

How to Play:

This is a simple Tabletop Roleplaying Game. In this kind of game, you are a character in a story!

The Storyteller will describe what happens in the story just like a narrator in a book except YOU get to control what your character does! You can:

- Choose to perform actions that can affect how the story plays out.
- Talk to the other characters in the story to charm them, intimidate them, interrogate them, etc.
- Fight the “bad guys” (or join them? It’s your story, too!)

Sometimes, you’ll be trying to do something difficult. To add challenge to the story, you’ll roll dice to see how well your attempt goes. When this happens, you will roll two 6-sided dice. Add the appropriate score to your roll total.

- If you are rolling for one of your “special skills”, add an additional 2 to your roll.
- or if you’re hurt enough to have a “-1” or “-3” then subtract that much from your score.

Tell your storyteller the total amount and they’ll describe what happens next in the game!

Example: You are trying to lift a heavy box. The Storyteller tells you to make a Strength (**Str**) roll.

1. Roll two 6-sided dice & add it up. (Let’s say it adds up to 8.)
2. Add your Strength score (If it’s 4, then $8 + 4 = 12$.)
3. It’s not a special skill so you don’t add 2.
4. You’re not “Pretty Hurt” or “Really Hurt” so you don’t subtract anything.
5. Tell the storyteller “I got a 12.”
6. Hope that you succeed!

Special dice rules: If you ever roll 1’s on both of your dice, you have *critically failed* the roll, and something really bad happens. If you ever roll 6’s on both your dice though, it means that you critically succeed and things go as well as they possibly can!

Note: Be careful not to try something that’s too difficult for your character. Most people can’t lift up a truck no matter how well they roll!

Challenge Levels (& Examples)

If the task is:	You have to meet (or beat) a(n)
Really Easy	6
	7
Easy	8
	9
Medium	10
	11
	12
Difficult	13
	14
	15
	16
Extremely Difficult	17
	18
	19
Almost Impossible or Impossible	20+

If the Storyteller lets you, you can take a moment to focus, which adds +1 to your roll.

Example Special Skills

Are you talented in a specific area? If the Storyteller agrees, you can write it in the Special Skills section! Having a special skill will add 2 to your roll whenever it is relevant to what you’re trying to do. For example:

- “**Gymnastics**” helps with (**Ath**) rolls concerning flexibility or acrobatics.
- “**Baseball**” helps with swinging a bat or club, catching small objects, or sprinting.
- “**Computers**” helps rolls that concern using technology and/or the internet
- “**Schmoozing**” - is for social butterflies. It helps you make small
- “**Math**” helps with computations & number crunching on a deadline.
- “**Katana Expertise**” ... is something you probably don’t have.

Last Little detail:

ONCE PER GAME: You can choose to ignore a roll you just made and reroll it. Don’t waste it!

No matter what happens to your character, you win when you have fun!