

**Traits**

Vigor \_\_\_ Grace \_\_\_ Sense \_\_\_ Style \_\_\_

**Skills**

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**Assets**

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**Trauma**

**Looks**

Traits Ranks		Skills Ranks		Assets Ranks	
Weak	1	Layman	1	Low	0
Moderate	2	Amateur	2	Average	1
Strong	3	Adept	3	High	2
Paragon	4	Expert	4	Masterwork	3
<i>Superhuman</i>	<i>5</i>	<i>Master</i>	<i>5</i>	<i>Fantastic</i>	<i>4</i>
<i>Inhuman</i>	<i>6</i>	<i>Ideal</i>	<i>6</i>	<i>Mythical</i>	<i>5</i>

Skills Examples				
Thief	Fencer	Merchant	Chemist	Acrobat
Hunter	Linguist	Painter	Actor	Pilot
Brawler	Driver	Smith	Bard	Guard
Mystic	Scout	Tailor	Diplomat	Rifleman
Archer	Hacker	Doctor	Detective	Scavenger
Scholar	Mechanic	Engineer	Spy	Sailor

# Lite

## General Mechanics

Each character, whether playable or not, has certain Traits, Skills and Assets, which are denoted by corresponding ranks.

Traits - namely, *Vigor*, *Grace*, *Sense* and *Style* - describe the character's predisposition towards certain types of actions and determine the amount of dice rolled while performing these actions.

<i>Vigor</i>	Constitution and physically strenuous actions.
<i>Grace</i>	Quick, precise and delicate actions.
<i>Sense</i>	Perception, reaction and general acumen.
<i>Style</i>	Social interactions and artistic display.

Skills describe the character's ability to perform in certain areas of expertise and determine the amount of dice kept while performing actions. Skills are freeform in *Lite*, and usually are denoted by one-word nouns associated with professions or hobbies. If the Skill isn't specified on the character sheet, it is assumed to be ranked as Layman. Thus, any character keeps at least one die on any roll.

Assets describe the character's equipment and property of note and determine an additional amount of dice rolled if the Asset in question helps with performance of a certain action.

## Character Creation

Character creation is performed by assigning a set of Traits, Skills and Assets to the character. It is unlikely for a character to achieve a high Rank in a Trait or a Skill, or possess an Asset of a high Rank.

Said Ranks are highlighted with italics in *Ranks* tables. Arrays below provide statistics for above-average human characters. Feel free to ignore them if the Host allows or provides an alternative.

	Traits	Skills	Assets
Specialized	4; 2; 2; 1	4; 2	3; 1; 0; 0
Averaged	3; 3; 2; 2	3; 3; 2	2; 2; 1; 1

### Trauma

Each character has a Trauma meter, which gradually fills up as the character takes more and more injuries.

Three types of injuries exist:

Injury Gravity	Inflicted Trauma
minor	1
major	2
grave	3

Each time a character receives an injury, roll 1d6 to resist it.  
If the roll result is lower or equal than the character's Vigor, reduce the rank of received injury by 1, to a minimum of 0.

Each injury fills up your Trauma meter for a corresponding amount of sectors.  
For each Trauma rank the character has, reduce his final roll result by 2 on all of his rolls, except when rolling to resist injury.  
When the character reaches 6 Trauma ranks, he is incapacitated and cannot act (usually unconscious or dying).

### Opposed and Unopposed Checks

An opposed check involves comparing the roll result of a character against the opponent's roll result, and it's mainly used whenever a sentient opposition is involved.

An unopposed check involves comparing the roll result of a character against an arbitrary Target Number specified by the Host, and it's mainly used when the outcome of non-opposed performance is in question.

### Outcome Resolution

*Lite* exclusively uses six-sided dice (abbreviated as d6 in the text) and is mainly based on "roll all, keep highest" dice-rolling mechanic.

Roll the amount of d6 equal to the sum of the Trait Rank of the Trait appropriate to action performed and the Asset Rank of the Asset you're using to assist your action (if available).  
Keep the amount of dice that rolled highest equal to the Skill Rank of the Skill involved, and sum up the numbers on the dice kept.  
If the action is subject to two or more Skills or Assets available to the character, use the one with the highest Rank.

If the character's roll result is more or equal than the Target Number or opponent's roll result, the action is considered to be a success.  
If the character's roll result is less than the Target Number or opponent's roll result, the action is considered to be a failure. The difference between the character's roll result and the Target Number or opponent's roll result determines the margin of success or failure, which describes how well or poor the character performs against an opponent or an obstacle.

### Forced Success

In case of a failure on an unopposed check, a character may choose to force a marginal success (a success with a margin of 0, as if the roll result was exactly equal to the Target Number) by taking cumulative penalties (see *Forced Success Penalties* table). The greater the margin of failure is, the more penalties the character has to take to force a success.

