GM Game Master **PC** Player Character **VC** Vital Characteristic
d6 Six-Sided Dice **NPC** Non-Player Character **VP** Vital Point ♥

PC Setup *(1)* Pick name, description, possessions. *(2)* Assign 3 VPs to VCs. *(3)* Link 2 VCs to (attack) by drawing circles around letters. *(4)* Link 2 other VCs to [defense] by drawing squares around letters. **Examples →**

Vital Characteristics (VITALS)
Vigor Physical strength/toughness
Intelligence Mental speed/precision
Technique Trained specialization
Agility Physical speed/precision
Luck Chance and good fortune
Spirit Mental strength/toughness

V Ⓘ T A Ⓛ S   Ⓥ Ⓘ T Ⓐ L S
Ⓥ Ⓘ T Ⓐ L S   V Ⓘ Ⓘ Ⓐ L S

VC Dice One d6 in each VC plus additional d6 for each VP ♥ assigned to that VC. Use highest single die result for rolls. If a die lands on 6, roll it again and add to current total for that die.

Actions Roll req VC dice against Target Number (TN), ≥ passes. If target is willing character or not a character, GM picks TN. If target is unwilling character, acting character rolls to set TN, then target character rolls against TN to negate action.

Damage TN is target's current VPs+1. If weapon/ability has multiple damage dice, treat each separately. Lose VP ♥ if hit.

Initiative Single d6 decides turn order each round, 6 is first. PCs go before NPCs on ties. Each character gets movement and one full action on their turn. GM may allow free actions. Characters may wait on their turn and act later in the round.

Chase/Race Initiative where each character rolls to determine changes in distance at start of round. Turn order is based on distance to target, 6 (far) to 1 (near). Waiting is not allowed.