

**Cara**



**Dave**



**Kevin**



**Lily**



**Gus**



**Connie**

# WELCOME TO NIGHT VALE



"Calm" Cara

NAME

English (native)  
Spanish

Intern  
ORIGIN

none  
ROLE

1  
LEVEL

none  
FOCUS

LANGUAGES

Stoic

30 ft.

MOVEMENT

2

MAX HEALTH



DAMAGE

INFLUENCES

## ATTACKS

NAME	RANGE	ATTACK	EFFECTS / NOTES
Hesitant slap	Melee	d2	Stun

## ARMOR

NAME	TYPE	BENEFIT

## STRENGTH 3

Toughness 13

10+3+ +  
Essence Perks Bonus

Athletics ~~D2~~ D4 D6 D8 D10 D12

Using strength and stamina to move.

Brawn ~~D2~~ D4 D6 D8 D10 D12

Prolonged physical stamina and resistance.

Conditioning +1 +2 +3 +4 +5 +6

Intimidation ~~D2~~ D4 D6 D8 D10 D12 snag

Using physical menace as psychological weapons.

Might ~~D2~~ D4 D6 D8 D10 D12

Raw combat power.

## SPEED 4

Evasion 14

10+4+ +  
Essence Perks Bonus

Acrobatics ~~D2~~ D4 D6 D8 D10 D12

Quick and fine-tuned movement.

Driving ~~D2~~ D4 D6 D8 D10 D12

Operating vehicles.

Finesse ~~D2~~ D4 D6 D8 D10 D12

Fast or steady applications of dexterity and agility.

Infiltration ~~D2~~ D4 D6 D8 D10 D12 snag

Avoiding notice and underhanded techniques.

Initiative ~~D2~~ D4 D6 D8 D10 D12

Targeting ~~D2~~ D4 D6 D8 D10 D12 snag

Affecting things at a distance.

## SMARTS 4

Willpower 16

10+4+2+ +  
Essence Perks Bonus

Alertness ~~D2~~ D4 D6 D8 D10 D12

Using your senses to perceive "reality".

Culture ~~D2~~ D4 D6 D8 D10 D12

Understanding people and history.

Science ~~D2~~ D4 D6 D8 D10 D12

Logic and understanding the scientific method.

Survival ~~D2~~ D4 D6 D8 D10 D12 snag

Knowing what to do in outdoor environments.

Technology ~~D2~~ D4 D6 D8 D10 D12

Understanding engineering and machines.

## SOCIAL 5

Cleverness 15

10+5+ +  
Essence Perks Bonus

Animal Handling ~~D2~~ D4 D6 D8 D10 D12 snag

Caring for creatures that (generally) don't talk.

Deception ~~D2~~ D4 D6 D8 D10 D12

Using your presence for dishonesty and lying.

Performance ~~D2~~ D4 D6 D8 D10 D12

Any form of artistry.

Persuasion ~~D2~~ D4 D6 D8 D10 D12

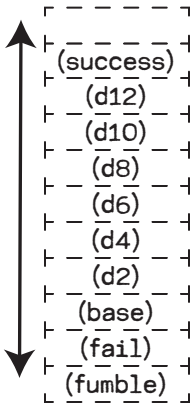
Convincing others to do or believe what you want.

Streetwise ~~D2~~ D4 D6 D8 D10 D12 snag

Gathering information and working with a group.

STUFF

### Shift Ladder



### Taking Actions (Rollin dem Bones)

#### Skilled check

Roll d20 + highest skill die

#### Specialization

Roll d20 + all skill dice

#### Unskilled check

Suffer automatic Snag

#### Edge

Roll 2d20 and choose greater

#### Snag

Roll 2d20 and choose lower

### Attack Situational Modifiers

#### Success

Attack roll meets or exceeds Defense

#### Critical

Highest value on skill die and hit is successful (d4 or higher dice only)

#### Fumble

d20 roll '1' and not successful

### Success and Failure Results

#### Long range

Suffer automatic Snag

#### Cover

Shift ↓2

#### Aiming (up to 3 times)

Shift ↑1 per Free Action used to aim the next shot this turn.

### Initiative and Actions

#### Determine Initiative

- Roll Initiative skill test
- Rank in order from highest to lowest
- Players that tie roll-off to determine who goes first

#### Resetting Your Initiative

After the first round of combat, instead of taking a standard action, may re-roll initiative

#### Actions per Turn (by Speed Essence)

- Speed 1 May take a Move or Standard action
- Speed 2 Move and Standard action
- Speed 3+ Move, Standard, plus 1 free action per (speed essence - 2)

### Story Points

Player pool begins with 1 SP per Player Character  
Gain more when:

- Skill Test Fumble
- GM's discretion for great ideas or role-play

#### Using Story Points

- Re-roll any die result of 1
- Roll a skill test as if specialized
- Add +5 to Defence before a roll
- Gain temporary access to a piece of equipment or tool useful in the scene

### Origin and Influence Perks

**Influence Perk: Nerves of Steel** (Gain +2 to Willpower Defense.)

**Origin Perk: Intern's Dedication** (Gain an Edge on any Skill Test when attempting to complete a task given by an authority figure.)

### Role Perks

**General Perk: Always Alert** (Gain an Edge on Alertness Skill Tests when sensing danger.)

### Character Description

Cara is the epitome of unflappable. No matter how bizarre or terrifying the situation, she approaches it with a serene calm and a surprising knack for adapting. As an intern, she's always willing to help and keeps the group grounded.

