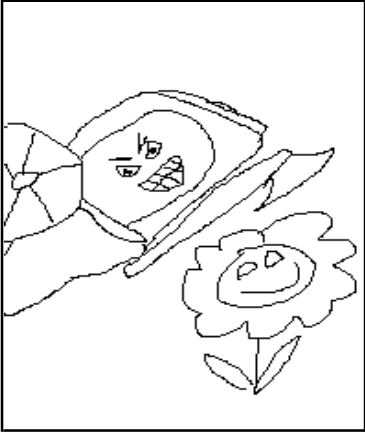


GLADIATOR

Do you like to fight? Do you like to win prizes? Do you like injuring or being injured? Then this is the job for you! You might die, but you'll die doing what you love. Killing.



Fight points (FP) = base STR

+1 HP for every level after L1

Odd levels after L1: +1 to DEX for to hit purposes with a specific low tech weapon of your choice. (fists, simple melee weapons, bows, crossbows, rocks, vegetables). Can pick the same weapon group three times.

L1: +1 to STR for all non combat purposes

L2: Gain a Gladiator skill

L4: Gain a Gladiator skill

L6: +2HP or +1 Fight point

L8: Gain a Gladiator skill

L10: Gain a Gladiator skill

L12: +2HP or +1 Fight point

L14: Gain a Gladiator skill

L16: Gain a Gladiator skill

L18: +2HP or +1 Fight point

L20: Gain a Master skill

GLADIATOR SKILLS

Lots of hits - 1FP: Make 2 melee attacks at once.

> **All the hits** - 2FP: make 3 melee attacks at once.

Bite Ear - 1FP: When you successfully strike in melee, do 1 point of damage that can't be prevented

Brick Head - 1FP: If you take more than 3 or more damage in one melee hit, reduce it by 1.

> **Balls of steel** - Brick Head can be used on 2 or more damage.

Gorilla rage - Must have at least 1FP. You must act like a gorilla. At the end of each turn, lose 1FP. If you have no FP effect ends. +1 to STR + DEX.

> **Monkey madness** - Gorilla Rage gives +2 STR, DEX instead.

Crotch Thrust - 1FP: If you defeat an enemy on your own, regain 1 HP when you win.

> **Crotch Rocket** - If you use Crotch Thrust and there is another enemy immediately in attack range, make an instant melee attack against them.

Read a book - +1 to INT when weapons, melee fighting, being tough, eating meat and growing body hair are the topics.

MASTER SKILLS

Scary scars - Gain a +1 to CHA. You can reroll any failed CHA rolls when you try to intimidate, be scary or talk to children.

Murder Machine - When you kill, disable or knock out a melee target you can choose to spend all your remaining FP. Gain +1 to DEX for each FP spent for the purpose of striking in melee for the rest of combat.

FUDGE PACKER

The life of a fudge packer is a simple and humble one. But with time, study and patience, one can learn to bend the fabrics of the universe. Via fudge.



Fudge Points (FP) = base INT. All abilities that use FP are magic.

Every level up: pick which is lower, HP or FP, that one gains +1. If equal, you choose.

Odd levels: Pick any specific ability, act, skill, knowledge or activity that involves fudge, it gains +1 to its target roll if any are involved.

L1: +1 to target for any skill involving non magical fudge

L2: Gain Summon Lesser Fudge

L4: Gain a Fudge Packer skill

L6: +1 to target for any roll involving cardboard

L8: Gain a Fudge Packer skill

L10: Gain a Fudge Packer skill

L12: -1 to Summon Fudge FP costs

L14: Gain a Fudge Packer skill

L16: Gain a Fudge Packer skill

L18: Gain Form of Fudge

L20: Gain a Master skill

FUDGE PACKER SKILLS

Summon lesser fudge - 1FP: Summon a small box of fudge within 10 meters.

> **Greater fudge** - 2FP: Summon a dumpster of fudge up to 20 meters.

> **Copius fudge** - 3FP: Summon a truck load of fudge within 30 meters.

Fudgetickle - 1FP: Ranged attack 20 meters. Shoot a dart of fudge for 1 DMG

> **Fudgeshard** - 2FP: Ranged attack 50m. Shoot a spear of fudge for 2 DMG

Fudge blast - 2FP: Every one in melee range is automaticall hit for 1 damage and covered in fudge

> **Fudgespolosion** - 3FP: Every one within 10 meters is hit for 2 damage and covered in fudge

Fudge sheild - 1FP: Summon a sheild of fudge that has 5 block.

> **Fudge Armour** - 2FP: Summon armour that reduces damage by 1.

Fudgekenesis - You can freely move fudge around up to your Summon Fudge summon distance.

MASTER SKILLS

Fudgeacolyse - Spend all FP. Ranged attack. Target every enemy on the field. Each hit does damage equal to the FP spent.

Fudgetastophy - 4FP: Starting with the square you are in, choose 2 more in a straight line. Starting from you, all characters are pushed into the third square by a flash flood of fudge. Every one effected makes 2 STR rolls and takes 2 damage for each failed roll. Ignores armour.

Form of Fudge - 1FP: Your body turns into fudge. It lasts until you end it or go to sleep.

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LOVER

Do you love life? Do you love things? Do you love babies? Baby's can't hurt you. But what is love? It's ok, the baby can't hurt you. No more. Ever again.



Love points (LP) = base CHA

+1 LP for every level after L1

Odd levels: +1 to max HP after level 1

L1: Gain Lovely Words

L2: Gain Share The Love

L4: +1 CHA when dealing with someone of the opposite gender

L6: Gain Broken Heart

L8: Lovely Words effects all allies within 30 meters.

