


<b>Hit Points</b> Physical <input type="text"/> Mental <input type="text"/>		<b>Name:</b> <input type="text"/> <b>Purpose</b> <input type="text"/>		 <b>Game of You</b> Level <input type="text"/> XP <input type="text"/> Next level <input type="text"/>
<b>Characteristics</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>		<b>Resilience</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>		
<b>Existing Skills</b> <b>People skills</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <b>Cognitive skills</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <b>Professional skills</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <b>Communication skills</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>		<b>Instructions</b> All of the yellow boxes in this can have a value of between 0 and 20, where 0 is 'none at all' and 20 is 'perfect' (to accurately measure progress of your character 20 actually means 'perfect' in the context of the purpose) For example, putting 0 in a skill indicates you probably don't even know that skill exists, whereas a 20 indicates the highest level of skill needed in this context. Hit points should be considered 'absolute' though. They represent your health, so are not contextual. 20 means you are in best shape possible. To create your character, enter your Name and Purpose (a description of aspiration, or a long term development goal) e.g. "Globally recognised speaker on Organisational Learning". Then enter your most relevant 'Characteristics'. These differ from skills as they are a 'a part of you' rather than something you do. They might be values, or talents, for example, 'Honesty' or 'Creativity'. Assign each a value between 0 and 20. You only have space for six, so make sure they are relevant to your purpose		<b>Skills needed</b> <b>People skills</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <b>Cognitive skills</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <b>Professional skills</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <b>Communication skills</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>



# Game of You

Level   
 XP   
 Next level

In D&D, when you 'Level up' you get bonuses to apply to your characteristics and proficiency bonuses to apply to your skills. In the Game of You, it works the opposite way round. Add (or decrease) values for your characteristics, skills, allies and equipment, and your XP and Level will reflect those improvements. If you have the 'Quests' sheet, you can also gain XP from that (including failure, which is a great teacher)

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Special Abilities & Allies				
Existing Abilities		Instructions	Abilities needed	
<input type="text"/>	<input type="text"/>	<p>Under 'Resilience' list the things you want to be resilient against e.g. 'Procrastination', 'Rejection'). For each, enter your current level of resilience as a value between 0 and 20.</p> <p>List and evaluate Skills, Special Abilities (which don't necessarily fit in the prior categories, but you want to include), e.g. Dyslexic Thinking, Voice Mimicry. For Allies and Equipment, list and evaluate each according to how well each support you in your purpose (0, not at all, 20, couldn't live without them).</p> <p>Entering these values will calculate your current experience points and level. If you have been honest about these, it should give you a very good approximation of how far along you are to achieving the experience and level of skills you need to achieve the purpose of this 'character' (the aspect of you which has this particular aspiration).</p>	<input type="text"/>	<input type="text"/>
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Existing Allies		Instructions	Allies needed	
<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>
Existing Equipment		Instructions	Equipment needed	
<input type="text"/>	<input type="text"/>	<p>Now you are ready to play. Simply adjust any of the values as appropriate e.g. increasing a skill level when you have practised or undergone training. If you are using the character sheet alone, make sure that 'Quest' and 'Spell' are unchecked to ensure that calculations are carried out properly.</p>	<input type="text"/>	<input type="text"/>
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		<p>Quest <input type="checkbox"/></p> <p>Spell <input type="checkbox"/></p>	<input type="text"/>	<input type="text"/>