

### Writing Character Stories

The stories must include how the PC knows at least one other PC (or an indirect relationship – e.g. "Jon's father Carl is my best friend."), and at least one goal or agenda for the PC.

### Traits

Using the stories for inspiration, each player writes 3 to 7 traits for their character. They should be fairly general. "Spellcaster" is too general; "Can cast magic missile" is too specific; "Elemental Witch" is just right. The player then divides their 18 points among the traits - each trait can range from 2 to 6 points.

### Rolling the Dice

When you try to overcome an obstacle, you roll dice. If you have a trait that can help you, you roll the trait dice. You may only use one trait.

If you don't have a trait, you may roll one die..

Roll all the dice you've gathered. Each die that shows 4 or higher is a hit. You need hits equal to the difficulty level assigned by the GM (usually 3) to pass the obstacle.

If you pass, you achieve your goal.

If you don't pass, the GM is allowed to escalate the situation in some way and/or assign negative conditions to your character such as "Injured" and you might be able to try again. Be warned, any time you roll you are exposing yourself to danger, even if it's a seemingly innocuous roll like "I search for secret doors."

### Conditions

When events warrant or especially when you fail a roll, the GM may impose a condition on your character, such as: Injured, Presumed Dead, Tired, Lost, Hunted, or Trapped. When you take a condition, write it down and say how it comes about.

The GM may choose to make a roll more difficult due to your conditions. (The most obvious being things like: Disarmed means killing someone with your "Soldier" trait is going to be more difficult.)

Characters can often make rolls to remove conditions. For example, roll to apply first aid if Injured; roll to navigate if Lost; roll to pick the lock if Trapped. Other conditions simply need the right story event - "I sleep" cures Tired.

### Pool Of Dice

Each player starts with a pool of 7 dice.

When rolling dice, add any number of dice from your personal pool of dice.

If you pass, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If you don't pass, you get to keep the pool dice you rolled and add another die to your pool.

The GM may wait until you're comfortable with the other rules before introducing the pool dice. When playing without them, the difficulty of everything goes down by 1.

You're expected to spend a couple dice on each roll, on average.

After each session, a player's pool of dice returns to 7. (Use 'em or lose 'em.)

### Helping

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help.

If the roll fails, you get your pool die back. If it succeeds, your die is lost.

Any number of characters can help as long as the other players and GM think it makes sense.

### Tags

Instead of just giving traits a raw number of points, each point can be "tagged."

Tags can be highly specific. "Contortionist", individual spells, "Fencing", etc. Tags would be like skills, spells, powers, edges and feats from other games. All of the other players and GM have veto power over any tag.

Once you're playing with tags, when rolling, a PC gets a free die, a die for the one trait they're using, and then an extra die for any tag of that trait that applies. So it's possible to get one more die than they used to in the tag-less rules. But usually not all of their tags will apply to a given conflict.

### Flags

Each character gets three flags, which should be inspired by their character story. These represent the character's personality. When they're acting in character, following at least one of their flags, they get to roll an extra die in conflicts. One of the three flags each PC gets must be a positive relationship to another PC, such as, "Loyal to Cyrus", "Secretly in love with Lady Blackbird", "BFF's with Naomi."

The other flags can be broad personality traits such as "Brave", "Foolhardy", "Womanizer", "Destructive"; they can be positive or negative relationships with PCs or NPCs; they can be goals or ambitions ("seeks the holy grail", "wants a promotion"); they can be beliefs ("dwarves are evil").

### Reveal Your Character As You Play

Although you have to pick their trait and your positive PC relationship before you begin play, you can make up the rest as you go, even as needed. That way you can get started actually playing sooner, and the players can make sure they pick tags and flags that fit the situation.

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BACKSTORY

TRAITS

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FLAGS

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CONDITIONS AND NOTES