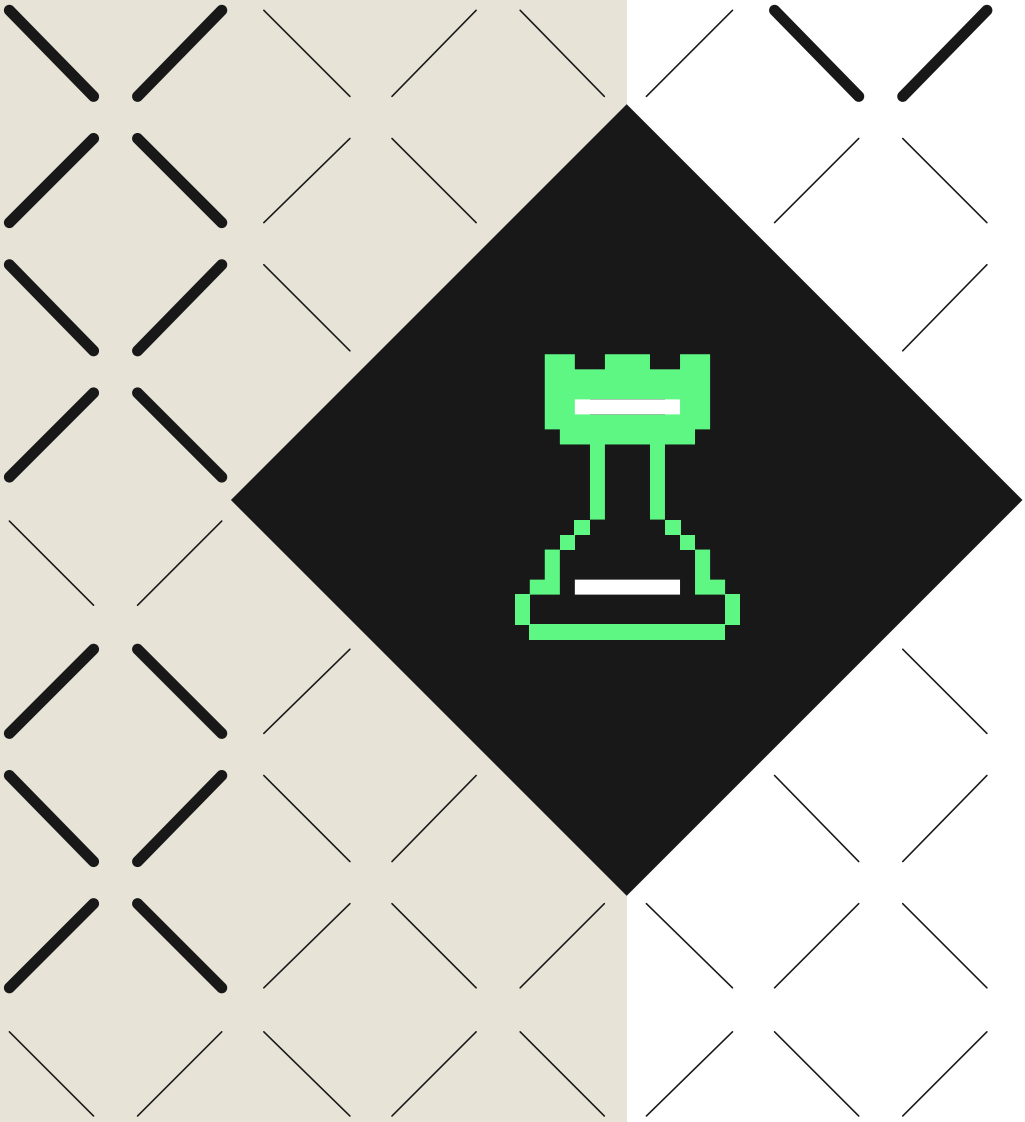


Oh Noes!

CHARACTER SHEET

Latest update: July 2026

expel.com



Oh Noes!

An adventure through the cybers and $#*!

Participant name _____

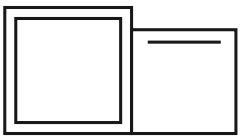
Character name _____

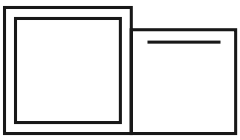
Position _____

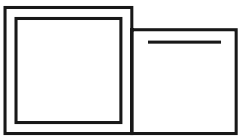
Level _____

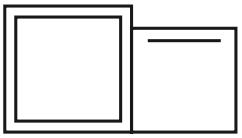
XP _____

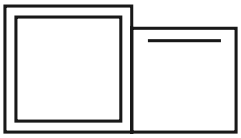
ATTRIBUTES

RED 

BLU 

SE 

BW 

INT 

SKILLS

Culture	☐	Hardware	☐
Negotiation	☐	Software	☐
Bureaucracy	☐	Leadership	☐
Security	☐	Puns	☐
Innovation	☐	Vulgarity	☐

MODIFIERS

Less than 3	-2
4–7	-1
8–13	0
14–17	+1
18 and above	+2

Character Creation Charts

	Rolls			Transformers	Final Roll	Modifier
RED						
BLU						
SE				+	=	
BW						
INT						

