

Little Heroes

Name _____

Age _____

Species _____

Traits (Success 4, 5, or 6)

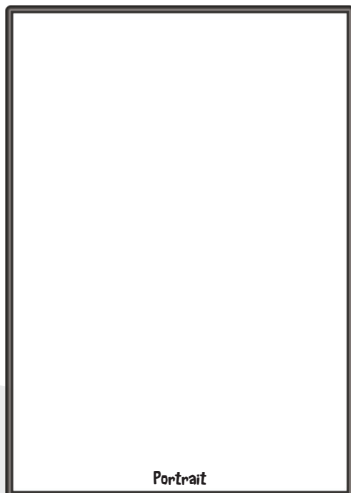
Special Trait (Success 3, 4, 5, or 6)

Descriptors (Re-roll)

Equipment (Re-roll)

Important Things

Health



Playing the Game

- Choose a Challenge to overcome.
- Roll a single d6.
- The challenge Fails if the result is a 1, 2, 3, or 4.
- The challenge Succeeds if the result is a 5 or 6.
- If you can use a Trait to overcome the Challenge, the challenge Succeeds if the result is a 4, 5, or 6.
- If you can use a Special Trait to overcome the Challenge, the challenge Succeeds if the result is a 3, 4, 5, or 6.
- If you can use a Descriptor from your Personality to overcome the Challenge, you can re-roll the single d6 to get a better result.
- If you can use a piece of Equipment from your Personality to overcome the Challenge, you can re-roll the single d6 to get a better result.
- You do not get two re-rolls by using a Descriptor and a piece of Equipment.
- You can only use one piece of equipment at a time to gain the re-roll. Additional equipment does not provide additional re-rolls.
- If you roll a 1 to overcome a Challenge, an Accident occurs – something bad happens to your Personality.
- Descriptors that come for the Act cannot be used when rolling to overcome a Challenge.
- If another player's Personality has a Trait, Descriptor, or piece of Equipment that can help your attempt to overcome a Challenge, you can re-roll the single d6 to get a better result.
- During combat, the Personality and the Lead Storyteller roll a single d6; whoever rolls lowest reduces their Health by 1.
- When a Personality's Health reaches 0, that Personality is unconscious and must sit out for the rest of that Act.
- A Personality's Health increases by 1 at the start of a new day.
- Hobs can increase a Personality's Health through magical healing. Each Success increases the Personality's Health by 2.