

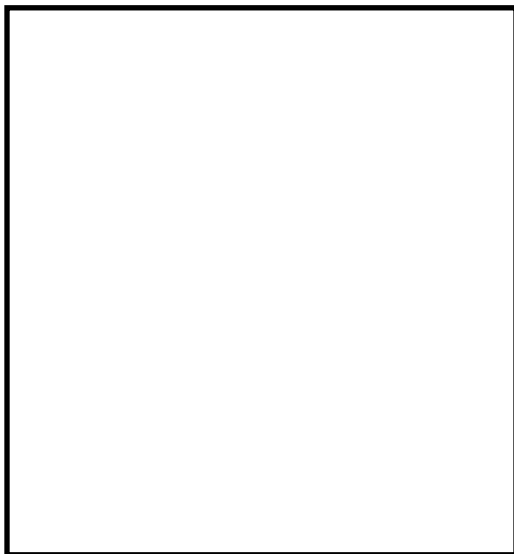
# FAMILY GREEN: CHARACTER SHEET

PLAYER NAME \_\_\_\_\_

OTHER PLAYER / RELATIONSHIP TO PLAYER \_\_\_\_\_ / \_\_\_\_\_

## GAME PIECE

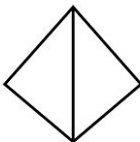
*Doodle your game piece in the box below.*



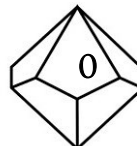
## STATS

*Roll each die and write the number you get on the correct die below.*

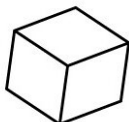
*Reroll if you get the highest or second highest number in your first roll.*



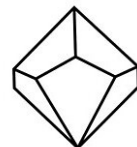
STRENGTH (STR)



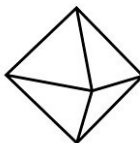
CONSTITUTION (CON)



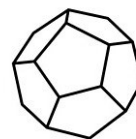
DEXTERITY (DEX)



INTELLIGENCE (INT)



WISDOM (WIS)



CHARISMA (CHA)

## GAME INFORMATION

*Answer the questions in the space below. DON'T tell the other player what your answers are until prompted.*

STR: What makes you and the other player stronger when you are together? *(Share when their d4 is in your dice bar.)*

DEX: What do you and the other player have in common? *(Share when their d6 is in your dice bar.)*

WIS: What makes you and the other player family (not including blood ties)? *(Share when their d8 is in your dice bar.)*

CON: What is a bad thing that the other player has done to you? *(Share when their d00 is in your dice bar right before it is moved.)*

INT: What is a good thing that the other player has done for you? *(Share when their d10 is in your dice bar.)*

CHA: What do you think the future holds for you and the other player? *(Share when their d12 is in your dice bar.)*

Write one motivational thing you think the other player should hear. *(Share at end of game.)*

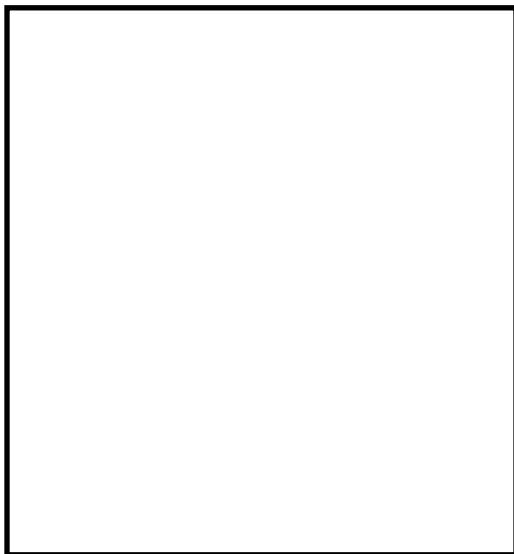
# FAMILY GREEN: CHARACTER SHEET

PLAYER NAME \_\_\_\_\_

OTHER PLAYER / RELATIONSHIP TO PLAYER \_\_\_\_\_ / \_\_\_\_\_

## GAME PIECE

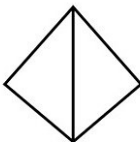
*Doodle your game piece in the box below.*



