* Default Abilities: "Persuasion," "Violence," and "Health" (Possibly: "Perspicacity," "Physique")

* Abilities are rated with die-levels (best to worst): d4, d6, d8, d10, d12

* If no Ability, roll d20 or SUCK IT

* Roll low to win

* GM rolls for of opposition: NPC Abilities, or static obstacles (default: d12)

* Start with (5?, 7?) points in pool

* Spend a point from pool to re-roll own die

* Pool refreshes to full with "refreshment" scenes

* Character creation:

  * Start with 30 points

  * Buy Abilities with points:

  * Default abilities begin at d12 for free

  * Increase per die size costs:

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d12 - 1 (1)
d10 - +2 (3)
 d8 - +4 (7)
 d6 - +8 (15)
 d4 - +16 (31)
```

  * Sorcery costs 2x

  * Save leftover points for DiP

* Health rolls:

  * What rolls against Health?

  * Roll health when suffering violence, or at other apropos times

  * Failure reduces Health by one level (I.e., it becomes one die size larger) - you are HURT (injured)

  * Deadly Option: keep rolling until you succeed. Each failed roll reduces Health another level.

  * While Hurt, add +1 to all your rolls (including future Health rolls)

  * Future health roll losses should be described individually (i.e., more wounds) but you still add just +1 to all your rolls.

  * If health ever becomes d20, you are either knocked out, or grievously wounded (incapacitated), depending on the circumstances. A failed d20 health roll brings DEATH

  * Health is returned to normal by a "recovery" scene

* Advantage: For one reason or another you may have the advantage over an opponent. In that case, your Ability operates at one die better (i.e., smaller) than normal. (This is mostly to reflect fictional positioning in contests - the GM can cleverly adjust the obstacle die the rest of the time)

* Use die level adjustments to track the strength / health of minor antagonists and or groups (bandits d8 get whacked down to bandits d10 etc.)

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