

1) Core Concepts

- Characters are defined by **Qualities**, i.e. broad skills, fields of knowledge and/or flaws.
 - **Penumbra**: Range of actions/situations to which a **Quality** could apply. Should not be too broad/narrow.
- Each Quality has a **Rank** which determines bonuses/penalties for dice rolls, and corresponding task difficulties.

| Rank | Description | Roll Modifier | Corresponding Difficulty | Target Num. |
|---------|---------------------------|---------------|---------------------------|-------------|
| Poor | Notably inept. | -2 | Trivial task. | 5 |
| Average | Typical human capability. | 0 | Straightforward task. | 7 |
| Good | Better than usual. | +2 | Complex task. | 9 |
| Expert | Noted/famed professional. | +4 | Intricate task. | 11 |
| Master | Acclaimed genius. | +6 | Extremely difficult task. | 13 |

- **Ranks** are usually written in shorthand form as **Rank [Roll Modifier]**, e.g. **Good [+2]**.
- **Strength**: **Good [+2]**, **Expert [+4]** or **Master [+6]** **Quality** for an inherent positive aspect, e.g. skill, power, etc.
- **Weakness**: **Poor [-2]** **Quality** for an inherent negative aspect, e.g. inaptitude, vulnerability, personality flaw, etc.
- If a character does not possess a **Quality** for an action/situation, they are considered to be of **Average [0]** **Rank**.

1.1) Dice Rolls, Upshifting & Downshifting

- Rolls are made with **2d6**, values added up, with the relevant **Quality Modifier(s)** applied, e.g. **Good [+2]** → **2d6 +2**.
- **Upshifting** means that the **Quality's Rank** is temporarily increased by **1** for the current action.
 - **Example**: A single **Upshift** to a **Good [+2]** **Quality** raises it to the **Expert [+4]** **Rank**.
 - Each **Upshift** applied after the **Master [+6]** **Rank** grants an extra die instead, e.g. **3d6** instead of **2d6**.
- **Downshifting** means that the **Quality's Rank** is temporarily decreased by **1** for the current action.
 - **Example**: A single **Downshift** to a **Good [+2]** **Quality** lowers it to the **Average [0]** **Rank**.
 - If a **Downshift** is applied to a **Poor [-2]** **Quality**, then the current action fails automatically.
- Multiple **Upshifts** and **Downshifts** can stack on the same action, e.g. **2x Upshifts + 1x Downshift = 1x Upshift**.

1.2) Damage & Recovery

- **Scene**: Period of time covering all events that occur in a single location/**Conflict** (incl. **Initiative** and conclusion).
- **Damage** reduces a **Quality's Rank** (like a **Downshift**) for the rest of the **Scene**, e.g. **2 Damage** removes **2 Ranks**.
- The type of **Damage** is categorized as per the list below, and determined by the GM/type of **Conflict**:
 - Failure Rank**: Temporary loss of capability, e.g. chess match, witty repartee, or running a race.
 - Damage Rank**: Enduring loss of capability, e.g. wound/combat, running through fire, or falling off of a wall.
- Characters still alive (incl. unconscious) recover **Damage** when the **Scene** ends, based on remaining danger:
 - Momentary Danger**: No more danger/risk after the **Scene**. All **Failure/Damage Ranks** are fully recovered.
 - Continuing Danger**: Situation is still risky. Each player rolls **1d6** to determine how many **Ranks** recover.
 - The players select which **Qualities** recover. No further recovery until the GM tells them to roll again.
 - **Roll Modifiers** of **Qualities** relevant to healing apply, e.g. **Healer Good [+2]** → Heal **1d6 +2 Ranks**.
 - This includes **Weaknesses**, e.g. **Sickly Poor [-2]** applies **-2**, but final result can't go below **0**.

2) Character Creation

- The GM determines how many **Ranks of Strengths** and how many **Ranks of Weaknesses** to assign.
 - **By default**: Assign **4 Ranks** to **2-4 Strengths (Good or above)** and **1 Poor Rank** to a single **Weakness**.
i.e. [**4x Good**] or [**1x Expert + 2x Good**] or [**2x Expert**] or [**1x Master + 1x Good**] **Strengths**.
- The players invest the above **Ranks** in desired **Strengths/Weaknesses** to create their characters.
 - The GM has the final say to determine if the chosen **Qualities' Penumbras** are too broad or too narrow.
 - Players are allowed to pick **Qualities** with overlapping **Penumbras**, but it will affect future improvement.
 - If a player feels they picked a useless **Quality** during play, they may discuss with the GM to replace it.

