

# Stacktors! RPG Template

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## Character

*name\_of\_character* – **ff-gg-bb**

- ff - ability\_name
- ff - ability\_name

(feet = n MPs)

- gg - ability\_name
- gg - ability\_name

(neck = neck\_color)

- bb - ability\_name
- bb - ability\_name

## Challenge

*description\_of\_challenge* – **{(ff)}gg=bb**

- ff - ability\_reward
- ff - ability\_reward

(base = opaque\_color)

- gg

(neck = black)

- bb

## Object

*description\_of\_object* – **{(ff)}**

- ff - ability\_reward
- ff - ability\_reward

(base = opaque\_color)

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## Stack Abilities Table

<b>Character Stack Abilities By Position</b>			
<b>Color</b>	<b>Brains</b>	<b>Guts</b>	<b>Feet</b>
<b>Clear</b>	Identify (special)	Perfection (physical)	Agile (movement)
<b>Red</b>	Intimidate (social)	Ranged (physical)	Fleet (movement)
<b>Orange</b>	Persistent (mental)	Dexterous (physical)	Nimble (movement)
<b>Yellow</b>	Calming (mental or social)	Medic (special)	Steady (movement)
<b>Green</b>	Persuasive (mental or social)	Hamper (physical or social)	Dynamic (movement)
<b>Cyan</b>	Morph Other (social)	Morph Self (special)	Fly (movement)
<b>Blue</b>	Calming (mental)	Freeze (physical or social)	Swim (movement)
<b>Purple</b>	Compel (mental or social)	Maneuver (physical)	Teleport (movement)