Cara has a remarkably calm demeanor, even when surrounded by chaos. She's often seen with a notepad, diligently taking notes, and her presence seems to have a subtle calming effect on those around her.



# WELCOME TO NIGHT VALE



Connie "The Confident"

NAME

English (native)  
Spanish

Student

ORIGIN

Journalist

ROLE

1

LEVEL

Interview

FOCUS

LANGUAGES

Eloquent

30 ft.

MOVEMENT

2

MAX HEALTH



INFLUENCES

DAMAGE

## ATTACKS

NAME	RANGE	ATTACK	EFFECTS / NOTES
Assertive slap	Melee	d2	Stun

## ARMOR

NAME	TYPE	BENEFIT

## STRENGTH 2

Toughness 12

10+2+ + +  
Essence Perks Bonus

Athletics ~~D2~~ D4 D6 D8 D10 D12

Using strength and stamina to move.

Brawn snag D2 D4 D6 D8 D10 D12

Prolonged physical stamina and resistance.

Conditioning +1 +2 +3 +4 +5 +6

Intimidation snag D2 D4 D6 D8 D10 D12

Using physical menace as psychological weapons.

Might ~~D2~~ D4 D6 D8 D10 D12

Raw combat power.

## SPEED 3

Evasion 13

10+3+ + +  
Essence Perks Bonus

Acrobatics ~~D2~~ D4 D6 D8 D10 D12

Quick and fine-tuned movement.

Driving snag D2 D4 D6 D8 D10 D12

Operating vehicles.

Finesse ~~D2~~ D4 D6 D8 D10 D12

Fast or steady applications of dexterity and agility.

Infiltration snag D2 D4 D6 D8 D10 D12

Avoiding notice and underhanded techniques.

Initiative ~~D2~~ D4 D6 D8 D10 D12

Targeting snag D2 D4 D6 D8 D10 D12

Affecting things at a distance.

## SMARTS 4

Willpower 14

10+4+ + +  
Essence Perks Bonus

Alertness ~~D2~~ ~~D4~~ D6 D8 D10 D12

Using your senses to perceive "reality".

Culture ~~D2~~ D4 D6 D8 D10 D12

Understanding people and history.

Science snag D2 D4 D6 D8 D10 D12

Logic and understanding the scientific method.

Survival snag D2 D4 D6 D8 D10 D12

Knowing what to do in outdoor environments.

Technology ~~D2~~ D4 D6 D8 D10 D12

Understanding engineering and machines.

## SOCIAL 7

Cleverness 17

10+7+ + +  
Essence Perks Bonus

Animal Handling snag D2 D4 D6 D8 D10 D12

Caring for creatures that (generally) don't talk.

Deception ~~D2~~ ~~D4~~ D6 D8 D10 D12

Using your presence for dishonesty and lying.

Performance ~~D2~~ ~~D4~~ D6 D8 D10 D12

Any form of artistry.

Persuasion ~~D2~~ ~~D4~~ D6 D8 D10 D12

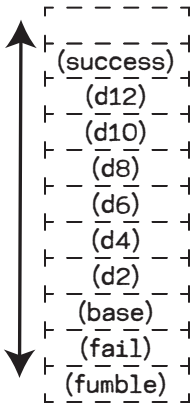
Convincing others to do or believe what you want.

Streetwise ~~D2~~ D4 D6 D8 D10 D12

Gathering information and working with a group.

STUFF

### Shift Ladder



### Taking Actions (Rollin dem Bones)

#### Skilled check

Roll d20 + highest skill die

#### Specialization

Roll d20 + all skill dice

#### Unskilled check

Suffer automatic Snag

#### Edge

Roll 2d20 and choose greater

#### Snag

Roll 2d20 and choose lower

### Attack Situational Modifiers

#### Success

Attack roll meets or exceeds Defense

#### Critical

Highest value on skill die and hit is successful (d4 or higher dice only)

#### Fumble

d20 roll '1' and not successful

### Success and Failure Results

#### Long range

Suffer automatic Snag

#### Cover

Shift ↓2

#### Aiming (up to 3 times)

Shift ↑1 per Free Action used to aim the next shot this turn.

### Initiative and Actions

#### Determine Initiative

- Roll Initiative skill test
- Rank in order from highest to lowest
- Players that tie roll-off to determine who goes first

#### Resetting Your Initiative

After the first round of combat, instead of taking a standard action, may re-roll initiative

#### Actions per Turn (by Speed Essence)

- Speed 1 May take a Move or Standard action
- Speed 2 Move and Standard action
- Speed 3+ Move, Standard, plus 1 free action per (speed essence - 2)

### Story Points

Player pool begins with 1 SP per Player Character  
Gain more when:

- Skill Test Fumble
- GM's discretion for great ideas or role-play

#### Using Story Points

- Re-roll any die result of 1
- Roll a skill test as if specialized
- Add +5 to Defence before a roll
- Gain temporary access to a piece of equipment or tool useful in the scene

### Origin and Influence Perks

**Influence Perk: Word Weaver** (Gain an Edge on Persuasion or Performance Skill Tests when speaking formally.)

**Origin Perk: Book Smart** (Gain an Edge on Smarts Skill Tests for general knowledge.)

### Role Perks

**1st Level Perk: Ad Reads** (Gain an Edge on Streetwise Skill Tests related to deals/events.)



### Character Description

Connie projects an air of absolute confidence and knows how to talk to anyone, even the most eccentric Night Vale residents. She's a master of negotiation and can smooth-talk her way out of almost any situation. She's drawn to the drama and human element of the radio station.