### Forced Success Penalties

Penalty (if applicable)	Consequences
Performed task takes twice longer.	TN is reduced by 1.
Performed task uses twice the amount of resources.	TN is reduced by 2.
The character damages an Asset used to complete the performed task.	TN is reduced by 4, Asset rank is reduced by 1.
A major complication of the Host's choice occurs.	TN is reduced by 4.

Penalties are cumulative and can be taken multiple times, their effects stacking each time they are taken.

With the permission of the Host, first two penalties can also be used to increase the Target Number to appropriately reduce the amount of time or resources spent on the task.

### Target Number Difficulties

Task Difficulty	Target Number
Trivial	2
Easy	6
Medium	10
Hard	14
Very Hard	18
Extreme	22
Legendary	26
Impossible	30

These numbers are provided for the convenience of the Host to quantify the base difficulty of performed actions, before various modifiers are applied to the Target Number.

**Traits**      **Name** Garrett

Vigor 2 Grace 3 Sense 3 Style 2

**Skills**

Thief 3, Archer 3, Freerunner 2

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**Assets**

Bow 2, Thieves' Tools 2,

Belfry Safehouse 1, Buckler 1

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**Trauma**

**Looks**

tall, thin,

black hair,

scarred face,

rough look

## Author's Notes

As noted before, it is unlikely for a character to achieve a high Rank in a Trait or a Skill, or possess an Asset of a high Rank.

This table provides an estimate of how long a human needs to train or practice to improve on his Trait or Skill to reach a certain rank.

	Total Time Spent	Rank
There are no rules for character advancement or healing in <i>Lite</i> .	~2 years	3
This is intentional. It is up to Host to handle both of those, usually via providing in-game opportunities.	~8 years	4
	~32 years	5
	~128 years	6

*Lite* is compiled to be easy to use.

Just print out the first two pages on a single A4 sheet to have both the character sheet and rules on hand for each player.

Use it in conjunction with sourcebooks or just run your own games.

And, lastly, remember: rules are more like guidelines. Just have fun.

## Example of Play

**Host:** The night covers the nobles' district in darkness, and only dim light of occassional street-lamps shines through it. You are standing on a roof, the target of your heist looming across the square below. You can see it being patrolled by two guards, their positions betrayed by the lanterns they are holding. What do you do?

**Garrett:** Hm, are there more guards? I look around to be sure there aren't.

**Host:** I guess it's a Thief thing to do, so roll Sense for it, Medium difficulty. Garrett rolls 3d6 (his Sense 3 trait) and keeps 3 dice (his Thief 3 skill). His dice show [5, 4, 4], making the roll result equal 14, which beats the TN of 10.

**Host:** You discern a guard standing in the darkness right beneath you, on a balcony. He seems average, and doesn't seem to be aware of you.

**Garrett:** As he shouldn't. I silently jump down and snap his neck.

**Host:** Roll Grace against his Sense to not get detected on the way down. Garrett rolls 3d6 (his Grace 3 trait) and keeps 2 dice (his Freerunner 2 skill). His dice show [4, 3, 3], making the result of his roll equal 7.

Host rolls 2d6 (guard's Sense 2 trait) and keeps 2 dice (guard's Watchman 2 skill). Dice show [5, 5], making the result of his roll 10.

**Host:** The guard hears you land at the last moment and barely avoids your ambush. He shouts, drawing attention, draws his sword and attacks.

Hm, you can either dodge, or block with your Buckler. What do you do?

**Garrett:** It doesn't really matter, the ranks are the same. I dodge, I guess.

**Host:** Hm, I don't think your Freerunner skill applies to combat, and he's an amateur fencer, so you are in quite a bad spot.

Garrett rolls 3d6 (his Grace 3 trait) and keeps 1 die (he doesn't have skills related to melee combat, so he is assumed to be at Layman 1 rank). His dice show [4, 4, 2], making the result of his roll 4.

Host rolls 3d6 (guard's Grace 2 trait and Sword 1 asset) and keeps 2 dice (guard's Fencer 2 skill). Dice show [5, 4, 1], making the result of his roll 9.

**Host:** Roll to resist a major wound, mate. Good thing you're at full health. Garrett rolls 1d6. His roll result is 3, which is higher than his Vigor. Garrett suffers 2 Trauma and a -4 penalty on all subsequent roll results until healed.

**Garrett:** Damn it, I should've just shot him.

## Afterword

My initial idea was to make a succinct and expansion-friendly system, which would accommodate simple games, whether face-to-face or online.

I like to think that *Lite* succeeded in that regard. Use it however you wish.

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