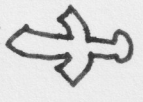


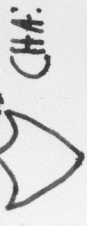
HP: _____

Spell: _____ (Attribute)

Com: _____ Def: _____



Att Bonus



Def Bonus

LUC: _____

CHA: _____

Con: _____

Str: _____

class

background

name _____

This

ZME Roleplaying Game

Expansion requires

the

Core Rulebook

to use.

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5 4

Equipment

SPells

Lvl 1

5 7 7 7

A

ZINE

Roleplaying Game

Player's Guide

3

SMs + spells

Warrior - I - Prof in

CHA spells

Barbarian - I - Prof in

Con spells

Cleric - I - will heal you

Atk +1

Rogue - This is mine now

Def +1

Fighter - Prof in

How to play?

Classes

Backgrounds

From what people do you hail, adventurer?

Elf - Woodland folks

+1 Agi

Dwarf - Mountain folks

+1 Str

Halflings - Plains folks

+1 Con

Humans - City folks

+1 CHA

Amorpha - Changelings

+1 SMA

Attributes

There are 6 primary attributes

Agility - How quick/athletic you are

Strength - How physically powerful you are

Smarts: If intelligence & wisdom were one thing

Constitution: How resilient/healthy you are

LUCK: That certain fate says quois/heres have.

Charisma: How likeable you are

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