Always impeccably dressed, even in the desert, Connie has a captivating smile and a way with words. She's rarely flustered and can charmingly deflect danger with a well-placed compliment or a perfectly timed question.

# WELCOME TO NIGHT VALE



"Desert" Dave

NAME

English (native)  
Spanish

Scout  
ORIGIN

Investigator  
ROLE

1  
LEVEL

Wilderness  
FOCUS

LANGUAGES

Curious

30 ft.

MOVEMENT

2

MAX HEALTH



INFLUENCES

DAMAGE

## ATTACKS

NAME	RANGE	ATTACK	EFFECTS / NOTES
Knuckle sammich	Melee	d2	Stun

## ARMOR

NAME	TYPE	BENEFIT

## STRENGTH 3

Toughness 13

10+3+ +  
Essence Perks Bonus

Athletics ~~D2~~ D4 D6 D8 D10 D12

Using strength and stamina to move.

Brawn ~~D2~~ D4 D6 D8 D10 D12

Prolonged physical stamina and resistance.

Conditioning +1 +2 +3 +4 +5 +6

Intimidation ~~D2~~ D4 D6 D8 D10 D12 snag

Using physical menace as psychological weapons.

Might ~~D2~~ D4 D6 D8 D10 D12

Raw combat power.

## SPEED 6

Evasion 16

10+6+ +  
Essence Perks Bonus

Acrobatics ~~D2~~ D4 D6 D8 D10 D12

Quick and fine-tuned movement.

Driving ~~D2~~ D4 D6 D8 D10 D12

Operating vehicles.

Finesse ~~D2~~ D4 D6 D8 D10 D12

Fast or steady applications of dexterity and agility.

Infiltration ~~D2~~ D4 D6 D8 D10 D12

Avoiding notice and underhanded techniques.

Initiative ~~D2~~ D4 D6 D8 D10 D12

Targeting ~~D2~~ D4 D6 D8 D10 D12

Affecting things at a distance.

## SMARTS 4

Willpower 14

10+4+ +  
Essence Perks Bonus

Alertness ~~D2~~ D4 D6 D8 D10 D12

Using your senses to perceive "reality".

Culture ~~D2~~ D4 D6 D8 D10 D12

Understanding people and history.

Science ~~D2~~ D4 D6 D8 D10 D12

Logic and understanding the scientific method.

Survival ~~D2~~ D4 D6 D8 D10 D12

Knowing what to do in outdoor environments.

Technology ~~D2~~ D4 D6 D8 D10 D12 snag

Understanding engineering and machines.

## SOCIAL 3

Cleverness 13

10+3+ +  
Essence Perks Bonus

Animal Handling ~~D2~~ D4 D6 D8 D10 D12

Caring for creatures that (generally) don't talk.

Deception ~~D2~~ D4 D6 D8 D10 D12 snag

Using your presence for dishonesty and lying.

Performance ~~D2~~ D4 D6 D8 D10 D12 snag

Any form of artistry.

Persuasion ~~D2~~ D4 D6 D8 D10 D12

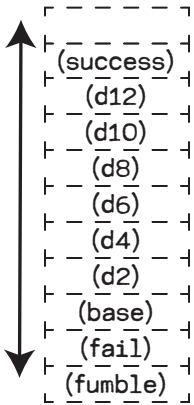
Convincing others to do or believe what you want.

Streetwise ~~D2~~ D4 D6 D8 D10 D12

Gathering information and working with a group.

STUFF

### Shift Ladder



### Taking Actions (Rollin dem Bones)

#### Skilled check

Roll d20 + highest skill die

#### Specialization

Roll d20 + all skill dice

#### Unskilled check

Suffer automatic Snag

#### Edge

Roll 2d20 and choose greater

#### Snag

Roll 2d20 and choose lower

### Attack Situational Modifiers

#### Success

Attack roll meets or exceeds Defense

#### Critical

Highest value on skill die and hit is successful (d4 or higher dice only)

#### Fumble

d20 roll '1' and not successful

### Success and Failure Results

#### Long range

Suffer automatic Snag

#### Cover

Shift ↓2

#### Aiming (up to 3 times)

Shift ↑1 per Free Action used to aim the next shot this turn.

### Initiative and Actions

#### Determine Initiative

- Roll Initiative skill test
- Rank in order from highest to lowest
- Players that tie roll-off to determine who goes first

#### Resetting Your Initiative

After the first round of combat, instead of taking a standard action, may re-roll initiative

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- Speed 1 May take a Move or Standard action
- Speed 2 Move and Standard action
- Speed 3+ Move, Standard, plus 1 free action per (speed essence - 2)

### Story Points

Player pool begins with 1 SP per Player Character  
Gain more when:

- Skill Test Fumble
- GM's discretion for great ideas or role-play

#### Using Story Points

- Re-roll any die result of 1
- Roll a skill test as if specialized
- Add +5 to Defence before a roll
- Gain temporary access to a piece of equipment or tool useful in the scene

### Origin and Influence Perks

**Influence Perk: Keen Eye** (Gain an Edge on Smarts and Social Skill Tests when solving puzzles.)

**Origin Perk: Keen Senses** (Gain an Edge on Alertness Skill Tests using sight or hearing.)

### Role Perks

**1st Level Perk: Street Smart** (Gain an Edge on Streetwise or Survival Skill Tests in urban or wilderness environments.)



