ALLOCATION

Players have 20 HP to distribute as they choose between Health, Armor, and Shields. Whenever you receive damage, you'll apply the full amount of damage to one of these pools, marking one box for each damage taken. If this fills a pool completely and you still have damage left over, you are killed. Each of your pools provides a different benefit:

- If you apply more damage than your total health pool to Health, you instead only take one Health damage.
- If you apply damage to Armor, it is reduced by one point, to a minimum of one.
- Shields recharge more easily.

You also have a Defense value - this begins at 1 and might be increased during play.

Your character starts with 4 Styles and 4 Skills - you will always have 4 Styles, but may gain more Skills as you play. Write them down in two columns and mark 4 boxes under each Style. All **Styles are adjectives that describe how your character behaves** - they are all either negative (-) or positive (+). Good examples would be "Boastful", "Elegant", "Raging", "Flashy", "Sultry", or "Drunken". **Skills are moderately broad things that your character is good at**. "Swordplay" is a good skill - "fighting" is too broad, and "parrying" is too narrow. Good skills including "Cooking", "Dancing", "Reasoning", "Sneaking", or "Worshipping". Pick Skills that explain your character, and choose Styles that define how you behave. **It is best to choose a mix of positive and negative Styles.**

Describe what you want to do, and whenever you try to do something that could kill you, your GM will ask for a roll. If one of your Skills applies, choose a Style and a Skill to use for the task - for example, if you're trying to rappel down into a ravine, you might use "Careful" and "Climbing." If none of your skills apply, you can still choose a Style if you want, **but it has to be a negative Style.**

Roll a d20. If you are using a Skill, add 5 - if you are using a positive Style, add an additional 3. If you are using a negative Style, deduct 3. If you used a Style, make a mark underneath it.

The modified number that you roll on your d20 is **a pool of points that you spend to define the outcomes of your action**, as listed below. You may not be able to afford a success if you rolled poorly - you can still choose particular features of your failure, like making it a quiet failure, or one that gives you additional Style marks.

Whenever you fill out the fourth block underneath a Style, your character advances. If it was a negative Style, add a new Skill that applies to whatever task you were just doing. If it was a positive Style, you may upgrade the Skill that you were just using - it now lets you add an additional 1 point when used. Either way, erase that Style and choose a new one of the opposite type.

Point Costs

Enemies are fundamentally the same as player characters but don't have Style or Skill - they just roll a d20. They have to pay 10 (or 8, at a cost) for a success, then points equal to the player's Defense, and any leftover points are dealt as damage. Enemies should generally outnumber players and have between 5 and 10 HP, and between 1 and 3 Defense. Scary enemies may fight alone and have 20 HP and up to 5 Defense, but certainly not both. There is no set order to turns - GMs pick whatever is narratively appropriate, or go in sequence around the table.

10: Success
8: Success at a cost
3: Quiet
3: Careful
3: Impressive
3: Precise
5: Steering the next scene
5: Decisive
3: Without spending resources
1: Without dropping something awkward you carry or manage
2: Marking an additional box below the Style used.
4: Marking a box beneath a different Style.
3: Recovering a point of Health or Armor
2: Recovering a point of Shields
3: Providing a temporary boost to Defense (+1 against next attack)
7: Providing a temporary boost to Defense (+2 against next attack)
3: Targeting a specific health pool with an attack.
X: Dealing X damage, which is reduced by target's Armor.