

# So My Dumb Friends Are Making Me Play This Stupid Game

## Step 1: Calm Down

Yes, your friends roped you into another dice-rolling storytelling thing. Don't panic. This one's simple. You won't need calculus, flowcharts, or to read 400 pages of fake history.

## Step 2: Make a Guy

Your "character" only needs:

- **Four Stats:** Body, Wits, Spirit, Presence (just pick 3, 2, 2, 1 in any order).
- **Some Skills:** Melee, Diplomacy, Subterfuge, Lore, etc. Just pick 2 at level 2, 2 at level 1. Done.
- **A Quirk:** One weird detail so the others don't forget who you are (e.g., "Always carries a broom," "Talks in rhyme").

## Step 3: Roll Dice, Cause Problems

When you do stuff:

1. Add Stat + Skill = number of d10s to roll.
2. Each 6+ is a success. Each 1 is a "complication" (i.e., GM makes your life worse).
3. Describe what you're doing. The fancier the description, the more you get to reroll 1s.

## Step 4: Boons (The Fail Juice)

Failing earns you **Boons**, which are basically "pity points."

- Spend 1 Boon to reroll a die.
- Cash in 2 Boons between sessions for 1 XP (character growth).

So, failing is actually good. You can't lose, only *lose stylishly*.

## Step 5: XP (The Bribe System)

XP is the currency of life. You can:

- Raise Stats or Skills (get better at rolling dice).
- Buy Talents (special tricks).
- Buy Assets (a tavern, a spy, a pet ferret, whatever).

If you're lazy: hoard XP, pretend you'll spend it later.

## Step 6: Don't Be a Jerk

The only real rule is: be present in the scene. You can play “the mastermind with minions,” but you still have to show up. No off-screen overlords. No “my butler does it.”

## Step 7: Winning

You don't. It's a story. But you can:

- Be the Cool Hero.
- Be the Dumb Disaster.
- Accidentally marry an elf-queen.

The real win is annoying your friends with how awesome/stupid your character becomes.

## Quick Table (So You Don't Have to Ask)

### Cheat Sheet

- Roll d10s: 6+ = success, 1 = complication.
- Fail? Gain a Boon.
- 1 Boon = reroll a die. 2 Boons = 1 XP.
- XP buys stats, skills, talents, or assets.
- Describe your action:
  - Basic = roll straight.
  - Detailed = reroll 1 die that came up 1.
  - Intricate = reroll all 1s + add a flourish.

*Congratulations. You're now “playing.” You may go back to heckling your friends.*