### Character Description

An experienced desert guide and Night Vale local, Dave knows the scrublands and the secrets they hold. He's quiet, observant, and adept at moving unnoticed through even the strangest landscapes. Perfect for tracing signals in the desert and navigating the Gorge.

A lean figure, sun-weathered, with keen eyes that seem to miss nothing. He often wears practical, muted clothing and carries a well-worn backpack, always ready for the next expedition into the unknown.

# WELCOME TO NIGHT VALE



"Gorge-Hopper" Gus  
NAME

Outdoorsperson  
ORIGIN

Soldier  
ROLE

1  
LEVEL

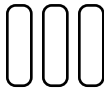
Commando  
FOCUS

English (native)  
A lot of foul words  
from various  
languages  
LANGUAGES

Fearless

30 ft.  
MOVEMENT

3  
MAX HEALTH



INFLUENCES

DAMAGE

## ATTACKS

NAME	RANGE	ATTACK	EFFECTS / NOTES
Ham-fisted punch	Melee	d4	Stun

## ARMOR

NAME	TYPE	BENEFIT

## STRENGTH 6

Toughness 16

10+6+ +  
Essence Perks Bonus

Athletics ~~D2~~ ~~D4~~ D6 D8 D10 D12

Using strength and stamina to move.

Brawn ~~D2~~ D4 D6 D8 D10 D12

Prolonged physical stamina and resistance.

Conditioning ~~+1~~ +2 +3 +4 +5 +6

Intimidation D2 D4 snag D6 D8 D10 D12

Using physical menace as psychological weapons.

Might ~~D2~~ ~~D4~~ D6 D8 D10 D12

Raw combat power.

## SPEED 4

Evasion 14

10+4+ +  
Essence Perks Bonus

Acrobatics ~~D2~~ D4 D6 D8 D10 D12

Quick and fine-tuned movement.

Driving D2 D4 snag D6 D8 D10 D12

Operating vehicles.

Finesse ~~D2~~ ~~D4~~ D6 D8 D10 D12

Fast or steady applications of dexterity and agility.

Infiltration D2 D4 snag D6 D8 D10 D12

Avoiding notice and underhanded techniques.

Initiative ~~D2~~ D4 D6 D8 D10 D12

Targeting D2 D4 snag D6 D8 D10 D12

Affecting things at a distance.

## SMARTS 3

Willpower 13

10+3+ +  
Essence Perks Bonus

Alertness ~~D2~~ D4 D6 D8 D10 D12

Using your senses to perceive "reality".

Culture D2 D4 snag D6 D8 D10 D12

Understanding people and history.

Science D2 D4 snag D6 D8 D10 D12

Logic and understanding the scientific method.

Survival ~~D2~~ ~~D4~~ D6 D8 D10 D12

Knowing what to do in outdoor environments.

Technology D2 D4 snag D6 D8 D10 D12

Understanding engineering and machines.

## SOCIAL 3

Cleverness 13

10+3+ +  
Essence Perks Bonus

Animal Handling D2 D4 snag D6 D8 D10 D12

Caring for creatures that (generally) don't talk.

Deception ~~D2~~ D4 D6 D8 D10 D12

Using your presence for dishonesty and lying.

Performance D2 D4 snag D6 D8 D10 D12

Any form of artistry.

Persuasion ~~D2~~ ~~D4~~ D6 D8 D10 D12

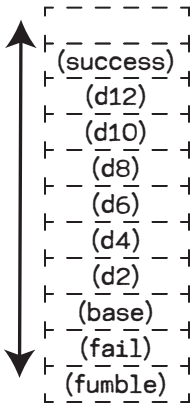
Convincing others to do or believe what you want.

Streetwise D2 D4 snag D6 D8 D10 D12

Gathering information and working with a group.

STUFF

### Shift Ladder



### Taking Actions (Rollin dem Bones)

#### Skilled check

Roll d20 + highest skill die

#### Specialization

Roll d20 + all skill dice

#### Unskilled check

Suffer automatic Snag

#### Edge

Roll 2d20 and choose greater

#### Snag

Roll 2d20 and choose lower

### Attack Situational Modifiers

#### Success

Attack roll meets or exceeds Defense

#### Critical

Highest value on skill die and hit is successful (d4 or higher dice only)

#### Fumble

d20 roll '1' and not successful

### Success and Failure Results

#### Long range

Suffer automatic Snag

#### Cover

Shift ↓2

#### Aiming (up to 3 times)

Shift ↑1 per Free Action used to aim the next shot this turn.

### Initiative and Actions

#### Determine Initiative

- Roll Initiative skill test
- Rank in order from highest to lowest
- Players that tie roll-off to determine who goes first

#### Resetting Your Initiative

After the first round of combat, instead of taking a standard action, may re-roll initiative

#### Actions per Turn (by Speed Essence)

- Speed 1 May take a Move or Standard action
- Speed 2 Move and Standard action
- Speed 3+ Move, Standard, plus 1 free action per (speed essence - 2)

### Story Points

Player pool begins with 1 SP per Player Character  
Gain more when:

- Skill Test Fumble
- GM's discretion for great ideas or role-play

#### Using Story Points

- Re-roll any die result of 1
- Roll a skill test as if specialized
- Add +5 to Defence before a roll
- Gain temporary access to a piece of equipment or tool useful in the scene

### Origin and Influence Perks

**Influence Perk: Headfirst** (Gain an Edge on Initiative Skill Tests.)

**Origin Perk: Pathfinding** (Gain an Edge on Survival Skill Tests for navigation.)

### Role Perks

**1st Level Perk: Equipment Duty** (Access Wealth 15 weapons without a Skill Test; gain an Edge on Wealth Skill Tests for weapons.)