3) Character Improvement

- At GM's discretion, characters can earn **Experience Points** which can be spent on improvement as follows:
 - Spend **4 Experience Points** to increase a **Quality's Rank** by **1**. **Note**: Cannot go above **Master [+6]**.
 - Spend **4 Experience Points** to learn a new **Good [+2]** **Quality**.

4) Task/Conflict Resolution

- Players choose **1** or more **Qualities** they apply to perform their action, subject to GM's approval.
 - **Being Badass**: The GM can choose to grant an **Upshift** if a player described any action in a fun way.
 - If multiple **Qualities** are selected, **Roll Modifiers** are added up, e.g. **Good [+2] + Expert [+4]** yields **+6**.
 - Characters can team up and add up **Qualities**. Only **1** of them acts/rolls (in **Conflicts**: highest **Initiative**).
- For unopposed or clear-cut actions, e.g. climbing a wall, the GM determines the **Difficulty Rank** of their task.
 - For actions targeting other characters, **Difficulty** may be based on a relevant **Quality** of the target.
 - For simple situations, success is automatic if a used **Quality's Rank** is greater than the **Difficulty Rank**.
 - Else, if **Quality Rank** is equal or lower, or if situation is complex, use **Complicated Situations** below.

4.1) Complicated Situations

For unopposed or fixed-Difficulty actions which should involve dice.

- The player rolls the dice, e.g. **2d6 + Quality Roll Modifier(s)**. Success if **[Total] ≥ [Difficulty Target Number]**.
- **Environmental Damage**: GM can choose to inflict **Damage** upon failure, e.g. fall off wall that was being climbed.
 - Difference between roll and **Target Number** is the number of **Damage Ranks** incurred.

4.1.1) Probability Table: Roll ≥ Difficulty Target Number

Note: Percentages are rounded.

| Target Num. → | | Poor | Average | Good | Expert | Master |
|---------------------|--------|------|---------|------|--------|--------|
| ↓ Roll Quality Rank | | 5 | 7 | 9 | 11 | 13 |
| Poor | 2d6 -2 | 58% | 28% | 8% | 0% | 0% |
| Average | 2d6 | 83% | 58% | 28% | 8% | 0% |
| Good | 2d6 +2 | 97% | 83% | 58% | 28% | 8% |
| Expert | 2d6 +4 | 100% | 97% | 83% | 58% | 28% |
| Master | 2d6 +6 | 100% | 100% | 97% | 83% | 58% |

4) Task/Conflict Resolution (Continued)

4.2) Conflicts Opposed actions resolved in a turn-based fashion. **Conflict** mechanics can be used for combat, seduction, haggling, etc. Optional for social interactions.

4.2.1) Initiative Procedure to determine turn order.

- Turn order can be defined by the GM based on the situation. Else, order characters/turns as per below priorities.
- **Note:** The GM can choose to grant a free turn/round to attackers if they surprise totally unaware targets.

- 1st Priority)** Character(s) who attack without warning, i.e. take victim(s) by surprise.
- 2nd Priority)** Character(s) with **Qualities** related to speed/reaction time, by order or **Quality Rank** (highest first).
- 3rd Priority)** Remaining character(s), ordered by the maximum **Rank** of their **Qualities** (highest first).

- Ties (e.g. **Qualities** with the same **Rank**) can be resolved as per 1 option below, decided by the GM:
 - A) Tied characters are considered to be performing their actions simultaneously.
 - B) A die is rolled for each tied character, highest number goes first. Reroll if dice are tied.

4.2.3) Probability Table: Attacker Roll > Defender Roll Note: Percentages and values are rounded.

| Defender Roll → | | Poor | Average | Good | Expert | Master |
|-----------------|--------|------------------|------------------|------------------|------------------|-------------------|
| ↓ Attacker Roll | | 2d6 -2 | 2d6 | 2d6 +2 | 2d6 +4 | 2d6 +6 |
| Poor | 2d6 -2 | 44% avg. 4 DR | 24% avg. 3 DR | 10% avg. 3 DR | 3% avg. 2 DR | 0.4% avg. 1 DR |
| Average | 2d6 | 66% avg. 5 DR | 44% avg. 4 DR | 24% avg. 3 DR | 10% avg. 3 DR | 3% avg. 2 DR |
| Good | 2d6 +2 | 84% avg. 6 DR | 66% avg. 5 DR | 44% avg. 4 DR | 24% avg. 3 DR | 10% avg. 3 DR |
| Expert | 2d6 +4 | 95% avg. 7 DR | 84% avg. 6 DR | 66% avg. 5 DR | 44% avg. 4 DR | 24% avg. 3 DR |
| Master | 2d6 +6 | 99% avg. 8 DR | 95% avg. 7 DR | 84% avg. 6 DR | 66% avg. 5 DR | 44% avg. 4 DR |

- **Avg. DR:** Indicates the average **Damage Ranks** for cases where the attacker rolled higher.

