Characters

Characters have three stats: **Active, Cool** and **Decisive**. These attributes can be assigned any value from 1 to 5.

Characters also have Traits, in three categories. **Secrets** are things they have not yet realized about themselves that, nonetheless, flavor their actions. **Beliefs** are things they know about themselves. **Theories** are things they suspect, but are not yet sure of.

The character also has limits on how many of each type of Traits they may have at one time. When they have that many Traits in that category, no new Traits in that category may be created.

Their **Secret limit** is **6 - Active**.
Their **Belief limit** is **6 - Cool**.
Their **Theory limit** is **6 - Decisive**.

The player may create any number of their available Traits, starting at level 1.

Consolidating

A player who gets to **Consolidate** Traits may do one of two things.

First, they may reduce N Traits of level N-1 or higher by one point each, in order to create a Trait of level N. (e.g.: Reduce "Theory: Joey Loves me - 2", "Fact: Joey stood me up for a date - 2" and "Secret: Joey loves Laura - 2" to 1 each to create "Belief: Laura is trying to steal Joey from me - 3")

Second, they may reduce N Traits of level N or higher by one point each to boost a level N Trait to N+1. (e.g.: Reduce "Theory: Joey Loves me - 2" and "Fact: Joey stood me up for a date - 2" to 1 each to increase "Secret: Joey loves Laura - 2" to level 3).

The player who wins the Stakes decides what Traits to reduce (from the Fact-sheet or the destination) and what Trait to increase, or new Trait to create. Players other than the one who owns a character may not create Beliefs, though they may increase existing ones.

Conflicts

The characters are super-spies, or rogue demon hunters, or like that. Uber-competent people. They can do anything they want, so long as their nerve doesn't break. Dismantle a nuclear device, bypass an impenetrable maze of spells, kill a hundred armed men with their bare hands. Whatever.

Their enemies (the important ones, always behind all conflict, even when they're not physically on the scene) are similarly omnipotent. Therefore conflicts come down to whose nerve breaks first.

One players begins the Conflict by listing **Stakes**. They take turns defining them, until someone chooses not to. These are the things different sides may achieve if they win the Conflict.

Stakes have (in addition to their in-game consequences like "Get the launch-codes") one of these mechanical effects:

New Traits: Winner of the Stakes may define a level 1 Trait on the character of the player who proposed the Stakes. If the proponent wins the Stakes they may directly define a Belief. If someone else wins the Stakes they must define either a Secret or a Theory.
Achievement: Winner of the Stakes may define a Level 1 Fact.
Conclusions: Consolidate as-yet-undecided Traits/Facts onto the character of the player who proposed the stakes.
Consequences: Consolidate as-yet-undecided Facts/Traits onto the Fact-sheet.
Momentum: Reroll N dice, where N is decided when the Stakes are declared.
Domination: Both players put N dice of either their own color or that of their opposition in as a bet on the Stake. Whoever wins it gets the whole bet.

Each player has a **Pile** of six-sided dice in a color all their own. When the Stakes are finished, each player involved rolls a number of six-sided dice equal to their character's Cool. This is their starting **Pool**. Players will bid in auctions on the Stakes, in the order they are listed.

To start an **Auction**, the player who created the Stake **bids** one or more dice. The other player must either offer dice greater in total than the previous bid, or concede the Stake. Each player may only offer dice that are of the same value, though they may offer any set of such dice: i.e. four threes, or one six. Bids go back and forth until somebody concedes the Stake. All dice bid (including the ones on the losing sides) are then returned to the Pile of the *color* they match. This will often not be the pile they were played from.

Before an Auction they may choose to roll dice from their Pile that are **not** their color (i.e. dice they earned from other players). These are added to their Pool. They may only choose dice of the color of other players involved in the conflict.

Before an Auction they may choose to activate one of their Traits. They must give a die from their Pile to the person responsible for the Trait (if not themself). This die must be either their own color or the color of the player they are paying. When they activate the Trait they may reroll a number of dice equal to the level of the Trait. These dice may be in their Pool, their opponent's Pool, or any combination.

Before an Auction, one player may offer another an "Out": This is a chance to either skip clear of trouble (for an Action Out) or back down from a challenge (for a Decisive Out). The player has three options. First, they can Accept the Out: all further Stakes they proposed are skipped (though Stakes proposed by others are still auctioned) and they are now out of the Conflict. Second, they can Decline the Out: Nothing changes, and play proceeds. Third, they can Defy the Out: They roll their Action (for an Action Out) or Decisive (for a Decisive Out) in new dice from their Pile. The player who offered them the Out gets to define a Level 1 Secret (for an Action Out) or Theory (for a Decisive Out) on the Defying characters sheet. Moreover, the Defying player must narrate how they foolishly let the Out pass them by. For instance, a Decisive Out could be "The target is aware of us… abort the mission and return to base!" Defying that Out could be saying "Negative… I can take him." No player may Defy two Action Outs in the same Conflict, nor two Decisive Outs. They may, however, defy an Action Out and a Decisive Out, getting the dice for both.