### Character Description

Gus is all about physical challenges and pushing limits. He loves the thrill of climbing and takes Night Vale's dangers as just another obstacle to overcome. He's practical and tough, ideal for the physical demands of Skeleton Gorge.

Muscular and athletic, Gus moves with an easy confidence. He often wears sturdy hiking gear and has a pragmatic approach to Night Vale's dangers, seeing them as physical problems to overcome.

# WELCOME TO NIGHT VALE



"Codebreaker" Kevin

NAME

Engineer

ORIGIN

Scientist

ROLE

1

LEVEL

Data

FOCUS

English (native)  
French  
Latin

LANGUAGES

Brainy

30 ft.

MOVEMENT

3

MAX HEALTH



DAMAGE

INFLUENCES

## ATTACKS

NAME	RANGE	ATTACK	EFFECTS / NOTES
Reluctant punch	Melee	snag	Stun

## ARMOR

NAME	TYPE	BENEFIT

## STRENGTH 2

Toughness 12

10+ 2 + +  
Essence Perks Bonus

Athletics ~~D2~~ D4 D6 D8 D10 D12

Using strength and stamina to move.

Brawn snag D2 D4 D6 D8 D10 D12

Prolonged physical stamina and resistance.

Conditioning ~~+1~~ +2 +3 +4 +5 +6

Intimidation D2 D4 snag D6 D8 D10 D12

Using physical menace as psychological weapons.

Might snag D2 D4 D6 D8 D10 D12

Raw combat power.

## SPEED 3

Evasion 13

10+ 3 + +  
Essence Perks Bonus

Acrobatics ~~D2~~ D4 D6 D8 D10 D12

Quick and fine-tuned movement.

Driving snag D2 D4 D6 D8 D10 D12

Operating vehicles.

Finesse ~~D2~~ D4 D6 D8 D10 D12

Fast or steady applications of dexterity and agility.

Infiltration D2 D4 snag D6 D8 D10 D12

Avoiding notice and underhanded techniques.

Initiative ~~D2~~ D4 D6 D8 D10 D12

Targeting snag D2 D4 D6 D8 D10 D12

Affecting things at a distance.

## SMARTS 7

Willpower 17

10+ 7 + +  
Essence Perks Bonus

Alertness ~~D2~~ ~~D4~~ D6 D8 D10 D12

Using your senses to perceive "reality".

Culture ~~D2~~ D4 D6 D8 D10 D12

Understanding people and history.

Science ~~D2~~ D4 D6 D8 D10 D12

Logic and understanding the scientific method.

Survival ~~D2~~ ~~D4~~ D6 D8 D10 D12

Knowing what to do in outdoor environments.

Technology ~~D2~~ ~~D4~~ D6 D8 D10 D12

Understanding engineering and machines.

## SOCIAL 4

Cleverness 14

10+ 4 + +  
Essence Perks Bonus

Animal Handling D2 D4 snag D6 D8 D10 D12

Caring for creatures that (generally) don't talk.

Deception ~~D2~~ D4 D6 D8 D10 D12

Using your presence for dishonesty and lying.

Performance ~~D2~~ D4 D6 D8 D10 D12

Any form of artistry.

Persuasion ~~D2~~ ~~D4~~ D6 D8 D10 D12

Convincing others to do or believe what you want.

Streetwise D2 D4 snag D6 D8 D10 D12

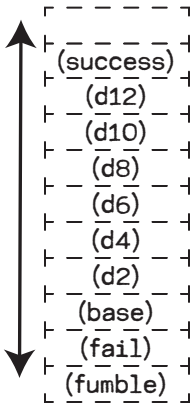
Gathering information and working with a group.

## STUFF

Weird ~~D2~~ D4 D6 D8 D10 D12

Knowing how to tug on the oddness that surrounds you.

### Shift Ladder



### Taking Actions (Rollin dem Bones)

#### Skilled check

Roll d20 + highest skill die

#### Specialization

Roll d20 + all skill dice

#### Unskilled check

Suffer automatic Snag

#### Edge

Roll 2d20 and choose greater

#### Snag

Roll 2d20 and choose lower

### Attack Situational Modifiers

#### Success

Attack roll meets or exceeds Defense

#### Critical

Highest value on skill die and hit is successful (d4 or higher dice only)

#### Fumble

d20 roll '1' and not successful

### Success and Failure Results

#### Long range

Suffer automatic Snag

#### Cover

Shift ↓2

#### Aiming (up to 3 times)

Shift ↑1 per Free Action used to aim the next shot this turn.