L10: Gain Kiss

L12: +1 CHA

L14: Gain My Heart Will Go On

L16: Gain Heart Breaker

L18: Gain Best Friends Forever

L20: Gain Consume Love

LOVER SKILLS

Lovely Words - 1LP: Say something nice to your target. They get -1 to all their rolls until the end of the scene or combat. Melee range.

Share the love - 1LP: Move up to 3 HP from yourself to target near you.

Broken heart - 2LP: Target makes a STR roll, if they fail they gain +1 to all their rolls. You can use this multiple times on the same target

Kiss - 1FP: When you use kiss choose between French Kiss and German Kiss.

> **French Kiss** - When you successfully hit in melee you may immediately move 1 space away from your target.

> **German Kiss** - When you successfully hit in melee do 1 extra damage.

My Heart Will Go On - If you have 1 or more LP when you die, roll a die. If you roll up to or equal to your remaining LP you immediately come back to life with 1 HP.

Heart Breaker - When you use Broken Heart on a target already under the effect of broken heart you can spend another 2LP. If you do and they receive another penalty, they roll STR again. If they fail they suffer a heart attack. If the target has multiple hearts it has no effect.

Best Friends Forever - 5LP: Close range. Roll and add your CHA. The target Rolls and adds their CHA. If your roll was higher then gain complete control of them until the end of combat or scene.

Consume Love - If you kill an enemy and they have an organic heart, you can eat raw it and regain 2HP and 1LP. Instantly.

CLOWN

One of the worlds oldest professions, an art that very few in the modern times can master. A clown has it all, and can take it all. Laugh or die. The power is yours.



Laugh Points (LP) = base CHA. All abilities that use LP are magic.

L1: Gain Be Funny

L2: Gain a Clown skill

L3: +1 Max HP

L4: +1 max LP

L5: +1 CHA when using Be Funny

L6: Gain a Clown skill

L7: Gain a Clown skill

L8: +2 max HP

L9: +1 max LP

L10: +1 CHA when using Be Funny

L11: Gain a Clown skill

L12: Gain a Clown skill

L13: Be Funny works on animals

L14: +1 max LP

L15: +1 CHA when using Be Funny

L16: Gain a Clown skill

L17: Gain a Clown skill

L18: Be funny costs 0LP

L19: +1 KAR

L20: Failed KAR rolls can not kill you

CLOWN SKILLS

Be funny - 1LP: Can be used either in combat or in a scene.

> **Combat** - Before an enemy tries to hit you in melee, you can make a CHA roll. If you pass, the enemy automatically misses. If you fail, the enemy automatically hits

> **Scene** - Before you make a CHA roll when interacting with someone make a separate CHA roll. If you pass, your original roll gets +2 to target. If you fail it gets -2.

Sonic honk - 2LP: Everything within 10 meters from you makes a STR roll. If failed they skip their next turn.

Never ending rope - 1LP: create a rope of any length.

Stand up comedy - 1LP: Make a joke, all allies in 20 meters who laugh gain -1 to all their TO HIT rolls for that turn. You can use this ability next turn for 0LP as long as you do not move or do anything else.

Mime wall - 2LP: automatically block any ranged attack that targets you or an ally within the same space as you

Flower spray - 1LP: When someone deals melee damage to you, deal 1 back.

Improvisation - You gain -1 to hit rolls when using weapons that were not originally built to be a weapon

Baggier clothes - Gain +3 max HP

Quick wit - Gain + 3LP

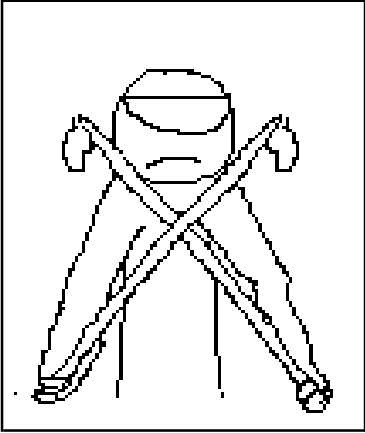
Hard makeup - Gain Armour 1:physical

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GOLFER

Nothing is more serene and relaxing than casually walking on some open grass and casually hitting a ball with a stick towards a hole. But when things get dicey, you get slicey



Golf points (GP) = base DEX
+1 GP for every level after L1

L1: Gain Golf Club

L2: Gain a Golf Ball

L4: +1 max HP. Golf Club now has 40m range

L6: Gain a Golfer skill

L8: Gain a Golf Ball

L10: You make 2 attacks when attacking unarmed

L12: Gain a Golfer skill

L14: Gain a Golf Ball

L16: +1 max HP. Golf Club now does 2 damage

L18: Gain a Golfer skill

L20: Gain a Master skill

Golf Balls: When you make a ranged attack with Golf club, you can modify the attack with any Golf Balls skills you have.

GOLFER SKILLS

Golf Club - 1GP: make a 1 DAM, 30 meter ranged attack.

Double Swing - 3GP: Make two Golf Club attacks at the same target

Golf Shoes - 1GP: Make your base move, you may then take an action as if you had not moved. Including a ranged attack.

Plaid wear - 1 GP: When you try to hide, gain +5 to your dex. Bonus remains until you are seen.