MODIFIERS

Less than 3	-2
4–7	-1
8–13	0
14–17	+1
18 and above	+2

CHARACTER ATTRIBUTE TRANSFORMERS

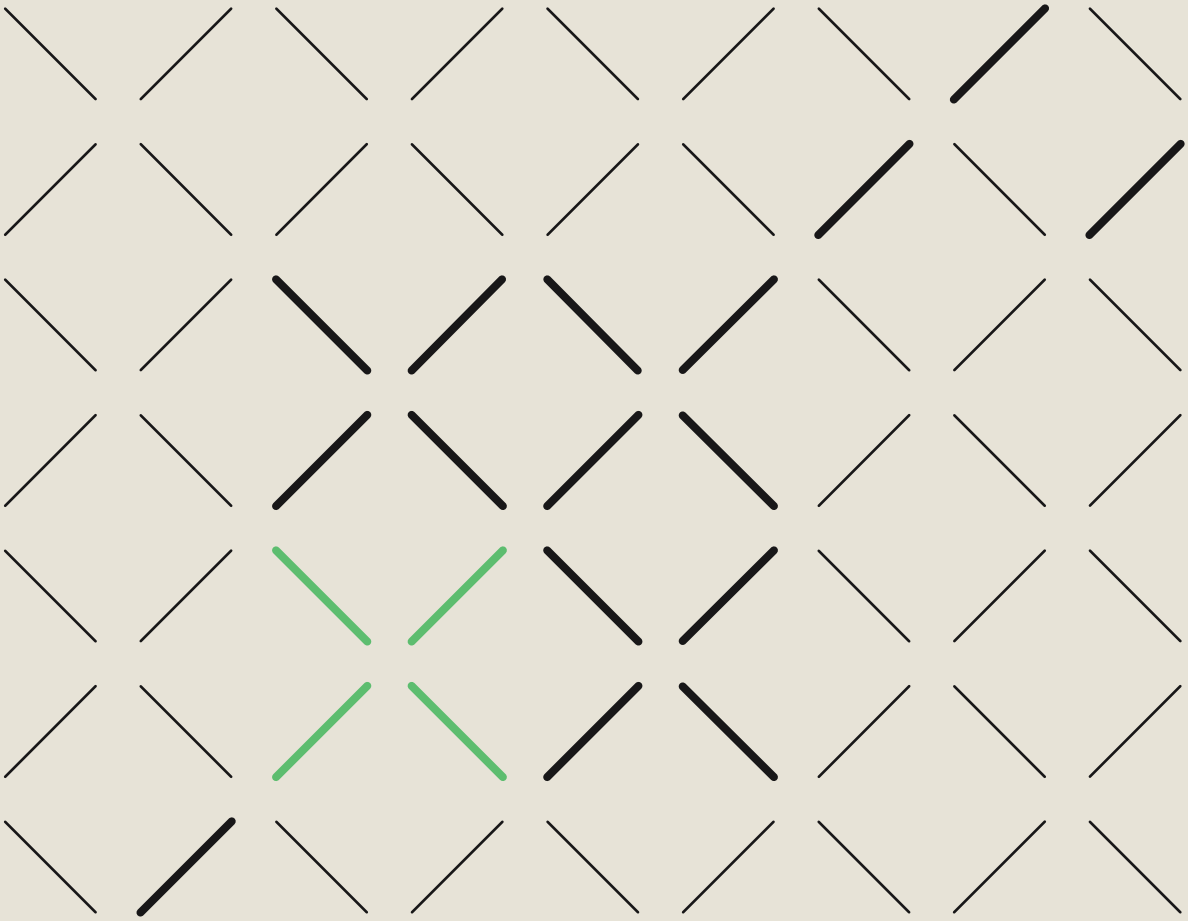
Characters	+2	+1	-1	-2	Skills
CEO		INT SE BW	RED BLU		Leadership Vulgarity Negotiation
COO	BW	INT		SE	Puns Culture Bureaucracy
CTO	RED	INT	SE BLU		Software Puns Innovation
CMO	SE	INT	BW		Puns Culture Negotiation
CISO		INT BLU BW	SE		Leadership Vulgarity Security
IT Lead		RED BLU	SE		Hardware Software Culture
VP Customer Experience	SE	BW	BLU		Puns Negotiation Bureaucracy
Senior Security Engineer		RED BLU	SE		Software Security Innovation

Beginning with RED, roll three six-sided dice (or one six-sided die three times) and jot down the total of the dice in the first square of the RED row of the dice rolling chart. Do this two more times for RED, recording the total in the second and third square accordingly. Repeat the process for each additional attribute, filling out the grid on the chart. At this point you must pick one entire column to represent their character. So it's not the best dice roll for each attribute, but the best set of rolls out of the three columns.

Here's where it might get confusing, but we'll do our best to explain. Depending on your role in the company, an attribute may have a transformer value. These are defined on the appropriately named "Character Attribute Transformers" chart. For example, the player acting as CEO will have a +1 transformer on the INT, SE, and BW attributes. Fill in the appropriate transformers on the dice rolling chart and then, in the next column, total your chosen dice roll plus any corresponding transformers. Now, using those totals, look at the modifiers.

Modifiers are specific to ranges in the totals. As an example, if you have a total of 9 for RED, the modifier would be 0. Record the appropriate modifier in the last column on the dice rolling chart.

Next, using the information on their dice rolling charts, you can now fill in the "Attributes" section on your player sheet. The number from the "total" column goes in the big square for each attribute, and modifier gets written in the small square.



License

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Authors

Bruce Potter and Robert Potter created the original Oh Noes! version and first presented it at DefCon 2018 in Las Vegas. Red team gameplay mechanic and scenarios added by David Johnson. The Expel team updated Oh Noes! in 2026.