

Dancing Nights of the Heart

Rather than dedicating their efforts to violent struggles against Shadows, some Users find it much more palatable to resolve their inner conflict and simplified character arcs through a dance competition. Mechanically, the Dancing Nights of the Heart overwrites similar mechanics and replaces the standard combat system.

Initiative

Dancing fights always have an equal number of Shadows and Users. Instead of a traditional roll, initiative is determined by the highest to lowest AGI score. Ties between Users should be solved through impassioned monologues related to friendship and truth. The Narrator then places one Shadow in the queue after each User, and combat starts.

Actions

Instead of a traditional spell deck, during a User's turn, they may choose one Combat Skill and Risk a dice of their choice. The Narrator then does the same using the Shadow immediately after the User, and both rolls are compared. Each character's Combat Skill can only be used once per combat.

- ❖ If the User's roll is equal to the Shadow's, nothing happens;
- ❖ If the User's roll is up to 5 points above the Shadow's, gain 1 Performance Point;
 - ❖ If the User's roll exceeds the Shadow's by more than 5 points, gain 2 Performance Points and 1 Fever Counter;
- ❖ If the Shadow's roll is greater than the User's, the party loses 2 Performance Points;

Fever

Outstanding performance awards each User with Fever Counters, that can be used to assist struggling others and overturn fate. During a User's turn, another User can spend 1 Fever Counter and choose one of their Combat Skills, even if it's already been used, and add its value to the check of the current User. This does not spend that Skill's use for this combat.

Performance Meter

Instead of HP, entire party shares a Performance Meter, a representation of their collective dancing skills. The party starts with 4 Performance Points, the maximum possible amount the party can hold. If the Performance Meter runs out of points, the party automatically loses.

Once every Combat Skill has been used, combat ends and performance are rated. Finishing with 1 Performance Point awards a "Not Cleared", and no experience is distributed. Two Points grants a "Great" rating, and three Points equals to a "Brilliant" rating, but only experience is distributed. Finishing with four Performance Points awards a "KING CRAZY" ranking, experience points and several tone-clashing accessories for the party.