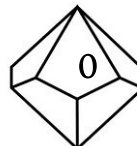
## STATS

*Roll each die and write the number you get on the correct die below.*

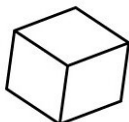
*Reroll if you get the highest or second highest number in your first roll.*



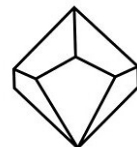
STRENGTH (STR)



CONSTITUTION (CON)



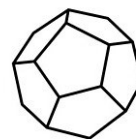
DEXTERITY (DEX)



INTELLIGENCE (INT)



WISDOM (WIS)



CHARISMA (CHA)

## GAME INFORMATION

*Answer the questions in the space below. DON'T tell the other player what your answers are until prompted.*

STR: What makes you and the other player stronger when you are together? *(Share when their d4 is in your dice bar.)*

DEX: What do you and the other player have in common? *(Share when their d6 is in your dice bar.)*

WIS: What makes you and the other player family (not including blood ties)? *(Share when their d8 is in your dice bar.)*

CON: What is a bad thing that the other player has done to you? *(Share when their d00 is in your dice bar right before it is moved.)*

INT: What is a good thing that the other player has done for you? *(Share when their d10 is in your dice bar.)*

CHA: What do you think the future holds for you and the other player? *(Share when their d12 is in your dice bar.)*

Write one motivational thing you think the other player should hear. *(Share at end of game.)*

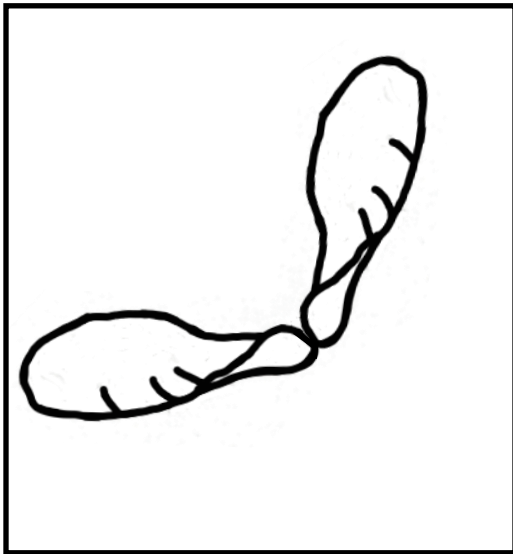
# FAMILY GREEN: CHARACTER SHEET

PLAYER NAME Mara

OTHER PLAYER / RELATIONSHIP TO PLAYER Kara / Little Sister

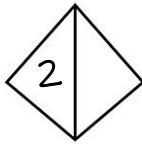
## GAME PIECE

*Doodle your game piece in the box below.*

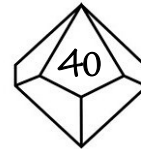


## STATS

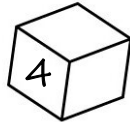
*Roll each die and write the number you get on the correct die below.  
Reroll if you get the highest or second highest number in your first roll.*



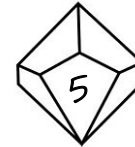
STRENGTH (STR)



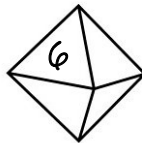
CONSTITUTION (CON)



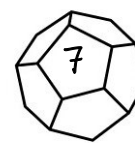
DEXTERITY (DEX)



INTELLIGENCE (INT)



WISDOM (WIS)



CHARISMA (CHA)

## GAME INFORMATION

*Answer the questions in the space below. DON'T tell the other player what your answers are until prompted.*

**STR:** What makes you and the other player stronger when you are together? *(Share when their d4 is in your dice bar.)*

Whenever Mom or Sara are against us, we know we're never alone.