Roundhouse Swing - 2GP: make an unarmed attack against all enemies in melee range

GOLF BALLS

Lead balls - +1 DAM, -20 range

Rail spike balls - Ignores physical armour

Winged balls - +20m range, -2 to dex when rolling to hit.

Rubber balls - Make an attack against every target in a single space. -10m. If target has Physical armour, can not hurt them.

Flaming oil balls - Does no damage if hits. Target catches on fire if hit. Takes 1 damage every turn until fire is put out.

MASTER SKILLS

Big Iron - 1GP: Make an unarmed attack at +2 damage.

One par golfer - 5GP: Make a Golf Club ranged attack at every enemy target within range with the golf ball of your choosing.

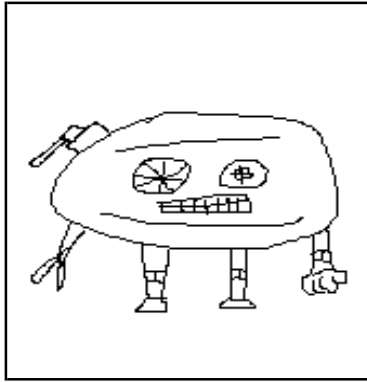
Golf ball: Career ending balls - Each ball costs 1 GP when used. Unlimited range, automatically hits, counts as a magic attack.

SANTA ELF



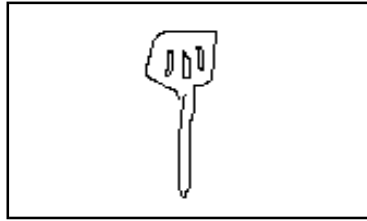
A melenia of slaving for a big mega corporate capatalist monolith has made your newfound freedom sweet. You are free. Free to kill. Again.

CYBORG WATERMELON



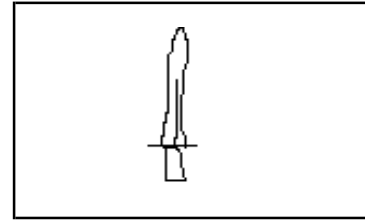
GOD abandoned you at your time of need, but you crawled out of the ashes, rebuilt your destroyed body and rose to power again, cursing GOD along the way.

SPATULA



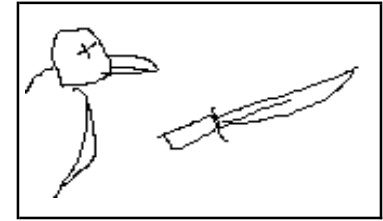
MELEE WEAPON
+1 melee damage

SWORD



MELEE WEAPON
+1 melee damage
-1 to hit in melee

DYING PENGUIN SWORD



MELEE WEAPON
+1 melee damage
-1 to hit in melee
When you use this weapon against a sentient target and miss, you may use this ability: The target makes an INT roll. If they fail they stop to look around for the sound of the dying penguin. They get +1 to their next to hit roll

SANTA ELF

DIKCS:

	Start	Min	Max
Dexterity	13	6	18
Intelligence	10	4	15
Karma	9	2	13
Charisma	8	2	13
Strength	5	3	8

+2 to Dexterity if you ever become captured, tied up, or stuck somewhere.

MERRY CHRISTMAS:

Once per session you may call GOD to pass judgment (and must give good reasons) on any player or character. If that character has been naughty, they immediately catch on fire. If they have been nice they are healed 1 HP and get a christmas pudding.

CYBORG WATERMELON

DIKCS:

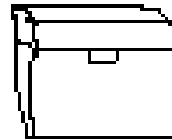
	Start	Min	Max
Dexterity	10	3	18
Intelligence	9	4	15
Karma	4	2	6
Charisma	5	2	13
Strength	15	7	18

Seed Gun: An unlimited use, range 10m 1 DMG attack. It can be used while moving.

You are a machine. Normal healing items can not heal you. Once per scene: eat a large handful of metal to regain 1 HP. If you stay still for 7 hours (like sleeping, but you don't need sleep) you can regain 1 HP. Gain Armour 1:All

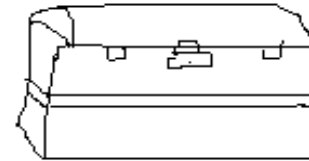
WHY GOD WHY: Once per session, after you fail a karma roll, you may immediately make another karma request, but it passes automatically.

COMMON LOOT



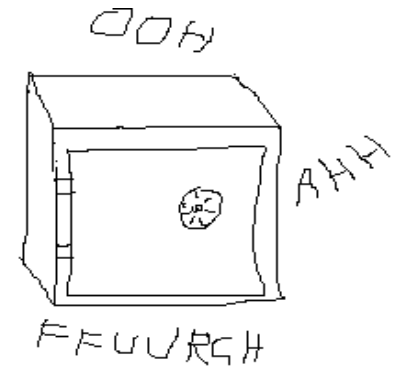
YAY

UNCOMMON LOOT



COOL

RARE LOOT



MAJESTIC

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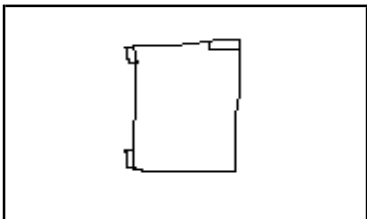
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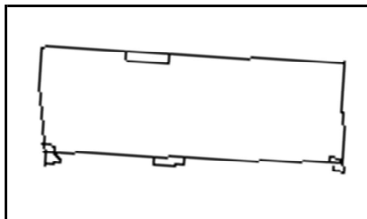
BAR FRIDGE DOOR



SHIELD

3 block.

