Strife
Rules Lite

Character Name

_____

Archetype & Theme

_____

Achieved Level

_____

RTR ☐

GC ☐

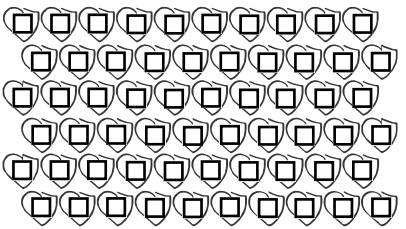
Chaos Points ☐

Action Point Gain (APG) ☐

Action Point Limit (APL) ☐

Current Action Points ☐

Injury Capacity



Roll Calculation

Attack **Defense**

d10 or d12

+

Level Die

Scalawag d10
Caster d10
Fighter d8
Scout d6
Support d6

☐ **d**___

+

Modifier ☐

+

Weapon or Armor

☐ ☐

Quick Play Reference

Event Call: roll d4	Beast/Foe: roll d12
1 Beast	1-6 Pushover
2 Foe	7-9 Competitor
3 Trap	10-11 Hazard
4 Development	12 Boss

Variant: roll d4
1 Feeble -2
2 Inept -1
3 Capable +1
4 Fierce +2

Injury Capacity | APG	
Pushover	5 | 4
Competitor	9 | 5
Hazard	13 | 6
Boss	15 | 7

+1 Injury Per Level
+1 APG on even Level

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