

Welcome to Town

This is a pair of fan-made character sheets plus quest/issue sheet for *The Chuubo's Marvelous Wish-Granting Engine RPG*, optimized for tabletop (face-to-face) play. You are granted express permission to share this document and to print as many copies as you need. Questions, comments, and requests are welcome, via email (pkitty@mygurps.com) or RPGnet (*Rev_Pee_Kitty*).

Both versions of the character sheet include enough room at the top to pencil in things like "Animal" and "Blood Type" if you wish. The health levels at the bottom aren't fixed; use a pen to darken whatever you actually have. (Wounded Angels can either add more to the right, or move down to cannibalize the lesser health levels!)

In a miraculous game, it's a good idea to *also* create a "miraculous powers" sheet (or set of sheets) specific to the character. Use the playbooks of *The Glassmaker's Dragon* as an example. For obvious reasons, this is beyond the scope of a universal character sheet.

Page One – The Intro

This is an explanation of the character sheet options. You're reading it now (hello!). Feel free to print this page out if you like, but I can't imagine why you'd bother.

Page Two – "Separated" Character Sheet

The first version of the character sheet, with room for inherent Skills, Connections, Afflictions, and Bonds, followed by two separate sections for tracking Perks and the effects of Wounds. Use this sheet if it's more important to track how you *acquired* a trait than what that trait *is*. The boxes on the left are for abbreviations to save space; e.g., an "A" takes up less room than spelling "Affliction:" out.

Page Three – "Integrated" Character Sheet

The second version of the character sheet, which assumes that you'll group traits together whether they're inherent or added later. (For example, the *Skills* section will include all inherent skills *plus* any skills you gain via Perks, Wounds, or by other temporary means.) Use this sheet if what your traits *are* is more important than tracking how you *acquired* them. Traits gained via Perks and Wounds should be noted in the boxes to the left: "P" for a Perk or "N," "T," or "D" for a Wound from a lost Normal, Tough, or Divine Health Level.

Page Four – Quest/Issue Sheet

This is a Quest and Issue sheet, where players can track up to four quests. Put the name (and XP goal) in the upper left, write down important notes and bonus XP conditions in the remaining space, and then (in play) make small tally marks in the "XP" box to track your progress.

If your group uses physical Quest and Issue cards, you may still find this sheet useful as a way to note XP expenditures and Issue levels *between* sessions. In addition, it is a convenience when creating your own custom quests.

The Chuubo's Marvelous Wish-Granting Engine RPG

Name:

Concept:

Played By:

Skills *(including any inherent Connections)*

- ◆
- ◆
- ◆
- ◆
- ◆
- ◆
- ◆

Completed Arc Traits

- ◆
- ◆

Afflictions and Bonds

✓ Is it an (A)ffliction or (B)ond?

- _____ ◆
- _____ ◆
- _____ ◆
- _____ ◆
- _____ ◆

Perks

✓ Is it an (A)ffliction, (B)ond, (C)onnection, (P)ower, (S)kill, or (O)ther?

- _____ 1.
- _____ 2.
- _____ 3.
- _____ 4.
- _____ 5.
- _____ 6.
- _____ 7.
- _____ 8.

Wounds

✓ Is it from losing a (N)ormal, (T)ough, or (D)ivine Health Level?

- _____ ◆
- _____ ◆
- _____ ◆
- _____ ◆
- _____ ◆

How to Earn XP

Quest Bonus XP (see quest) added directly to your quest for fulfilling its requirements.

Emotion XP (1/15 minutes) given to you for evoking:

Action XP (2/chapter) added to the group pot for taking any genre action from this list:

-
-
-
-
-
-

Powers *(and/or expanded Perk descriptions)*

Frantic Immortality Sickly

Will

Max	Cur

MP

Max	Cur

Health Levels

Divine

Tough

Normal

Recharge Tokens: _____

The Chuubo's Marvelous Wish-Granting Engine RPG

Name:

Concept:

Played By:

Skills

	◆
	◆
	◆
	◆
	◆
	◆
	◆
	◆

Connections

	◆
	◆
	◆
	◆
	◆
	◆

Bonds

	◆
	◆
	◆
	◆
	◆
	◆

Afflictions

	◆
	◆
	◆
	◆
	◆
	◆

↖ **P** for Perk or **N/T/D** for a Wound from a Normal/Tough/Divine Health Level

Will

Max	Cur

MP

Max	Cur

Health Levels

Divine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tough	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Normal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Recharge Tokens: ____

How to Earn XP

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Action XP (2/chapter) added to the group pot for taking any genre action from this list:

-
-
-
-
-
-

Completed Arc Traits

- ◆
- ◆
- ◆
- ◆

Powers and Other Perks

- Frantic Immortality Sickly