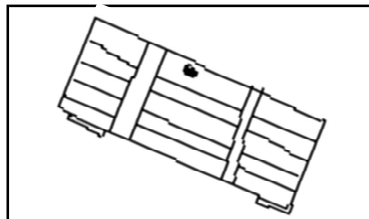
LARGE FRIDGE DOOR



SHIELD

5 block.
Need at least 6 strength to use.
Need at least 7 STR to use in one hand.

WINE CELLAR DOOR



SHIELD

7 block.
+2 block vs drunk creatures, alcoholics and winery owners.
Need at least 8 strength to use.
Need at least 11 STR to use in one hand.

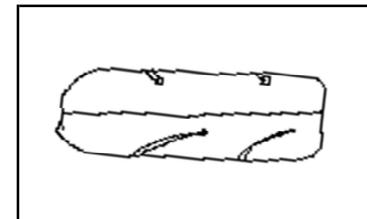
POTATO SACK



BODY ARMOUR

+1:physical

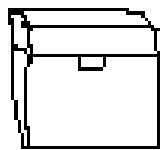
BODY BAG



BODY ARMOUR

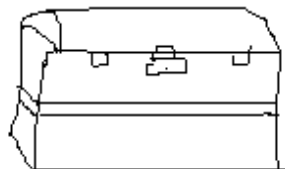
+1:physical
+1: Fire, cold, acid

COMMON LOOT



YAY

UNCOMMON LOOT



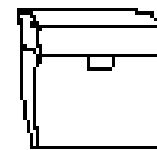
COOL

RARE LOOT



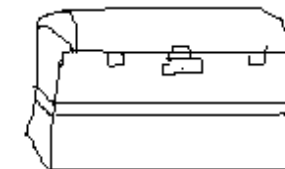
MAJESTIC

COMMON LOOT



YAY

UNCOMMON LOOT



COOL

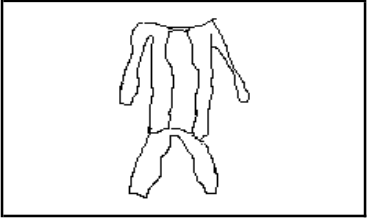
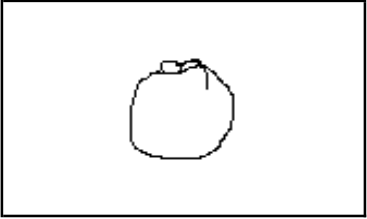
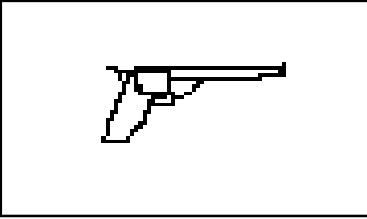
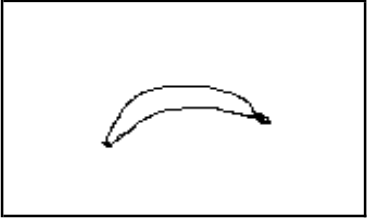
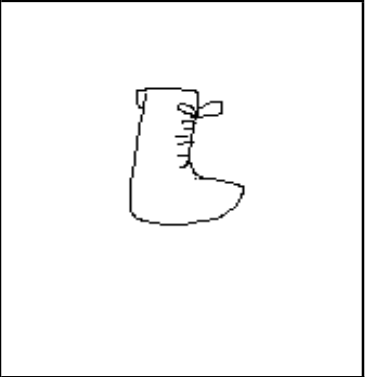

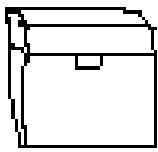
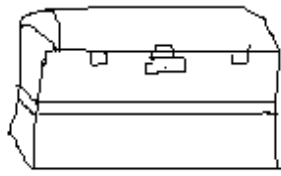


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<p>Edward Allan Poe's skin</p>  <p>BODY ARMOUR</p> <p>+1:physical +1: Fire, cold, acid +1:magical</p> <p>-1 to hit rolls when fighting birds</p>	<p>Bag of cricket balls</p>  <p>RANGED WEAPON</p> <p>Range 10 meters Damage 1</p>	<p>.22 revolver</p>  <p>RANGED WEAPON</p> <p>Range 20 meters Damage 1</p>	<p>Banana</p>  <p>RANGED WEAPON</p> <p>Range 30 meters Damage 1 magic</p> <p>Anything that dies (not unconcious or disabled), when shot with the Banana gun, disintergrates and disappears.</p>	<p>Giant boot</p>  <p>It hops around, as if controlled by some sort of magic evil boot spirit. It's blood lust is on par with its willinless to hop around and kick people. Which is all it does.</p>
<p>RARE LOOT</p>  <p>MAJESTIC</p>	<p>COMMON LOOT</p>  <p>YAY</p>	<p>UNCOMMON LOOT</p>  <p>COOL</p>	<p>RARE LOOT</p>  <p>MAJESTIC</p>	

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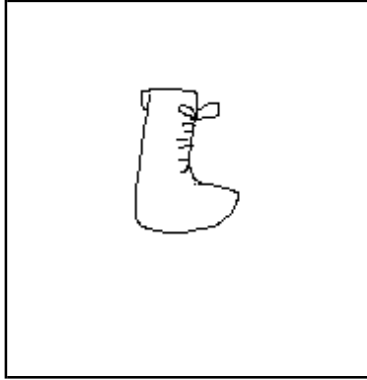
Giant boot

Dexterity 7 HP: 2
Intelligence - CC dam:
Karma 10 1
Charisma - EXP:
Strength 5 1 per 2

Can only move 1 or melee attack. Not both at the same time.