4.2.4) Optional: Range in Conflict Range is usually abstracted by the GM, but this table can be used instead.

| Range | Description | Distance |
|----------|---------------------------|-------------|
| Near | Can punch it. | 0-1 yard. |
| Middling | Can run up and punch it. | 1-3 yards. |
| Far | Can throw or shoot at it. | 3-60 yards. |
| Too Far | Out of range. | 60+ yards. |

4.2.5) Optional: Movement in Conflict Movement is usually abstracted by the GM, but could be as follows.

- Each round, characters can move $2 + 2x[\text{Sum of all involved Quality Roll Modifiers}]$ yards in total.
 - Half (50%) of those yards can be used during the character's turn, i.e. move when they attack.
 - Other half of those yards can be used in reactions, i.e. move when they defend.
 - **Example:** **Good [+2] + Good [+2] + Expert [+4] Qualities** → 10 yards, i.e. 5 for attack + 5 for defense.

4.2.2) Turn Procedure/Action What a character/player can do during their turn.

- A round is the combination of all characters' turns. Once all characters have acted, a new round begins.
- On their turn, characters are attackers and take their action. Their targets are defenders and react to the action.
- Players can choose to hold/delay their action on their turn. Later in the round, they can declare when to execute it.
 - **Note:** After the last character acted in the round, such held actions must be played or they are lost.
- During their turn, an attacker can choose to kill a character that was put out of action before the turn started.
 - This is a free action that does not spend the attacker's turn. No dice rolls required.
 - Alternatively, the GM can ask players to indicate if they want to incapacitate vs. kill at the start of combat.
- Besides taking an action, players can also choose to adopt 1 optional strategy as per the options below:
 - A) Flip Out: Upshifts** the next attack and **Downshifts** defensive reactions and other actions till next turn.
 - B) Play It Caggy: Upshifts** all defensive reactions and **Downshifts** attack/action till next turn.

- The attacker describes their action, choose 1 or more of their **Qualities** to apply, and select 1 or more targets.
 - Characters can attack together. Only the 1 with highest **Initiative** will roll/act/play their turn.
 - If more than 1 target is selected, a **Downshift** is applied for each extra target after the first one.
- The defender(s) describe their reaction and choose 1 or more of their **Qualities** to apply.
- Both sides roll dice, e.g. **2d6 + Quality Roll Modifier(s)**.
 - **Optional Rule:** Defender doesn't roll. Their highest **Quality Difficulty Target Number** is used as the roll.
 - If the attacker rolled lower, the attack fails (no effect). The attack/process ends here.
 - If the rolls are tied, both sides incur 1 instance of **Damage** (applied as per step #5).
- If the attacker rolled higher, the **Damage** inflicted is the difference between rolls:
 - **Optional Rule:** Extra +2 **Damage** if attacker used tool/weapon to attack, at GM's discretion.
 - Extra +1 **Damage** per attacker's **Quality Upshift** beyond **Master [+6]**, i.e. per extra dice rolled.
 - Extra +1 **Damage** if defender was caught completely by surprise.
 - Extra +2 **Damage** if it's the defender's first **Damage** incurred in **Scene** and they have a relevant **Weakness**.
 - **Note:** **Strengths** with their **Rank** lowered to **Poor [-2]** are still **Strengths** (not **Weaknesses**).

Taking It On the Chin

- Once per **Scene**, if the defender has a **Good [+2]** (or above) **Quality** judged relevant vs. the attack:
 - The defender can choose to apply 1 **Damage** to it and cancel the incoming **Damage**.

- The defender distributes the total **Damage** incurred to any number of their **Qualities** that they choose.
 - Choice doesn't need to make sense, i.e. no need to justify why/how that **Quality** is lowered by the attack.
 - If any **Quality** drops below **Poor [-2]**, the character is out of action for the **Scene**, e.g. unconscious.
 - The GM describes how and why the character is taken out, and if/when they can return.