### Initiative and Actions

#### Determine Initiative

- Roll Initiative skill test
- Rank in order from highest to lowest
- Players that tie roll-off to determine who goes first

#### Resetting Your Initiative

After the first round of combat, instead of taking a standard action, may re-roll initiative

#### Actions per Turn (by Speed Essence)

- Speed 1 May take a Move or Standard action
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### Story Points

Player pool begins with 1 SP per Player Character  
Gain more when:

- Skill Test Fumble
- GM's discretion for great ideas or role-play

#### Using Story Points

- Re-roll any die result of 1
- Roll a skill test as if specialized
- Add +5 to Defence before a roll
- Gain temporary access to a piece of equipment or tool useful in the scene

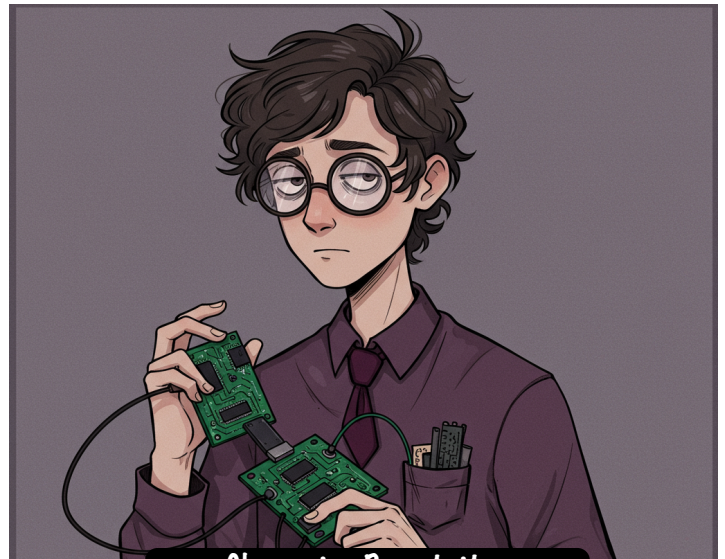
### Origin and Influence Perks

**Influence Perk: Mind Like a Steel Trap**  
(Once per scene, consider yourself Specialized in any Smarts-based Skill for one Skill Test.)

**Origin Perk: Trade Experience** (Science; ignore first -1 penalty and reroll 1s on Skill Tests with that Skill.)

### Role Perks

**1st Level Perk: Precise Calculations** (Gain an Edge on Science or Technology Skill Tests when making precise measurements or calculations.)



### Character Description

A naturally gifted hacker and tech enthusiast, Kevin found Night Vale's chaotic signals to be the ultimate puzzle. He's a bit socially awkward but thrives when faced with a malfunctioning computer or a coded message. He's the one you want decrypting strange transmissions or bypassing security.

A slightly disheveled but earnest intern, often seen with a small toolkit or a tangled mess of wires. His glasses are frequently smudged, but his mind is razor-sharp, always analyzing the world through a logical lens.

# WELCOME TO NIGHT VALE



Lily "The Librarian"

NAME

Student

ORIGIN

Journalist

ROLE

1

LEVEL

Interview

FOCUS

English (native)  
French  
Italian

LANGUAGES

Studious

30 ft.

MOVEMENT

2

MAX HEALTH



DAMAGE

INFLUENCES

## ATTACKS

NAME	RANGE	ATTACK	EFFECTS / NOTES
Backhand	Melee	d2	Stun

## ARMOR

NAME	TYPE	BENEFIT

## STRENGTH 2

Toughness 12

10+ 2 + +

Essence Perks Bonus

Athletics ~~D2~~ D4 D6 D8 D10 D12

Using strength and stamina to move.

Brawn snag D2 D4 D6 D8 D10 D12

Prolonged physical stamina and resistance.

Conditioning +1 +2 +3 +4 +5 +6

Intimidation snag D2 D4 D6 D8 D10 D12

Using physical menace as psychological weapons.

Might ~~D2~~ D4 D6 D8 D10 D12

Raw combat power.

## SPEED 4

Evasion 14

10+ 4 + +

Essence Perks Bonus

Acrobatics ~~D2~~ D4 D6 D8 D10 D12

Quick and fine-tuned movement.

Driving snag D2 D4 D6 D8 D10 D12

Operating vehicles.

Finesse ~~D2~~ D4 D6 D8 D10 D12

Fast or steady applications of dexterity and agility.

Infiltration ~~D2~~ D4 D6 D8 D10 D12

Avoiding notice and underhanded techniques.

Initiative ~~D2~~ D4 D6 D8 D10 D12

Targeting snag D2 D4 D6 D8 D10 D12

Affecting things at a distance.

## SMARTS 7

Willpower 17

10+ 7 + +

Essence Perks Bonus

Alertness ~~D2~~ D4 D6 D8 D10 D12

Using your senses to perceive "reality".

Culture ~~D2~~ ~~D4~~ D6 D8 D10 D12

Understanding people and history.

Science ~~D2~~ D4 D6 D8 D10 D12

Logic and understanding the scientific method.

Survival snag D2 D4 D6 D8 D10 D12

Knowing what to do in outdoor environments.

Technology ~~D2~~ D4 D6 D8 D10 D12

Understanding engineering and machines.

## SOCIAL 3

Cleverness 13

10+ 3 + +

Essence Perks Bonus

Animal Handling snag D2 D4 D6 D8 D10 D12

Caring for creatures that (generally) don't talk.

Deception ~~D2~~ D4 D6 D8 D10 D12

Using your presence for dishonesty and lying.

Performance snag D2 D4 D6 D8 D10 D12

Any form of artistry.

Persuasion ~~D2~~ ~~D4~~ D6 D8 D10 D12

Convincing others to do or believe what you want.

Streetwise snag D2 D4 D6 D8 D10 D12

Gathering information and working with a group.

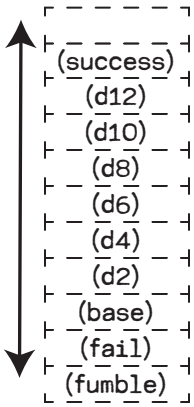
## STUFF

Weird

~~D2~~ ~~D4~~ D6 D8 D10 D12

Knowing how to tug on the oddness that surrounds you.

