Strength	Intelligence	Charm	Arcana	Grace
A creature's physical and mental strength. You will roll a die against your Strength stat for things like physical strikes in a fight, carrying or moving an item, and whether your character's mental state is affected by emotion or other external variables (heat, poisoning, confusion, etc.).	Directly affects how a creature's smarts will change a situation. A low Intelligence will likely make it more difficult for a creature to solve puzzles. A high Intelligence will make a creature a fast learner, helping them guide your team to victory.	A creature's personality. Are you welcoming, or do people find you a bit repulsive? The die will always decide, but a good Charm stat will be key to your best interactions with the characters in your world.	A creature's connection to the magical realms within the world. If you are a magic user, a good Arcana stat is a must. Recognizing the magical abilities of other characters, creatures or items is also tied to your Arcana stat.	The acrobatic movements of a creature — or the lack thereof. Those with a higher Grace stat will be better with certain weapons and will have an advantage while jumping, running or dodging attacks.

Roll Bonuses Based on Stats		Session Long Buffs		Session Long Debuffs	
1-4	-2	Any Cheeseburger Item	Gain +1 Strength	Frozen Burger Joints	Suffer +1 ice dmg from all attacks
5-6	-1	Any Chicken Item	Gain +1 Arcana	Pizza	Take -2 from all Charm rolls
7-8	0	Frosty	Gain +1 Charm	Sub Sandwich	Take -2 from all Strength rolls
9-12	1	French Fries	Gain +1 Intelligene	Gas Station Food	Take -2 from all Intelligence rolls
13-15	2	Any Beverage	Gain +1 Grace	Fried Chicken	Take -1 from Defense stat
16	3	Any Wendy's Salad	Gain +1 Defense	Tacos	Take -2 from Arcana rolls
>16	4	If item matches character's order, they gain advantage on attack rolls		Snackies	Take -2 from Grace rolls

Feast Mode	Big Oops	Advantage/Disadvantage	Resistance/Weakness	Coupon
If a natural 20 is rolled on an attack or skill, the creature enters FEAST MODE. For attacks they do a standard attack roll plus an additional max damage of the same dice. They also gain advantage on their next roll.	Rolling a natural 1 will result in a BIG OOPS. The creature will roll a d100 to determine how badly they fuck up the roll (higher numbers are bigger %). The worse they screw up the worse the outcome, whether it is just missing attack, or hurting their teammates.	On a roll where you have advantage or disadvantage, you roll two d20. For advantage you choose the higher of the two rolls, for disadvantage you choose the lower.	If a creature has resistance to something, they will receive half the damage the normally would. Likewise, Weakness will cause them to receive double the damage.	Whenever a player does something that honors Queen Wendy's favor, you can give them a coupon, which can be used to grant advantage on any roll.

Battle Initiative	Turns	Hunger Points (HP)	Vitality	Defense
When the party enters a battle, everyone rolls a d20, the dm will roll for all creatures/npcs. Battle order is determined in descending order.	Each character's turn consists of movement, an action, and one eligible extra action.	Hunger points are the amount of food that a creature has. If hunger points are reduced to zero, the character will drop from hunger and must wait until a meal before they can return to the adventure. Hunger points can only be regained through eating items. Hunger is reduced by receiving hunger based attacks. If a character does a skill check, they can also use a hunger point to gain advantage on the skill. This does not apply to attacks, arcana abilities, or saving throws.	Health points are the amount of health your creature has. If their HP drops to zero, they will go into death saving throws. HP can be restored via spells or food.	Defense is the number an enemy must roll for their attack to hit.

Actions	Extra Action	Skilled	Dual Wielding	Resting
Actions include an attack, most skill checks, a spell, or a movement action such as sprinting or breaking out of combat distance.	An extra action is a small action such as kicking an item on the ground, closing a door, or tossing an item to a teammate. Skills can only be used if listed as such in the description	If a creature is skilled with an item they receive a +1 bonus to rolls using that item	When dual wielding, you may attack with both weapons in a single action, rolling for each action seperately. However, if you miss the first strike, you automatically miss your second strike as well.	Outside of combat, characters can sit down for a meal to regain both Vitality and Hunger Points. The party can sit down for a SNACK, which takes only fifteen minutes. After a snack, each member of the party can roll an amount of d6 equal to their level, and regain the number of Vitality and Hunger points equal to the number. They regain these d6 after a meal. A meal takes one hour, but characters will regain all Vitality and Hunger Points. The GM can have someone attack while the party is vulnerable.
Falling Down	**Cheap Shot**		All Items & Mounts pg 9-10	
If a character falls down during battle, they must use their turn's movement to get back up. If you attack a character who is on the ground, you will gain advantage; however, missing that attack will cause you to trip and fall as well.	If a creature is adjacent to an opponent and moves away without using an action to break out, that opponent will have the opportunity to take a Cheap Shot - a free melee attack.			