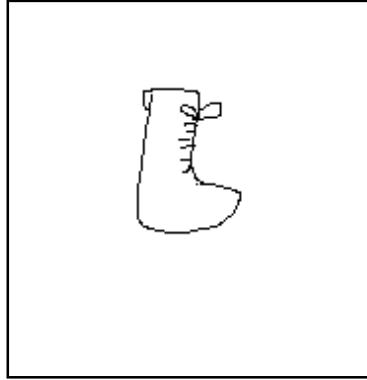
AI: Moves and attacks closest target. Randomly or whatever GOD feels like.

Giant boot



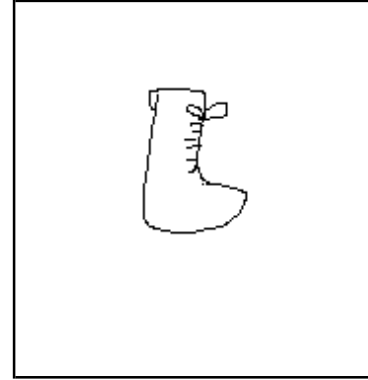
It hops around, as if controlled by some sort of magic evil boot spirit. It's blood lust is on par with its willinless to hop around and kick people. Which is all it does.

Giant boot



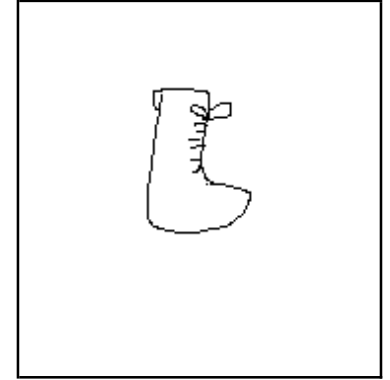
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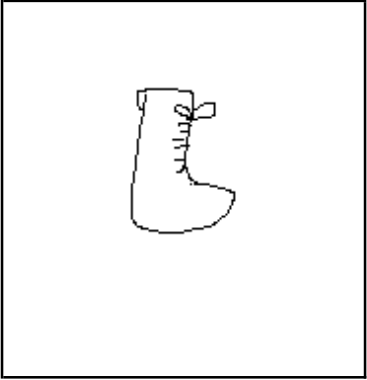
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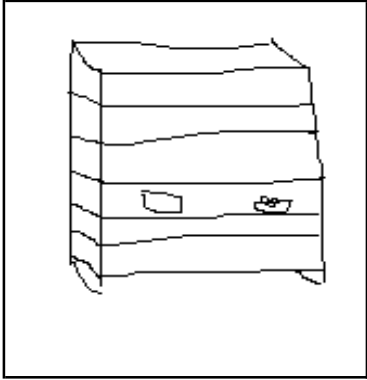
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Giant boot



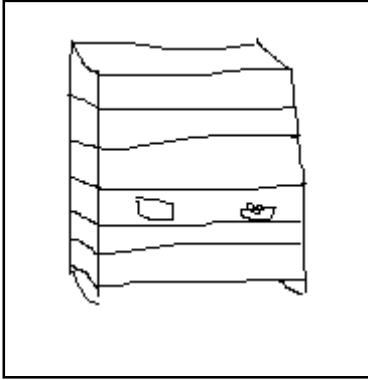
It hops around, as if controlled by some sort of magic evil boot spirit. It's blood lust is on par with its willinless to hop around and kick people. Which is all it does.

Mega shoe rack



It hops around, as if controlled by some sort of magic evil boot spirit. It's blood lust is on par with its willinless to hop around and kick people. Which is all it does.

Mega shoe rack



It hops around, as if controlled by some sort of magic evil boot spirit. It's blood lust is on par with its willinless to hop around and kick people. Which is all it does.

Mega Shoe Rack

Dexterity	5	HP: 20
Intelligence	-	CC dam:
Karma	10	4
Charisma	-	EXP:
Strength	15	10

Can only move 1 or melee attack. Not both at the same time.

Any one hit by an attack, even if it does no damage must make STR roll. If they fail they are knocked over and lose their base movement next turn.

AI: Moves and attacks closest target. Randomly or whatever GOD feels like.

Sandal Swarm

Dexterity	11	HP: 4
Intelligence	-	CC dam:
Karma	10	1
Charisma	-	EXP:
Strength	3	1

makes two attacks at once if it has lost no HP

damaged sandal swarms can merge with other damaged swarms to form new units. Combined HP must be = or less than 4

AI: Moves and attacks closest target. Randomly or whatever GOD feels like.