### Shift Ladder



### Taking Actions (Rollin dem Bones)

#### Skilled check

Roll d20 + highest skill die

#### Specialization

Roll d20 + all skill dice

#### Unskilled check

Suffer automatic Snag

#### Edge

Roll 2d20 and choose greater

#### Snag

Roll 2d20 and choose lower

### Attack Situational Modifiers

#### Success

Attack roll meets or exceeds Defense

#### Critical

Highest value on skill die and hit is successful (d4 or higher dice only)

#### Fumble

d20 roll '1' and not successful

### Success and Failure Results

#### Long range

Suffer automatic Snag

#### Cover

Shift ↓2

#### Aiming (up to 3 times)

Shift ↑1 per Free Action used to aim the next shot this turn.

### Initiative and Actions

#### Determine Initiative

- Roll Initiative skill test
- Rank in order from highest to lowest
- Players that tie roll-off to determine who goes first

#### Resetting Your Initiative

After the first round of combat, instead of taking a standard action, may re-roll initiative

#### Actions per Turn (by Speed Essence)

- Speed 1 May take a Move or Standard action
- Speed 2 Move and Standard action
- Speed 3+ Move, Standard, plus 1 free action per (speed essence - 2)

### Story Points

Player pool begins with 1 SP per Player Character  
Gain more when:

- Skill Test Fumble
- GM's discretion for great ideas or role-play

#### Using Story Points

- Re-roll any die result of 1
- Roll a skill test as if specialized
- Add +5 to Defence before a roll
- Gain temporary access to a piece of equipment or tool useful in the scene

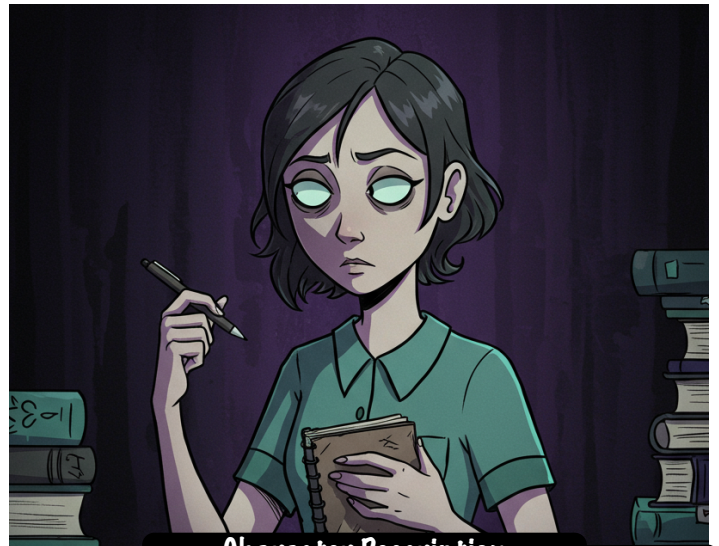
### Origin and Influence Perks

**Influence Perk: Book Smart** (Gain an Edge on Smarts Skill Tests for general knowledge.)

**Origin Perk: Knowledge Keeper** (Gain an Edge on Smarts Skill Tests to recall information.)

### Role Perks

**1st Level Perk: Archivist** (Gain an Edge on Smarts Skill Tests to locate information in archives or libraries.)



### Character Description

Lily's true passion is knowledge, and she is fascinated by the forbidden and esoteric information found in Night Vale's various (and dangerous) libraries. She's quiet but incredibly observant and resourceful when it comes to uncovering secrets.

Lily is usually seen with a worn notebook and pen, meticulously recording observations. She has an intense, focused gaze, and a quiet demeanor that belies a fierce dedication to uncovering forgotten truths.

# WELCOME TO NIGHT VALE



NAME \_\_\_\_\_

ORIGIN \_\_\_\_\_ ROLE \_\_\_\_\_ LEVEL \_\_\_\_\_ FOCUS \_\_\_\_\_ LANGUAGES \_\_\_\_\_

INFLUENCES \_\_\_\_\_

MOVEMENT \_\_\_\_\_

MAX HEALTH \_\_\_\_\_

DAMAGE

## ATTACKS

NAME	RANGE	ATTACK	EFFECTS / NOTES
_____	_____	_____	_____
_____	_____	_____	_____

## ARMOR

NAME	TYPE	BENEFIT
_____	_____	_____

## STRENGTH

Toughness \_\_\_\_\_

10+ \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
Essence Perks Bonus

**Athletics** D2 D4 D6 D8 D10 D12

Using strength and stamina to move.

**Brawn** D2 D4 D6 D8 D10 D12

Prolonged physical stamina and resistance.

**Conditioning** +1 +2 +3 +4 +5 +6

**Intimidation** D2 D4 D6 D8 D10 D12

Using physical menace as psychological weapons.

**Might** D2 D4 D6 D8 D10 D12

Raw combat power.

## SPEED

Evasion \_\_\_\_\_

10+ \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
Essence Perks Bonus

**Acrobatics** D2 D4 D6 D8 D10 D12

Quick and fine-tuned movement.

**Driving** D2 D4 D6 D8 D10 D12

Operating vehicles.

**Finesse** D2 D4 D6 D8 D10 D12

Fast or steady applications of dexterity and agility.

**Infiltration** D2 D4 D6 D8 D10 D12

Avoiding notice and underhanded techniques.

**Initiative** D2 D4 D6 D8 D10 D12

**Targeting** D2 D4 D6 D8 D10 D12

Affecting things at a distance.

