Light System: The Rules

All characters have three Traits – Sports, Brains, and Charm. Average people have d6 for all three traits. For any dramatic action, make the relevant Trait check (plus possible bonuses or penalties) and see if the performance is good enough.

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

They can also have Flairs, which either provide a special power, or a bonus for a Trait check; and Flaws, which either provide a special problem, or a penalty for a Trait check.

All characters can use Sports to injure others and defend themselves. Some characters may have Flairs that allow them to injure others or defend themselves using Sports or Charm.

There are three degrees of injury in the Light System: (a) Hurt, with no in-game effect; (b) Crying, which puts the character out of commission for the scene; and (c) Out Cold, which puts the character out of commission for an indefinite time.

To injure someone, you first make a Sports check to attack. Unless they have a relevant Flair, you only need an OK to hit. If you hit, your victim then makes a Sports check to withstand the attack. If their check is as good or better than yours, they are unharmed. Otherwise, each missed step leads to one level of injury. I.e., if you roll an OK Sports check against a Good hit, you are Hurt; but if you roll a Good Sports check against an Awesome! hit, you are Crying.

Hurt characters get better after a good night's sleep if they make an OK Sports check.

Characters earn Stars by role-playing. You can spend 1 Star to roll a one-higher die (d6→d8, etc.), or 2 Stars to completely re-roll whatever die you last rolled. Going from a d12 to a d20 roll takes *4* Stars.

Hints are ideas to help you role-play your character!