Nightlight

A game about fighting your fears.

All profits go to charity.

Dice Used:
The system uses six-sided dice, referred to as d6. A success is any number rolled above 2. On a 6 the die "explodes" allowing the person who rolled to roll 1 extra die. Sixes explode until no more sixes are rolled.

Maximums:
The value of any attribute or skill can never be raised higher than 5.

Toy Types and bonuses:
Stuffed Toy: +2 Toughness, +1 Fellowship
Action Figure: +2 Articulation, +1 Accessory
Figurine: +2 Imagination, +1 Toughness
Doll: +2 Fellowship, +1 Accessory
Imaginary Friend: +2 Imagination, +1 Fellowship
Constructible: +2 Accessory, +1 Toughness
Created: +12 Skills

Attributes and Skills:
-Toughness:
Brawl: Successes = Melee attack and damage roll.
Endurance: Score / 2 = Damage reduction.
Athletics: Successes / 2 = Number of squares moved ignoring difficult terrain.
Unknown:
Unknown:
-Articulation:
Aim: Successes = Ranged attack and damage roll. Reload as move action needed.
Dodge: If successes of Dodge equal to or higher than successes of enemy attack then avoided.
Scramble: Successes = Number of squares moved.
Changeability: This skill becomes another skill once per night, [successes / 2] = dice pool.
Unknown:
-Imagination: (All imagination abilities are [points invested = times per night].)
Exaggerate: Successes = Number of dice granted to a toy for his next action.
Lie: If successes of Lie equal to or higher that enemy's current hp then stun for 1 round.
Blanket: Successes = Temporary hp given to a toy, is lost before normal hp.
Boom: Successes = Magic attack and damage roll. Infinite range, regain charge as minor action.
Neverland: Successes * 2 = Squares ally or self teleported.
-Fellowship:
Comfort: Successes / 2 = hp restored to each limb of target.
Carouse: Successes = Debuffs removed and bonus movement speed for 1 round.
Tame:

Assist: Successes = Bonus dice rolled on all defensive rolls for target toy for 1 round.
Inspire: Successes = Bonus dice rolled on all offensive rolls for target toy for 1 round.
-Accessory:
Gadgets: Can be used instead of another skill 3 times per night.
Empower: Successes = Endurance bypassed and extra DC for dodge, minions only.
Invent:
Repair: Successes = hp restored to limb. Once per toy, can be used on broken limbs.
Battery: Successes = Electricity attack and damage roll against 3 targets, only minions.

Quirks:
A quirk is a special ability that a toy has to battle the primal fears. Two quirks cannot affect the same Attribute or Skill, and should generally be useful under specific circumstances. The ST is the final arbitrator of whether a quirk is fine to have.

Your imagination is the limit here.

Equipment:
One out of the four limbs of a toy can be used to wield combat equipment or have some piece that counts as combat equipment. You choose your weapon combination at the beginning of the night. By spending 1 use from the gadgets skill you can change your equipment combination as a move action.

The combinations are:
- Dedicated Melee: Dedicate both limbs for melee offense. This could be two weapons, a big weapon, two fists, etc, in which case you gain +2 to the total successes of brawl checks.
- Balanced Melee: Balance between melee offense and defense. A sword and board style, giant golem's arms, captain America's shield, etc. This confers a +1 to all brawl, endurance and dodge successes.
- Dedicated Ranged: Dedicate both limbs to ranged offense. A rocket launcher, couch tossing, bomb barrage, etc. Your weapon has a range of 10 squares and +1 successes to all aim checks.
- Balanced Ranged: Balance one limb for ranged offense and one limb for defense. Throwing needles, shield plasma-gun, etc. Your weapon has a range of 5 squares and you gain +1 to all endurance and dodge successes.
- True Balance: Balance between ranged and melee offense. Sword and pistol pirate style, gunblade, spiked mega-gloves. You can either attack an enemy 5 squares away or gain a +1 to brawl successes.

Combat:
Initiative: Toughness + Articulation.
Movement Speed: [(Articulation + Scramble) / 2], minimum 2.
Core HP: [(Toughness + Endurance) / 2], minimum 2.
Divided HP: (20 + Toughness + Articulation) divided to 4 parts of the body.

Actions: 1 Major, 1 Minor and 1 Move.
   Major Action: Can be used to perform an action.
   Minor Action: Can be used to perform an action at half dice pool or be held to become reaction.
   Move Action: Can be used to move.
   Reaction: Can be used to perform an action at half dice pool any time during the round.
Damage: Each time a toy's body part is destroyed the toy takes 1 damage to it's core.
Endurance and Dodge: Enduring or Dodging take up no actions to perform.

Body Part Loss: (possibly needs fixing)
Losing a body part imposes a penalty of 1 per part to all successes.

Losing a body part with a piece of equipment forces you to lose any bonuses you have from equipment.

Destruction: A toy that has no core hp left faints and is near destruction. If, in the following round, a toy comes nearby and sacrifices one of it's body parts (the body part is considered to be at 0 hp, broken, and cannot be repaired or regained by a quirk) then the fallen toy is stabilized. Otherwise, it is destroyed when it's turn comes.

Character Creation Guide:

1) Divide 12 points between the 5 attributes. Each attribute should have at least 1 point assigned to it. The fourth and fifth points cost double to get.

2) Divide the 21 points between the 25 skills. The fourth and fifth points cost double to get.

3) Choose a toy type and assign the bonuses gained.

4) Assign the hp to body parts. Each toy has 4 parts and it's core.

5) Decide on 4 quirks the character has.

6) Have Fun!