## SMARTS

Willpower \_\_\_\_\_

10+ \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
Essence Perks Bonus

**Alertness** D2 D4 D6 D8 D10 D12

Using your senses to perceive "reality".

**Culture** D2 D4 D6 D8 D10 D12

Understanding people and history.

**Science** D2 D4 D6 D8 D10 D12

Logic and understanding the scientific method.

**Survival** D2 D4 D6 D8 D10 D12

Knowing what to do in outdoor environments.

**Technology** D2 D4 D6 D8 D10 D12

Understanding engineering and machines.

## SOCIAL

Cleverness \_\_\_\_\_

10+ \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
Essence Perks Bonus

**Animal Handling** D2 D4 D6 D8 D10 D12

Caring for creatures that (generally) don't talk.

**Deception** D2 D4 D6 D8 D10 D12

Using your presence for dishonesty and lying.

**Performance** D2 D4 D6 D8 D10 D12

Any form of artistry.

**Persuasion** D2 D4 D6 D8 D10 D12

Convincing others to do or believe what you want.

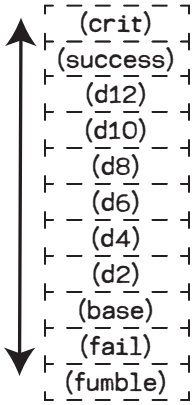
**Streetwise** D2 D4 D6 D8 D10 D12

Gathering information and working with a group.

## STUFF

\_\_\_\_\_

### Shift Ladder



### Taking Actions (Rollin dem Bones)

#### Skilled check

Roll d20 + highest skill die

#### Specialization

Roll d20 + all skill dice

#### Unskilled check

Suffer automatic Snag

#### Edge

Roll 2d20 and choose greater

#### Snag

Roll 2d20 and choose lower

### Attack Situational Modifiers

#### Success

Attack roll meets or exceeds Defense

#### Critical

Highest value on skill die and hit is successful (d4 or higher dice only)

#### Fumble

d20 roll '1' and not successful

### Success and Failure Results

#### Long range

Suffer automatic Snag

#### Cover

Shift ↓2

#### Aiming (up to 3 times)

Shift ↑1 per Free Action used to aim the next shot this turn.

### Initiative and Actions

#### Determine Initiative

- Roll Initiative skill test
- Rank in order from highest to lowest
- Players that tie roll-off to determine who goes first

#### Resetting Your Initiative

After the first round of combat, instead of taking a standard action, may re-roll initiative

#### Actions per Turn (by Speed Essence)

- Speed 1 May take a Move or Standard action
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### Story Points

Player pool begins with 1 SP per Player Character  
Gain more when:

- Skill Test Fumble
- GM's discretion for great ideas or role-play

#### Using Story Points

- Re-roll any die result of 1
- Roll a skill test as if specialized
- Add +5 to Defence before a roll
- Gain temporary access to a piece of equipment or tool useful in the scene

### Origin and Influence Perks

### Role Perks

### Character Description



# WELCOME TO NIGHT VALE



NAME

ORIGIN

ROLE

LEVEL

FOCUS

LANGUAGES

## ATTACKS

NAME RANGE ATTACK EFFECTS / NOTES

## ARMOR

NAME TYPE BENEFIT

MOVEMENT

MAX HEALTH

Damage track with 8 empty slots.

INFLUENCES

DAMAGE

## STRENGTH

Toughness

10+ Essence Perks Bonus

Athletics D2 D4 D6 D8 D10 D12

Using strength and stamina to move.

Brawn D2 D4 D6 D8 D10 D12

Prolonged physical stamina and resistance.

Conditioning +1 +2 +3 +4 +5 +6

Intimidation D2 D4 D6 D8 D10 D12

Using physical menace as psychological weapons.

Might D2 D4 D6 D8 D10 D12

Raw combat power.

## SPEED

Evasion

10+ Essence Perks Bonus

Acrobatics D2 D4 D6 D8 D10 D12

Quick and fine-tuned movement.

Driving D2 D4 D6 D8 D10 D12

Operating vehicles.

Finesse D2 D4 D6 D8 D10 D12

Fast or steady applications of dexterity and agility.

Infiltration D2 D4 D6 D8 D10 D12

Avoiding notice and underhanded techniques.

Initiative D2 D4 D6 D8 D10 D12

Targeting D2 D4 D6 D8 D10 D12

Affecting things at a distance.

## SMARTS

Willpower

10+ Essence Perks Bonus

Alertness D2 D4 D6 D8 D10 D12

Using your senses to perceive "reality".

Culture D2 D4 D6 D8 D10 D12

Understanding people and history.

Science D2 D4 D6 D8 D10 D12

Logic and understanding the scientific method.

Survival D2 D4 D6 D8 D10 D12

Knowing what to do in outdoor environments.

Technology D2 D4 D6 D8 D10 D12

Understanding engineering and machines.

## SOCIAL

Cleverness

10+ Essence Perks Bonus

Animal Handling D2 D4 D6 D8 D10 D12

Caring for creatures that (generally) don't talk.

Deception D2 D4 D6 D8 D10 D12

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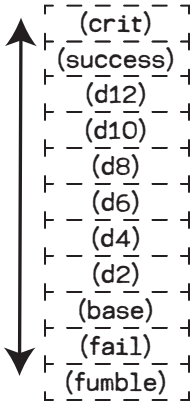
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Weird

D2 D4 D6 D8 D10 D12

Knowing how to tug on the oddness that surrounds you.

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### Origin and Influence Perks

### Role Perks

### Character Description

