Write-And-Roll: Powers ‘n Points

Die Results and Turn Tracker

_/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_

Powers

	i	ii	iii	iv	v	vi	
1	i	ii	iii	iv	v	vi	_____
2	i	ii	iii	iv	v	vi	_____
3	i	ii	iii	iv	v	vi	_____
4	i	ii	iii	iv	v	vi	_____
5	i	ii	iii	iv	v	vi	_____
6	i	ii	iii	iv	v	vi	_____

Score

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	78	80
81	82	83	84	85	85	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Setup
Grow 5. Select start player

Play
1) Grow a Power and Point
2) Roll
3) Resolve Powers simultaneously
4) Gain Points
5) Check for win (100 or more points)
6) Pass the dice.

30	24	16	12	6
25	20	15	10	5
20	16	12	8	4
15	12	9	6	3
10	8	6	4	2
5	4	3	2	1
3/11	4/10	5/9	6/8	2/7/12

Points

Powers

A. **Grow:** [+1 / +2 oppt +1 / +2 / +3 oppt +2 / +3 oppt +1 / +3]
B. **Double:** Mark (double) [1 / 2 / 3 / 4 / 5 / 6] Points boxes. Double points. (eou)
C. **Bend:** Now; Modify your Points roll result by ±[1 / 2 / 3 / 4 / 5 / 6]
D. **Block:** Mark (block) [1 / 2 / 3 / 4 / 5 / 6] oppt Points boxes. No points. (eou)
E. **Steal:** Now: Take points from oppt = your active Points column this turn up to row [1 / 2 / 3 / 4 / 5 / 6]
F. **Cancel:** Now: null oppt Power up to level [i / ii / iii / iv / v / vi], or erase up to [1 / 2 / 3 / 4 / 5 / 6] marks, or erase [1 / 2 / 3 / 4 / 5 / 6] **Wither**.
G. **Trap:** Mark (trap) [1 / 2 / 3 / 4 / 5 / 6] oppt scores. When oppt score = that exact value, you erase 1 oppt grow. (eou)
H. **Decay:** This turn, oppt Points box counts as [1 / 2 / 3 / 4 / 5 / 6] rows lower/lesser (min 0 points).
I. **PowerUp:** Mark (PowUp) one Points box with [2 / 3 / 4 / 5 / 6 / 7]. Multiply by marked value. (eou)
J. **Wither**: Mark (Wither) one oppt Points column with [1 / 2 / 3 / 4 / 5 / 6]. Reduce all point gain for that column by the marked value for the rest of the game (min 0).

WAR PnP © 2023 Jonathan A Leistiko - Permission granted to make copies for your personal, non-commercial use - jonathan@invisible-city com

Do not use the following slides. They are earlier drafts of the player sheet.

Write-and-roll: Powers & Points

1	i	ii	iii	iv	v	vi	○ _____
2	i	ii	iii	iv	v	vi	○ _____
3	i	ii	iii	iv	v	vi	○ _____
4	i	ii	iii	iv	v	vi	○ _____
5	i	ii	iii	iv	v	vi	○ _____
6	i	ii	iii	iv	v	vi	○ _____

Setup
Grow 3. Select start player
Play
1) Grow 1
2) Roll
3) Resolve Powers
4) Resolve Points
5) Check for win
6) Pass the dice.

Score

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	78	80
81	82	83	84	85	85	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Powers

A. **Grow:** [+1 / +2 oppt +1 / +2 / +3 oppt +2 / +3 oppt +1 / +3]
B. **Double:** Mark (double) [1 / 2 / 3 / 4 / 5 / 6] Points boxes. Double points. (eou)
C. **Bend:** Now; Modify your Points roll result by ±[1 / 2 / 3 / 4 / 5 / 6]
D. **Block:** Mark (block) [n] oppt Points boxes. No points. (eou)
E. **Steal:** Now: Take points from oppt = your active Points column this turn up to row [1 / 2 / 3 / 4 / 5 / 6]
F. **Cancel:** Now: null oppt Power up to level [1 / 2 / 3 / 4 / 5 / 6], or erase up to [n] marks, or erase [n] **Wither**ing.
G. **Trap:** Mark (trap) [1 / 2 / 3 / 4 / 5 / 6] oppt scores. When oppt score = that exact value, you erase 1 oppt grow. (eou)
H. **Decay:** This turn, oppt Points box counts as [1 / 2 / 3 / 4 / 5 / 6] rows lower/lesser (min 0 points).
I. **PowerUp:** Mark (powUp) one Points box with [2 / 3 / 4 / 5 / 6 / 7]. Multiply by marked value. (eou)
J. **Wither**: Mark (Wither) one oppt Points column with [1 / 2 / 3 / 4 / 5 / 6]. Reduce all point gain for that column by the marked value for the rest of the game (min 0)..

Points

36	30	24	16	12	6	12	16	24	30	36
30	25	20	15	10	5	10	15	20	25	30
24	20	16	12	8	4	8	12	16	20	24
18	15	12	9	6	3	6	9	12	15	18
12	10	8	6	4	2	4	6	8	10	12
6	5	4	3	2	1	2	3	4	5	6
2	3	4	5	6	7	8	9	10	11	12

Points

Write-And-Roll: Powers ‘n Points

_/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_ _/_

1	i	ii	iii	iv	v	vi
2	i	ii	iii	iv	v	vi
3	i	ii	iii	iv	v	vi
4	i	ii	iii	iv	v	vi
5	i	ii	iii	iv	v	vi
6	i	ii	iii	iv	v	vi

Score

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	78	80
81	82	83	84	85	85	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Setup
Grow 5. Select start player
Play
1) Grow a Power and Point
2) Roll
3) Resolve Powers simultaneously
4) Gain Points
5) Check for win (100 or more points)
6) Pass the dice.

30	24	16	12	6
25	20	15	10	5
20	16	12	8	4
15	12	9	6	3
10	8	6	4	2
5	4	3	2	1
3/11	4/10	5/9	6/8	2/7/12

Points

Powers

A. **Grow:** [+1 / +2 oppt +1 / +2 / +3 oppt +2 / +3 oppt +1 / +3]
B. **Double:** Mark (double) [1 / 1 / 1 / 2 / 2 / 3] Points boxes. Double points. (eou)
C. **Bend:** Now; Modify your Points roll result by ±[1 / 2 / 3 / 4 / 5 / 6]
D. **Block:** Mark (block) [1 / 2 / 3 / 4 / 5 / 6] oppt Points boxes. No points. (eou)
E. **Steal:** Now: Take points from oppt = your active Points column this turn up to row [1 / 2 / 3 / 4 / 5 / 6]
F. **Cancel:** Now: null oppt Power up to level [i / ii / iii / iv / v / vi], or erase up to [1 / 2 / 3 / 4 / 5 / 6] marks, or erase [1 / 2 / 3 / 4 / 5 / 6] **Wither**.
G. **Trap:** Mark (trap) [1 / 2 / 3 / 4 / 5 / 6] oppt scores. When oppt score = that exact value, you erase 1 oppt grow. (eou)
H. **Decay:** This turn, oppt Points box counts as [1 / 2 / 3 / 4 / 5 / 6] rows lower/lesser (min 0 points).
I. **PowerUp:** Mark (PowUp) one Points box with [2 / 3 / 4 / 5 / 6 / 7]. Multiply by marked value. (eou)
J. **Wither**: Mark (Wither) one oppt Points column with [1 / 2 / 3 / 4 / 5 / 6]. Reduce all point gain for that column by the marked value for the rest of the game (min 0).