



PLAYER NAME

CHARACTER NAME

CHARACTER TYPE

STATS (Assign -1, 0, +1, +2 to the stats)

**TALK**



**JUMP**



**FIGHT**



**STACHE**



CHARACTER PORTRAIT

CHARACTER INVENTORY

It is a dark time in the Mushroom Kingdom. Strange doors have appeared across the land! These doors lead to mysterious and dangerous worlds, they say. Worse yet, all of our familiar faces have vanished!

Mario is missing!

Luigi's been lost!

Toad has been taken!

Peach has been pilfered!

King Koopa has been kidnapped!

It is up to you, brave citizens of the land! Save your friends. Save your boss. Save us all!

So, how do you do that? You make a character!

-Write your name on the sheet, then come up with a name for your hero

-There's no humans here, so what are you? Goomba? Yoshi? Something else?

-Choose your stat scores

--Talk is anything involving interacting with others

--Jump is being athletic and strong and fast

--Fight is anything involving force

--Stache is how lucky you are

Whenever you roll to find out what happens, say what you are doing, and decide what stat that sounds like. Roll 2d6 (two six sided dice) and add or subtract from it based on the stat.

\*10+ is great! You succeeded!

\*7-9 is good. You may succeed, but at a cost. Or maybe you get SOME of what you want

\*6- is bad! You didn't get what you want, and something bad may happen!

For every 100 coins you get as a team and for every green mushroom you find, you add a 1-up to your team bank!

Everyone starts with 3 health. Getting to 0 is not good! You pass out, and you wake up at the end of the fight as long as you have an extra 1-up in the bank. If not, you have to go back to town and see a doctor!

I know it sounds hard. And it will be! But you're heroes. This is what you were meant to do. You don't have to do it all bare-handed, though. There are items that will let you fight longer, hit harder, use better words, or have the shiniest mustache. You just need to know where to look!

Good luck, heroes! We are depending on you!