Light System

Light System: The Rules

Sports: Use for running, jumping, sneaking, and fighting!

Brains: Use for thinking, studying, finding, and hiding!

Charm: Use for persuading, begging, tricking, and scaring!

Average people have d6 for all three Traits!

For any dramatic action, make a check, add any bonuses and penalties, and see if your performance is good enough!

Roll	**Performance**
1	Awful!
2	Bad
3	Needs Improvement
4	OK
6	Good
8	Great
10	Awesome!

Light System: More Rules

To hit a normal victim, you need an OK Sports check. But some victims are harder (or easier) to hit!

If you're hit, make a Sports check at least as good as your attacker rolled and you're OK!

If you roll worse, you will be Hurt, Crying, or Out Cold!

Hurt: It hurts, and you're one step away from crying!

Crying: You can't do anything else this scene!

Out Cold: You can't do anything until the GM says so!

Stars

You get Stars for making your character shine!

Spend <u>1 Star</u> to roll a better die, like d6→d8.

Spend <u>2 Stars</u> to re-roll your last roll.