

1 Core Engine (60-second digest)

- **Roll-under d20.** \leq attribute = success. Nat 1 = legendary, nat 20 = calamity.
- **Adv / Dis.** Roll two d20, keep lower / higher.
- **Opposed.** Both roll; compare **margins** (attribute – roll); ties defend.
- **Five attributes.** Start all at 10. Each +1 costs –2 elsewhere. Range 6-16.
- **Stamina 5.** Damage = 1 + weapon **edge** (0 / +1 / +2). 0 STM \Rightarrow collapse.
- **Luck pool.** Current Luck score = tokens left. Spend tokens to nudge a die ± 1 (not on nat 1/20). Rest +1; milestone refills. Luck tests roll under **current** score.
- **Dynamic armour.** Soak 1-3. After a hit, reduce soak 1 per **4 attacker margin**; nat 1 pierces all.
- **Carry.** Up to 6 big items; extra load \Rightarrow REF / FLT Disadvantage.
- **Pressure track 0-5.** Colour & crisis change with the **skin**; at 5 trigger crisis, then reset.

2 Skins (pick one, drop it on top)

Folder	What changes	Pressure colour
Clanfire	Neanderthal names, Totem Mark, Beast Bond	Shadow
Age Undreamed Of	Brawn/Agility stats, Doom-fuelled sorcery	Doom
Time Odyssey	Ingenuity pool, Anomaly crises, epoch graph	Anomaly
Mars Saga	Heat track, psionics, red-dust tone	Heat

To build your own skin: rename the five stats, recolour the pressure track, add one or two flavour rules. Nothing else needs touching.

3 GM Quick-start

1. **Scene beat** = 200-500 words \rightarrow finish on tension \rightarrow give **2-4 options** (one risky or weird).
2. **Roll only** when the outcome is uncertain *and* it matters.
3. **Offer Luck burn** whenever a failure is within reach.
4. **Advance pressure** on big blunders, dark bargains, or noisy heroics.
5. **Milestone** every 3-4 perilous beats: grant 2 build points + narrative boon.
6. If players stall: advance threat clock, shift weather, drop a hard bargain.

(For AI: hidden code for dice: `random.randint(1,20)` — tell the number, margin, and burn offer.)

4 Example Character (Clanfire skin)

Grak – Hunter

MGT 12 FLT 10 CUN 10 SPR 7 INS 8 (8) STM 6 Shadow 0/5

Stone spear +1 • Hand-axe +1 • Hide cloak soak 1

Advantage when tracking megafauna.
