

Doing Stuff

To resolve any action where the outcome is uncertain or dangerous, roll a d6. Your objective is to 'beat the odds' by rolling an even number. The higher the even number, the better the result. If you roll an odd number, the action failed. The lower the odd number, the worse the result.

Die Roll	Degree of Success
6	Fantastic success; achieved a brilliant result
4	Typical success; achieved everything you intended to do
2	Minimal success; only just succeeded at the action
5	Minimal failure; only just failed at the task
3	Failure; failed at the task in the most obvious way
1	Critical failure; things have gone horribly wrong

Easier & Harder Actions

If you have an ability, skill, piece of equipment, or flaw that would make an action easier or harder, you may roll additional dice.

Making Things Easier: If you have advantageous skills, equipment, and / or abilities, roll one additional die for each bonus. The result is the single best die roll.

Making Things Harder: If hindering skills, circumstances or items influence the action, roll one additional die for each factor. The result is the single worst die roll.

Cancelling: One beneficial die cancels out one hindering die, so you will never be rolling 'negative' and 'positive' dice at the same time.

Doubles: The only result better than a '6' is a double or triple '6' (or quadruple, etc.) Multiple sixes will beat a single roll of six. The only result worse than a '1' is double or triple (etc.) '1'. Multiple ones are worse than the roll of a single one.

Action Points: A Character can use an action point at any time to either reduce the number of negative dice being rolled, or increase the number of positive dice being rolled, by 1.

Combat

Characters make attacks just like any other dice roll, but these can be modified by both the character's and target's abilities, as well as circumstances. If the result 'beats the odds', the target takes damage. When a character is the target, they must make a die roll to avoid damage – an even number means the injury is avoided, while an odd number means they are injured.

The number of injury boxes 'crossed off' the character or creature sheet depends upon the die roll;

Die Roll	Result
6	3 Boxes
4	2 Boxes
2	1 Box
Additional 6's	+1 Box
5	1 Box
3	2 Boxes
1	3 Boxes
Multiple 1's	+1 Box

Results in the light area of the table indicate damage taken by targets, while the shaded area shows damage applied to the character.

Damage: As a character or creature becomes more injured, they suffer penalty dice to ALL actions they attempt. When all of a character's or creature's injury boxes are crossed off, the *next* injury will kill them.

Making Characters

Concept

This is a 'catch phrase' that sums up what your character is. It should be a short (clichéd) description of the character, using no more than a few words. Examples include Daredevil Adventurer, or Rocket Ranger.

Traits

Traits define what a character is good or bad at, their special abilities, talents or short-comings. Characters have four traits, Body, Mind, Edge and Flaw. Each trait is defined by a single verb or short statement that indicates what is good or bad about that aspect of the character.

For example, a player might describe their Barbarian Hero as having a *strong* body and *uneducated* mind, their edge as being *brawling* and their flaw as *social skills*.

Some sample traits include;

Body: strong, weak, fragile, quick, large, healthy, small.

Mind: witty, book-smart, uneducated, slow, lateral thinker, absent-minded.

Edge: driving, sword fighting, climbing, jumping, socialising.

Flaw: smelly, over-confident, weak, uneducated, fighting.

Props

Characters often have all manner of equipment and gear, ranging from weapons to armour, ropes, phones, cars and fancy clothes. All of these are defined by a character's props.

You may list three props that your character has. Next to each item, make a note of the main 'role' of the item. For example, next to *armour* you might write 'protective', next to *rifle* you could write 'long range' or 'damage'; and next to *horse* you could write 'fast', 'pack animal' or 'loyal'. This small note indicates

what the main role the item will play. This influences if and when the prop provides a bonus or penalty to a situation.

Goal

Choose a goal for your character. It should be simple and easy to sum up in a single line. It is the driving ambition of the character, and will affect everything they do. If you're a bit stuck, roll a d6 and consult the following chart.

Roll	Goal
1	Searching for something they lost
2	Looking for something valuable
3	Escaping something
4	Earning fame/respect
5	Trying to prove their innocence
6	Wanting a good time

Description

Write a brief description of the character. This might be a physical description, or something about their background and past. Just make it interesting!

Action Points

Every character begins with one action point, which can be used as described above. You can earn more action points for your character in three ways.

Acting in character: doing things in character, no matter how dangerous or ridiculous, can earn an action point.

Playing to the genre: every story is based on a type of genre (western, horror, soap opera, etc). By following these genre conventions and doing things appropriate to the genre, you can earn additional action points.

Achieving goals: when a character does something that brings them a little closer to achieving their goal, they earn an action point.

You have now created your character!