

20 Words

Startup

The GM should describe the scenario and any restrictions on character creation.

Character Creation

Describe your character in 20 words - these can be complete phrases or simple words that describe your character. Just try not to waste any! Remember that your character is subject to the approval of the group.

You may sacrifice words for dice in your pool, one word each. These replenish each session. You get two for free. You may spend them at any time to add dice to your rolls.

Share your character with the rest of your group and make sure it's appropriate, of course!

Play

Rolling Dice

When rolling dice to overcome a challenge, roll one die for being capable, plus dice for each relevant quality your character has, less dice for any relevant hindrances your character has. A quality grants one die per 2 words spent establishing that quality.

Roll all your dice at once, if possible. Each die that scores a **4 or higher** is a success. You need as many successes as the difficulty of the challenge.

2	trivial
3	easy
4	difficult
5	challenging
6	extreme

Helping

A player may donate a die from their pool if their character is in a position to aid in an action. The die is returned if the action fails.



Injury

Actions may sometimes result in injury to the character. Depending on the severity of an injury, it may be worth 0 - 3 dice. When the injury is relevant to an action, these are subtracted from the dice rolled. Additionally, roll the wound's severity to determine if the wound worsens. If all the dice come up **3 or less**, the wound worsens. If it worsens beyond 3 dice, the character is incapacitated.



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