

Over Arms

BURNS

CREDITS

OVER ARMS © 2020-2022 Rookie Jet Studio, LLC

Cory Burns (RookieJet)

Original Game Design & Writing

⇒ Website: www.rookiejetstudio.com

Matthew Schuff (MetalreduX)

Layout & PDF Functionality

⇒ Website: <https://linktr.ee/metalreduX>

Emanuele Galletto (RoosterEma)

Original Layout Design

⇒ Website: www.artstation.com/roosterema

This product is a supplement to the core Over Arms roleplaying game. Purchase a copy of the main game at www.drivethrurpg.com/product/314375/Over-Arms!

Visit www.rookiejetstudio.com for more games and resources!

Be a part of the Rookie Jet community over on our Discord server and Subreddit!

⇒ discord.com/invite/g2ZhXMJ | www.reddit.com/r/OverArms

Type : User :

PWR : SPD : DEF : RNG : AP :

ABILITIES

- 1.
- 2.
- 3.

Type : User :

PWR : SPD : DEF : RNG : AP :

ABILITIES

- 1.
- 2.
- 3.

Type : User :

PWR : SPD : DEF : RNG : AP :

ABILITIES

- 1.
- 2.
- 3.

Type : User :

PWR : SPD : DEF : RNG : AP :

ABILITIES

- 1.
- 2.
- 3.

POINTS OF INTEREST

What follows is a list of sample locations available during the scenario:

ADVENTURE HOOKS / PLOT

The following hooks and ideas can be used while starting off and running this scenario:

- ★
- ★
- ★

- ★
- ★
- ★

- ★
- ★
- ★
- ★

ADDITIONAL FEATURES

During the scenario, characters will have access to the following:





ITEM NAME	DESCRIPTION	COST	RARITY
-----------	-------------	------	--------

--	--	--	--

--	--	--	--

--	--	--	--

--	--	--	--

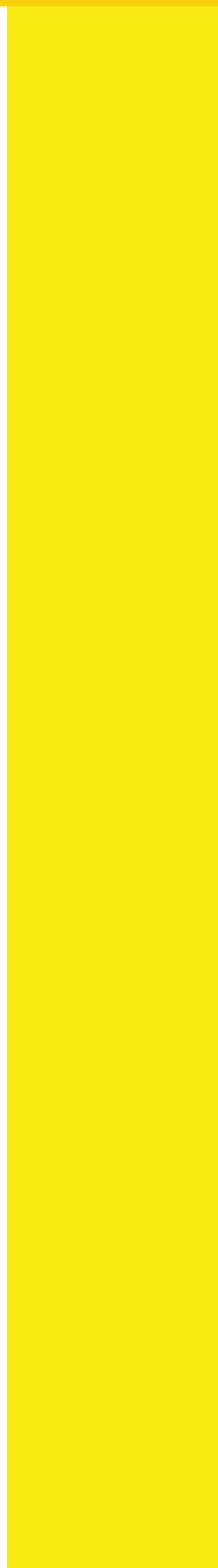
ITEM NAME	DESCRIPTION	COST	RARITY
-----------	-------------	------	--------

--	--	--	--

--	--	--	--

--	--	--	--

--	--	--	--



ENEMY ANIMA USERS

LEVEL : **INITIATIVE :** **RANGE :**

Character Stats
STR : | **DEX :** | **CHA :** | **INT :** **HP :**

Anima Stats
PWR : | **SPD :** | **DEF :** | **RNG :** **AP :**

ABILITY :

Accuracy : ● **Damage :**

LEVEL : **INITIATIVE :** **RANGE :**

Character Stats
STR : | **DEX :** | **CHA :** | **INT :** **HP :**

Anima Stats
PWR : | **SPD :** | **DEF :** | **RNG :** **AP :**

ABILITY :

Accuracy : ● **Damage :**

LEVEL : **INITIATIVE :** **RANGE :**

Character Stats
STR : | **DEX :** | **CHA :** | **INT :** **HP :**

Anima Stats
PWR : | **SPD :** | **DEF :** | **RNG :** **AP :**

ABILITY :

Accuracy : ● **Damage :**

LEVEL : **INITIATIVE :** **RANGE :**

Character Stats
STR : | **DEX :** | **CHA :** | **INT :** **HP :**

Anima Stats
PWR : | **SPD :** | **DEF :** | **RNG :** **AP :**

ABILITY :

Accuracy : ● **Damage :**

ANIMUS

	DEFENSE :	INITIATIVE :	HP :
	Character Stats		
	STR :	DEX :	CHA : INT :
ABILITY :			
Ability Attack	Accuracy :	●	Damage :
VALUES :			

	DEFENSE :	INITIATIVE :	HP :
	Character Stats		
	STR :	DEX :	CHA : INT :
ABILITY :			
Ability Attack	Accuracy :	●	Damage :
VALUES :			

	DEFENSE :	INITIATIVE :	HP :
	Character Stats		
	STR :	DEX :	CHA : INT :
ABILITY :			
Ability Attack	Accuracy :	●	Damage :
VALUES :			

	DEFENSE :	INITIATIVE :	HP :
	Character Stats		
	STR :	DEX :	CHA : INT :
ABILITY :			
Ability Attack	Accuracy :	●	Damage :
VALUES :			