**DEX:** What do you and the other player have in common? *(Share when their d6 is in your dice bar.)*

We both want to go in the woods and get dirty, making up stories.

**WIS:** What makes you and the other player family (not including blood ties)? *(Share when their d8 is in your dice bar.)*

We can just do something silly together and we'll still be happy just because we're together.

**CON:** What is a bad thing that the other player has done to you? *(Share when their d10 is in your dice bar right before it is moved.)*

You took Sara's side when Sara and I were telling Mom about a fight we had.

**INT:** What is a good thing that the other player has done for you? *(Share when their d12 is in your dice bar.)*

You helped walk me back to the house when I wrecked my bike and skinned my knee.

**CHA:** What do you think the future holds for you and the other player? *(Share when their d12 is in your dice bar.)*

We will get to play D&D with Dad together all the time.

**Write one motivational thing you think the other player should hear.** *(Share at end of game.)*

No matter what that paper says, we love each other and we'll always be together.

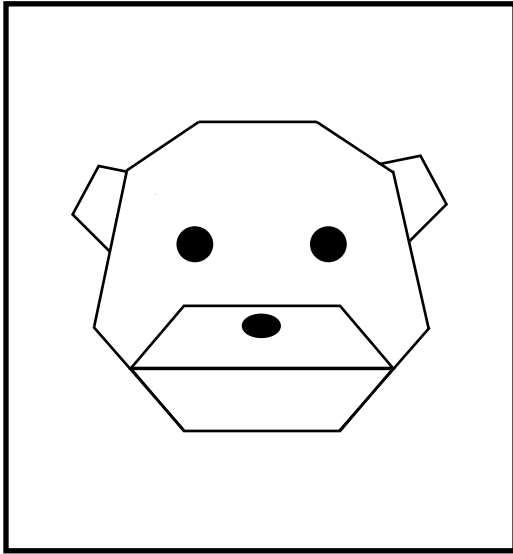
# FAMILY GREEN: CHARACTER SHEET

PLAYER NAME Kara

OTHER PLAYER / RELATIONSHIP TO PLAYER Mara / Big Sister

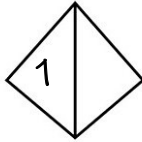
## GAME PIECE

*Doodle your game piece in the box below.*

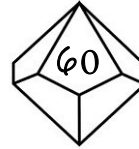


## STATS

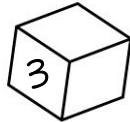
*Roll each die and write the number you get on the correct die below.  
Reroll if you get the highest or second highest number in your first roll.*



STRENGTH (STR)



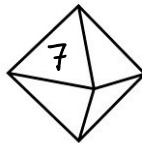
CONSTITUTION (CON)



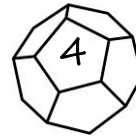
DEXTERITY (DEX)



INTELLIGENCE (INT)



WISDOM (WIS)



CHARISMA (CHA)

## GAME INFORMATION

*Answer the questions in the space below. DON'T tell the other player what your answers are until prompted.*

**STR:** What makes you and the other player stronger when you are together? *(Share when their d4 is in your dice bar.)*

I know that you will do anything for me, no matter what, and I will too.

**DEX:** What do you and the other player have in common? *(Share when their d6 is in your dice bar.)*

We both love to go on adventures!

**WIS:** What makes you and the other player family (not including blood ties)? *(Share when their d8 is in your dice bar.)*

You are always there for me, and I know nothing bad will happen because you're there.

**CON:** What is a bad thing that the other player has done to you? *(Share when their d10 is in your dice bar right before it is moved.)*

You ripped my princess dress because you were mad.

**INT:** What is a good thing that the other player has done for you? *(Share when their d12 is in your dice bar.)*

You help me with my homework even though you have your own homework to do.

**CHA:** What do you think the future holds for you and the other player? *(Share when their d12 is in your dice bar.)*

We'll go with daddy to play D&D together.

**Write one motivational thing you think the other player should hear.** *(Share at end of game.)*

Daddy loves you even though you don't act like mommy wants.