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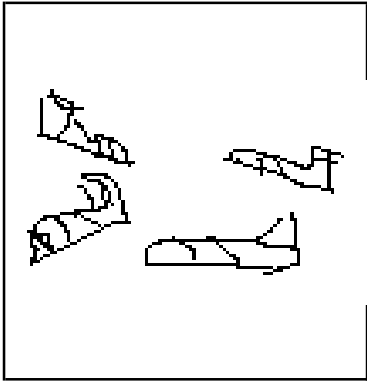
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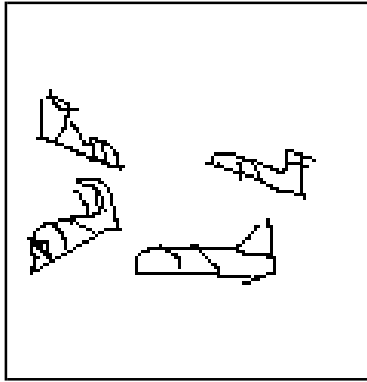
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Sandal Swarm



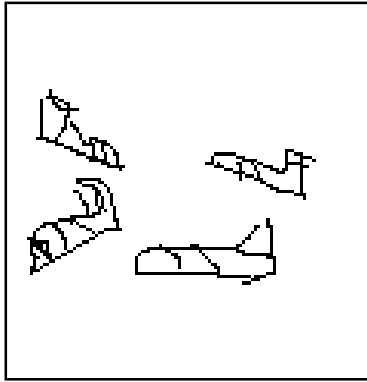
Flipping and flopping in a writhing pile of straps of fake leather and buckles. Bouncing off one another and the ground in a mesmerising patter of destruction

Sandal Swarm



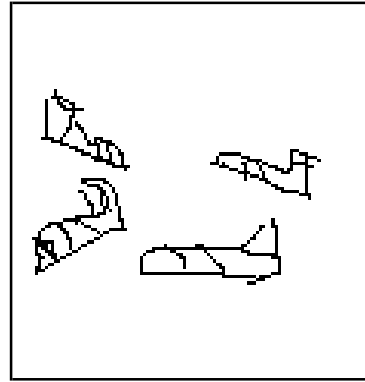
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Shitterpillar

Dexterity	6	HP: 4
Intelligence	2	CC dam: 1
Karma	5	1
Charisma	4	EXP: 1
Strength	7	1

Ranged attack: 10m, 1 dam.

When this creature dies, all players in melee range make a STR test. If they fail they pass out for 1 turn from a horrible stench

AI: Moves and attacks closest target. Randomly or whatever GOD feels like. Range attacks if no melee targets



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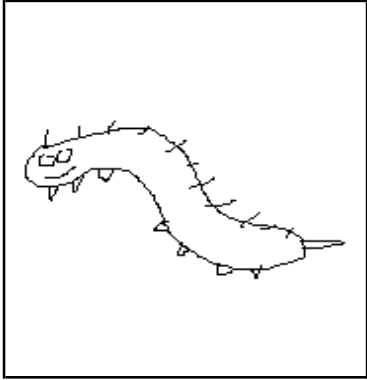
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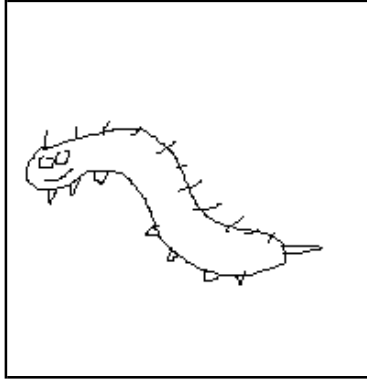
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Shitterpillar



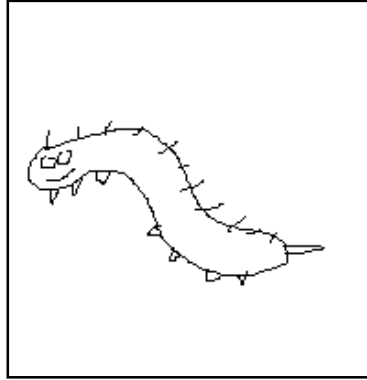
A large 1 meter long thick brown caterpillar like creature. It smells bad. It bumbles about looking for things to eat. What does it eat? Best not to ask

Shitterpillar



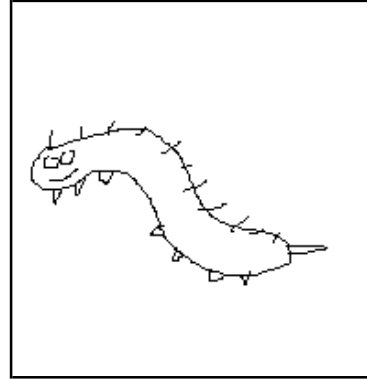
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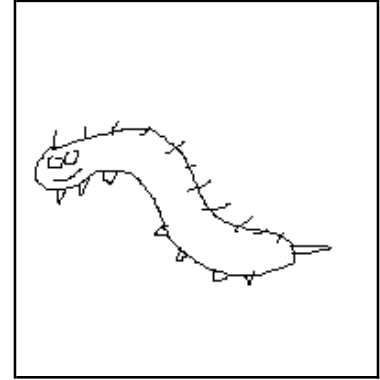
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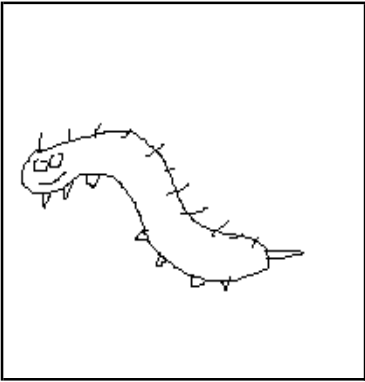
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Shitterpillar



A large 1 meter long thick brown catterpillar like creature. It smells bad. It bumbles about looking for things to eat. What does it eat? Best not to ask

Shitterfly

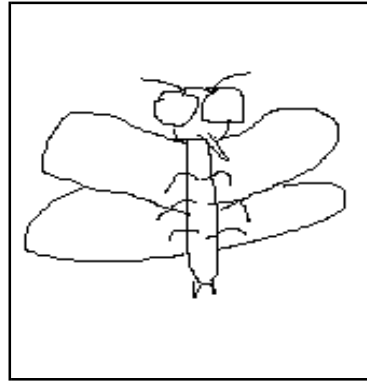
Dexterity **12** HP: 5
Intelligence **2** CC dam: 1
Karma **7**
Charisma **6** EXP: 3
Strength **5**

All melee attacks against it must be rerolled if successful. Once it takes at least 1 damage it loses this ability

bases speed is 2 spaces.

