

## Character Creation

**Name:** Betty White

**Gender:** Female

**Age:** 67

**Appearance:** Permed pearl white hair that doesn't move in the wind. A state of the art smart battle suit; sleek black leathery material with nodules that adorn the arms and legs. Wrinkles on an aged face, that hosts a comforting smile that makes you feel everything actually is going to be alright.

**Personality:** Friendly and Warm, she's a peach to all she meets... Unless you stand in her way. Tenacious when pressed, her kindness and empathy fuels her desire to see the destruction of her foes. Gossip queen

**Brief Bio:** Betty grew up in Alhambra, California during the Great Depression. She explored her talents as an actress and comedienne. In hard times, she believes a smile is priceless. The career that should have resulted spanned over 8 decades. In one timeline, it did. Betty White would receive a different fate.

In 1987, Betty White's distant grandson materialized from between the weave of spacetime in a time machine. He wanted to show her that even in the future she is still adored. Betty and her Grandson are thrust into centuries beyond. During the height of the cold war, a high profile personality's 'abduction' had to be a Russian plot. The USA escalated the conflict from cold, to blazing hot, and the Russians answered in kind. Nothing was spared.

This was all revealed to Betty and her Grandson when they emerged from the time machine. The technology that allowed their reunion was never invented in this doomed reality. Together they alone could fix their mistake. With his technology and Betty's wiles, wit, charm, and her experience from the 20th century, Betty White only has one more promise to keep... to destroy anything that gets between her and a better tomorrow

### **STATS:**

HP: 25

[9] Ability: Thank you for Being a Friend [If hit, chance to mitigate the damage dealt by 3, 4 or above requirement]

[5] Basic Attack: R.U.E. (Rocket: Uranium Equipped. Life in the post-nuclear winter is difficult, and Betty needs to fight with fire in order to survive) [SPECIAL EFFECT: COLLATERAL. On Proc (5+), deals 1 splash damage to the other two cabins]

[3] Move 1: B.E.A. (Betty always makes sure to pack her lunch before she goes out! Heals 3 HP) (Priority + 1)

[7] Move 2: E.S.T.E.L.L.E. (Creates multiple temporal clones of herself using her descendent's technology. These clones all attack at once, dealing 5 damage) [Special Effect: +3 damage]

**Other:** Meme submission. Interesting take on time travel.

- Future lad wanted to meet Betty White, traveled back in time to meet her. Future was fine for them
- Her lack of presence (bc future lad came and took her) called a leader to push the nuke button and caused nuclear collapse
- Betty White felt bad and took it upon herself to help fix the world

## RPG Mechanics

HP: Every character starts with 25 HP. This may be upgraded.

Ability: The ability will trigger on a 6 and it will have an initial value of 1. The values, priority, and D6 requirements may be upgraded.

Basic attack: This deals 1 DMG inherently. The inherent damage value cannot be upgraded. A special effect\* can be added via upgrade. The special effect value, priority\*, and D6 requirement for the special effect may be upgraded. Basic attacks deal 2 DMG on a roll of 1.

Moves 1 and 2: These start out with 1 number value inherently whether it be DMG/Healing/Etc. You have 3 points for each move independent of the total points you have for upgrades that can be used to initially upgrade the moves. A special effect\* can be added via upgrade. The inherent DMG/Heal/etc value, special effect value, move priority\*, and D6

requirement for the special effect may be upgraded. Moves will miss on a roll of 1 and be half as effective (rounded up) on a roll of 2. This makes it so using your moves over your basic attack adds an element of risk.

\*Special Effects: These may be added to basic attacks, move 1 and move 2 via upgrade. They work like an ability in the sense that when added, they require a 6 to be rolled to be triggered and have a number value of 1 initially (ex: If a 6 is rolled, Heal 1 HP). A separate D6 is not rolled for a special effect. Rather, it is factored into the D6 rolled for attacks.

\*Priority: Abilities, basic attacks, and moves all have a priority of 0. Abilities go before basic attacks and moves, but what ability triggers first depends on the priority. If abilities/moves have the same priority, the character with less HP will go first. In the event characters have the same priority and HP, it will be decided by a coin-flip.

WE HAVE 30 POINTS

- Increase DMG/Heal/Other number value to 2 = 1 point
- Increase DMG/Heal/Other number value to 3 = 3 points
- Increase DMG/Heal/Other number value to 5 = 6 points
- Add special effect to basic attack/special move = 2 points
- Lower D6 requirement to 5 and above = 2 points
- Lower D6 requirement to 4 and above = 3 points
- Lower D6 requirement to 3 and above = 5 points
- Increase priority to 1 = 2 points
- Increase priority to 2 = 3 points
- Increase priority to 3 = 5 points
- Increase HP to 26 = 1 point
- Increase HP to 27 = 2 points
- Increase HP to 28 = 2 points
- Increase HP to 29 = 3 points
- Increase HP to 30 = 3 points
- Remove 50% effectiveness penalty on a roll of 2 = 3 points

HP: 25

[9] Ability: Thank you for Being a Friend [If hit, chance to mitigate the damage dealt by 3, 4 or above requirement]

[8] Basic Attack: R.U.E. (Rocket: Uranium Equipped. Life in the post-nuclear winter is difficult, and Betty needs to fight with fire in order to survive) [SPECIAL EFFECT: COLLATERAL. On Proc (5+), deals 1 splash damage to the other two cabins] [Priority +2]

[6] Move 1: B.E.A. (Betty always makes sure to pack her lunch before she goes out! Heals 3 HP. Priority +2)

[7] Move 2: E.S.T.E.L.L.E. (Creates multiple temporal clones of herself using her descendent's technology. Deals +3 damage on next attack) [Special Effect: Also reduces the damage Betty takes this turn by 1, procs on 5 or 6]