

# BattleBattle!

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# VANILLA

HIT POINTS: 

TOKENS: 

**POWERS:** •TOKEN: add 1 to your battle die.

	_____
	_____
	_____
	_____
	_____
	_____








Wins:

Losses:

# BATTLEBATTLE!

# How to play BattleBattle!

- Both players roll 1 die
- Adjust result based on character as indicated
- Use one or more tokens if desired (highest HP first, then alphabetical)
- Resolve round
- Repeat until one reaches 0 HP

<b>VANILLA</b>	
HIT POINTS: 	TOKENS: <b>3</b>
<b>POWERS:</b> • TOKEN: add 1 to your battle die.	
	_____
	_____
	_____
	_____
	_____
	_____
Wins:	Losses:
<b>BATTLEBATTLE!</b>	

# ROBOT

HIT POINTS: 

TOKENS: 

**POWERS:** • TOKEN: add 2 to your roll.

 = 3 \_\_\_\_\_

 = 3 \_\_\_\_\_

 \_\_\_\_\_

 = 3 \_\_\_\_\_

 = 3 \_\_\_\_\_

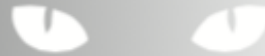
 = 3 \_\_\_\_\_

Wins:

Losses:

**BATTLEBATTLE!**







# CAT



HIT POINTS: 

TOKENS: 

**POWERS:** • TOKEN: Take no damage this round.

	_____
	_____
	_____
	_____
	= 4 _____
	= 4 _____

Wins:


Losses:

# BATTLEBATTLE!







# SNIPER



HIT POINTS: 

TOKENS: 

## **POWERS:**

	_____
	_____
	_____
	_____
	_____
	_____

**Wins:**

**Losses:**

**BATTLEBATTLE!**

# Phase 1: Experiment

- Play game as instructed, switching characters (don't use vanilla yet)
- Settle on one character to tweak

# Phase 2: Tweak

- Tweak your Special Character to be balanced vs the Vanilla Character
- Battle and record wins
- You can write notes on the back of the sheet for future designers
- Grade: Power Level / Fun Factor / Simplicity & Elegance / Character Flavor



# Phase 3: Create

- Create an entirely new BattleBattle! Character from scratch
- Balance it against the tweaked Special Characters
- Battle and record wins
- Grade: Power Level / Fun Factor / Simplicity & Elegance / Character Flavor

# Phase 4: Balance

- Pair off with someone else at your table
- Battle the new Characters and record wins
- Balance them against one another
- Grade: Power Level / Fun Factor / Simplicity & Elegance / Character Flavor

# BattleBattle! Battle Royale

- Everyone play against 5 random opponents
- Record all of your wins
- The character with the most wins...
- ...is OP nerf plzzzzz

# Homework

- Share your new character, and describe it in terms of power level, fun factor, simplicity & elegance, and character flavor
- What went right?
- What went wrong?