMUTE ▶ TECH

  
 HP \_\_\_/\_\_\_

  
 Armor \_\_\_

  
 Cans \_\_\_

  
 Style \_\_\_

  
 Intake \_\_\_/\_\_\_

### CORE STATS

Name	Base	Major	Temp
 Vigor	___	___	___
 Agility	___	___	___
 Wit	___	___	___
 Technical	___	___	___
 Pocket	___	___	___

### Notes

### Conditions

### Gear

# BLESSINGS

	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>
	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>
	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>
	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>
	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>
	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>
	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>
	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>
	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>
	TRICK <input type="checkbox"/>	TAG <input type="checkbox"/>

Reminder: Gain **STYLE** when rolling a **FUMBLE** or answering **THE CALLING**