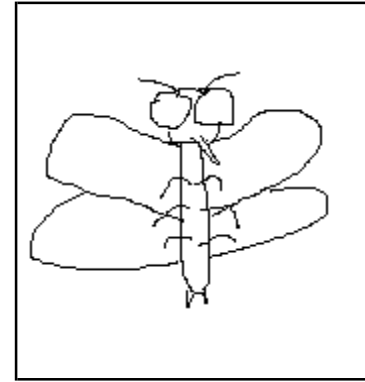
AI: Moves and attacks closest target. If there are multiple sitterflies they move to the same target together and attack the same target

Shitterfly



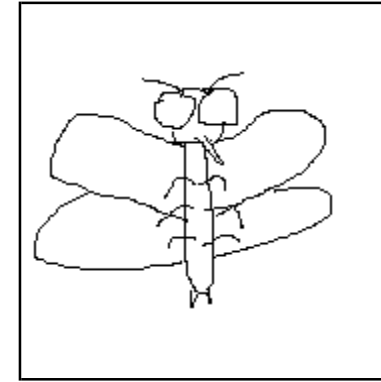
A large brown butterfly that darts around quick and really doesn't seem that dangerous. Until it stabs you with its stone hard proboscis.

Shitterfly



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Shitterfly



A large brown butterfly that darts around quick and really doesn't seem that dangerous. Until it stabs you with its stone hard proboscis.



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Extremely ugly

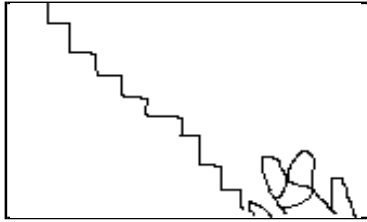


-1 to CHA

When meeting a sentient character for the first time (even in combat), choose one: Stun them for 1 turn or force them to make a strength roll. If they fail they violently vomit and are disabled for 2 turns and end up covered in vomit. Start with a paper bag.

A power greater than magic itself. Too great, even for you.

Dropped down the stairs as a baby

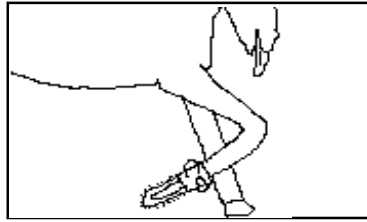


-1 INT, - 1 KAR

+1 STR, +3 max HP

To this day your parents have denied everything. But deep down, inside in your coloused skull, you know the truth.

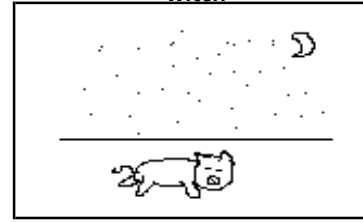
Chain saw accident victim



You are missing a hand. You can not do anything that needs two hands. You have a magic powered chainsaw attached to your hand. Unarmed melee attacks gain +3 damage.

Look, I could make a movie reference, but you probably haven't seen it. I have. Get a shot gun, complete the set.

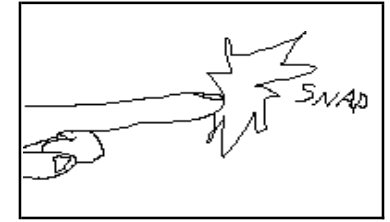
Cursed by a narcoleptic, dyslexic witch



Whenever you fail a karma roll (or just annoy G.O.D) you turn into a hog. Once you get at least 7 hours sleep you turn back. While a hog you must make pig noises and you move 2 spaces, get +1 to STR & DEX, can smell scents really well and can only talk to pigs in game.

Some say it could have been worse. This way you are popular with adverting parties that go into remote locations where food is scarce.

Bitten by a radioactive spark plug



-2 max hp

You can make sparks come out of your fingers. When you make an unarmed melee attack and successfully do damage, the target makes a STR roll. If failed they are stunned for one turn.

Total worth the agonising pain of the permantly crippling but successful cancer treatment.

THIS IS YOUR LIFE



THIS IS YOUR LIFE



THIS IS YOUR LIFE



THIS IS YOUR LIFE



THIS IS YOUR LIFE



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Dementia

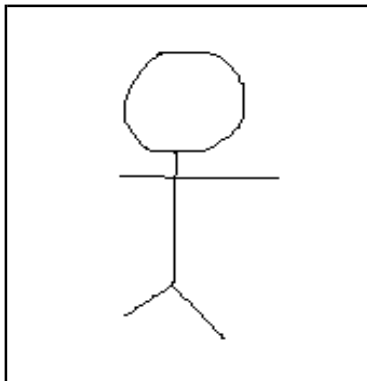
REMEMBER
TO DRAW
PIC
LATER

Whenever you need to make an INT roll, you must roll twice and both must pass. Whenever someone uses CHA on you, they must roll twice to pass and you can reroll a fail.

You are immune to mind and control effects.

