

PDQ Sharp (tweaked)

* RULES SUMMARY *

-Basics:

- Roll 2d6 for most tasks, 3d6 during duels. If your total is above some target number, you succeed.
- Apply "Fortes" and "Bonus Dice" to get better scores.

-Bonus Dice:

- Spend "Bonus Dice" to roll more dice; keep the best two/three.
- You can also spend them to recover a point (a +2 rank) of Wounds or 1d6 Fatigue.
- Or you can spend them to dictate new info about the world. ("It so happens there's a chandelier...")
- Get Bonus Dice by impressing the GM, or other players!

-Fortes:

- Add +2 per level to relevant rolls.
- Can cover a range of situations like "Pirate"

-Techniques:

- Specific ways of using a skill.
- Gives an extra die to roll when used (you still keep the best 2 or 3 only), or a +1 bonus.
- Works only if you describe how you're using it.
- Each only works once per turn.

-Magic:

- A special type of Forte.
- Starts at +0 instead of +2.

-Challenges:

- Show off your skill by attempting something cool in front of a foe. Roll a skill (2d6 + bonuses).
- If the foe responds, the winner gets a Bonus Die and the loser takes 1 Fatigue.

-Duels:

1. The Sizing-Up: You have 3d6 to split between attack and defense per round. Want to go all-out?
 2. The Charge: Describe your attack and announce any bonuses you're using.
 3. The Clash of Steel: Roll your attack dice vs. enemy's defense dice.
 4. The Touch: If attack > defense, inflict the difference in damage.
 5. The Counter: Defender counterattacks with a new roll, same number of dice.
- Other things to try include talking, called shots, and showing off with a Challenge.

-Damage:

- Failure on most tasks means Fatigue, damaging a Forte of your choice by +2, for one scene.
- Combat damage means Wounds, which damage a Forte till you're healed somehow.
- You're KOed in some way if all your Fortes are Knocked Out (dropped below -2).

*** CHARACTER CREATION ***

- Figure out a name and background.
- Pick a Race. Eg. Fox, Wolf, Rabbit, Ferret. This is cosmetic; pick Fortes if you want race-related abilities.
- Motivation: +2 Forte. Eg. Wealth, Power, Freedom, Romance
- Career: +2 Forte. Eg. Farmer, Explorer, Merchant, Ex-Pirate, Noble, Sailor, Smith
- Flaw: A fault like Poor, Scofflaw, Boorish, Drunkard, Clumsy, Gullible, Soft-Hearted. Used by the GM to torment you, but you get Bonus Dice if you roleplay it.
- Fortes: Get 5 points of Fortes, where one point = +2. Eg. Acrobatics, Brawling, Fencing, Rich, Musket, Repair, Sailing, Thievery. Nothing above +6 (3 points).
- Techniques: Get 4 of these linked to your Fortes. Eg. Fencing... With witty insults!, or Acrobatically!, or On a ship!. No more than 2 per Forte.
- Equipment: Write what you've got. Assume you have equipment suitable for your career and Fortes, including at least a dagger. Note that few people own metal armor or muskets, and ships are usually owned (and controlled!) by groups of investors.

*** ABOUT THE WORLD ***

- Overall the setting is Renaissance-like with swords, muskets, flying ships and some magic.
- About 63 years ago, an entire empire literally exploded. The ground got torn up and turned into thousands of flying islands. People have started colonizing these islands with flying ships. There are various new nations and cultures forming in the sky, and in the devastated but recovering huge pit where the Empire was.
- Magic appeared then too. It's still new and experimental, and casting usually takes at least a few minutes, often longer. What it usually does is create water, light or heat, manipulate gravity, and speed healing.
- You can play as people who were healed from something with the latest technology, which involved scavenging flesh from a mammal of some sort and turning you into an anthro animal. As a side effect you're made young and healthy as well as being healed of any injury. You also heal faster than a normal human. If you weren't rich, you were probably a research subject for this process. There are also humans who've been changed less drastically for the same reason.
- The air's breathable and at liveable temperatures, with tolerable wind, even though the inhabited islands are from around 0-4 miles up. And yes, that's not exactly realistic. There are some islands far above the air that might be colonized someday.
- Yaar, there be sky pirates in flying ships. They attack ground nations and sky islands alike, and there's so far little organized resistance.