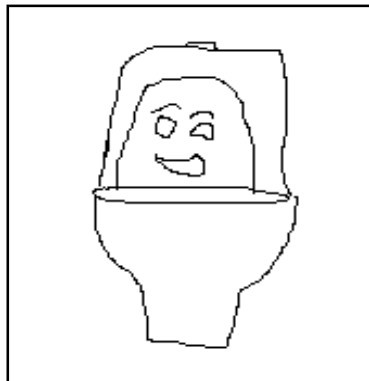
Whenever you need to make an INT roll, you must roll twice and...

HUMAN



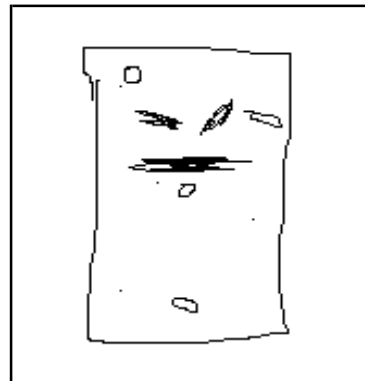
Humans are common, but they are not the dominate race in Worjar. In fact, nothing dominates in Worjar. Regardless, EVERY ONE recognises a human and they are very boring.

TOILET



75% of sentient creatures in Worjar need a toilet, but 75% of toilets do not need anyone in Worjar. Tough, charming and favoured by the GODS, who wouldn't want one?

KITCHEN SPONGE



Every kitchen has them, they come in packs of 2-10. They are handy and disposable. But not you. In your home world, you are at the top of the food chain.

HORSE



You are a horse. You neigh, you eat grass, you poop, you run, you shake your head, you bite, you kick, you trample, you destroy worlds.

THIS IS YOUR LIFE



DIKCS:

	Start	Min	Max
Dexterity	9	4	15
Intelligence	9	4	15
Karma	9	4	15
Charisma	9	4	15
Strength	9	4	15

You choose your job before every one else. Or you get extra cards if there is a limited choice.

In RPG mode, you can move 9 points instead of 6. In Instant mode you can move 1 point.

THE BORING RACE:

Once per session, if you are in a crowd or group of people, you may disappear from the scene at any time.

TOILET

DIKCS:

	Start	Min	Max
Dexterity	4	2	8
Intelligence	7	2	10
Karma	11	6	18
Charisma	13	7	18
Strength	10	5	16

+3 starting HP

TAKING YOUR CRAP:

Once per session if a player or GOD is doing something to you specifically and you don't like it, they immediately stop what they are doing.

KITCHEN SPONGE

DIKCS:

	Start	Min	Max
Dexterity	14	8	18
Intelligence	10	6	18
Karma	9	4	15
Charisma	8	2	13
Strength	4	2	6

You take no damage from bludgeoning or impact based damage.

If you become soaked (wet) your DEX is halved (rounded down) and you can not take more than 1 damage at a time.

WIPE CLEAN:

Once per session you can make ANYTHING that is dirty, clean.

HORSE

DIKCS:

	Start	Min	Max
Dexterity	12	7	17
Intelligence	3	2	6
Karma	9	4	14
Charisma	7	4	10
Strength	14	8	10

You can make 2 unarmed melee attacks at once.

You move 2 spaces in combat. And are fast in general.

HORSE SPAS:

Once per session you may make a single kick against any target and every one else around will think it was an accident and shrug off any blame.

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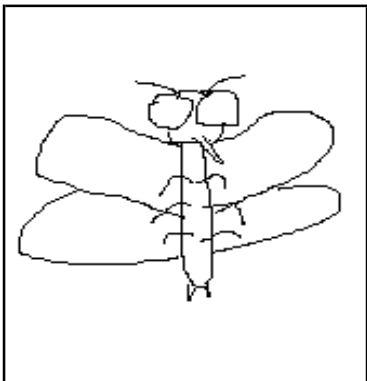
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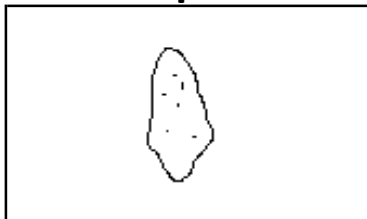
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Shitterfly



A large brown butterfly that darts around quick and really doesn't seem that dangerous. Until it stabs you with its stone hard proboscis.

Sweet potatoe



CONSUMABLE

Instantly regain 4 lost HP

Happy heart

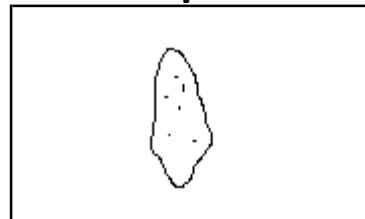


CONSUMABLE / SHEILD

+1 Max HP when used as a sheild.

Eat and destroy to instantly regain 7 lost HP

Sweet potatoe



CONSUMABLE

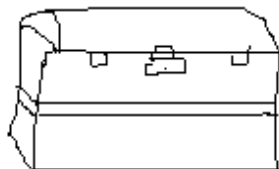
Instantly regain 4 lost HP

COMMON LOOT



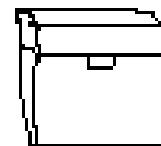
YAY

UNCOMMON LOOT



COOL

COMMON LOOT



YAY

Fold here. If you want
∨

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∧
FOLD HERE. If you want.
This is for easy storage to match the card sizes. You do not have to fold if you do not want to. But you should. Do it.

Cut along dotted line. Helps to have some over hang when using the "board", but it's not mandatory. Actually no, it is.