

COIN WARS THE RPG

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In a completely ass backwards way also, I put the Very Basics at the end. Why? Because those are the very very basics you need to know. You can write down on a 3x5 index card everything in the Very Basics section. Everything leading up to the Very Basics however, will state in detail the concepts listed in Very Basics.

What is RolePlaying?

That's a long and convoluted topic. One I won't answer. Go read an essay on it from someone else. That bad essays are pretentious and snobbish and talk down to you. Avoid those. The good ones are interesting and fun. Go read those. And tell me which ones you like, they can be fun to read after all.

For this game though, you take control of a character you made in a variety of scenes you made. Your goal is to get your character, and if you're lucky enough to have them, the characters of the friends you're playing this game with, through the scenes to the ending of your adventure. And if you're still talking to one another, and enjoyed this enough to, you can do it again!

What do you need to play?

An imagination. A set of coins, of various denominations. A few scrap papers/index cards, writing utensils. Friends are optional.

Create a Character!

This is the most important step in the game. First step, the most important, the only truly vital thing to the game that everyone that plays with you must know...name your character.

Got it? Alright. The hard part's done. Now the cool part. Come up with your character concept. It can be anything. Superhero. Senator. Demon overlord. Martial artist. Scantily clad busty woman with a penchant for game designers who write games with coins as their resolution mechanic. Dinosauroid samurais. Anthromorphic foxes with giant starships, missile launchers on their backs, lasers out of their tails, that pilot giant mecha and fire laser beams from their eyes. Someone from Star Wa....nah, can't say that, copyright issues.

Step three. The final step. Go shopping. You got 12 points to spend on Traits (detailed below, in the next section. Don't read ahead, eyes here!). There's 5 Traits to spend, the more points you put into a Trait, the more coins you flip. After you assign your points to Traits, you pick which is your Strong Trait. A Strong Trait uses a different coin to flip than a normal Trait. A higher monetary value coin to boot. The Strong Trait starts with the Nickel, while every other Trait uses Pennies.

Traits

Here's the list of Traits. This is important. Reread this section, because I asked you to. Just in case you pick something up from it, see a spelling error and laugh at me, or find the meaning of all existence in my words. If that happens though, and you go ascending to the next level of life...can I have your stuff?

Bodiness - This Trait is for all things bodily. Your ability to fight, your health, your strength, how fast you run, how long you can hold your breath, and so forth.

Braininess - This is for all things mental. This tells you how smart your character is. How fast they can learn. If they can learn new languages. Decipher ancient scripts. Guess which button to press on the computer to make it work. Engineer a new super weapon.

Personality - I mean, what else could I call this, Likeabledness? This shows your character's general social well being. A person with higher Personality is more likable. Charisma, baby. They can flirt the bra off of

the most conservative woman in the middle of the Superbowl with only a word and a waggle of the eyebrows.

Coolness - Face it, some people are just cool. Unlike Personality, which is all social in its nature, Coolness is used to make the universe like you. Personality makes people (people being any living being) like you. Coolness is the Trait to make the entire plot like you. You're not just some person. You're The Person. Luck just goes your way, gunfire just hits around you, the judicial system ignores you because someone as cool as you couldn't do crimes, and so forth. In writer's parlance, the higher the Coolness, the greater the Script Immunity you have - that means, in other words, the more Cool your character is, the less of a chance they'd be removed entirely from play. In game terms, a Scene will 'attack' the Character with the least Coolness points. You can also add your Coolness to another Trait in certain situations, detailed below.

Miscellaneous - AKA the Fill In The Blank Trait. In this Trait, you fill in the blank. What blank? How do you fill it in? What's with all the questions? Will this ever end? How much more can I pad this out? The blank in question is personal to your character. If your character is a senator, your Miscellaneous Trait may instead be "Influence" or "Clout" or "Briberiness". If you got a businessmanperson as your character, it could be "Wealth" or "Money" or "Economic Acumen". If your character is a porn star it could be simply, "Wang" or "Wanginess" or "Peckeredness". Either way, it's yours to fill in. Badassness isn't valid though, as that is part of the Coolness Trait. In fact, feel free to replace Coolness with Badassness. IMPORTANT NOTE: You can't make your Miscellaneous Trait into your Strong Trait, mentioned in step three above. You read it before, right? That part. Not even if your Miscellaneous Trait is called "Stronginess" or "Strength" or "Strongmanliness" or any variation.

How To Play

Lights!

In this stage, you create Scenes. On index cards, or matching scraps of paper, you write out what kind of Scenes you wish to play. You get 12 points to 'spend' on making Scenes. Chances are you'll be making multiple Scenes, and you may have Scene points leftover after you're done creation. That's acceptable. The point of this stage is to spend as much points as you can into making Scenes.

How do you make scenes then? Well, it's simple. At the top, write down Physical, Intellectual, or Social, or any combination thereof. Assign it a set of points, that is how many coins the Scene has to flip. After that's done, you describe the scene, on the paper. Simple huh? Let's give some examples to pound it into your brain so it comes second nature.

Physical 3

A small group of the Empire's troops on a routine patrol find the group somewhere where they shouldn't be. They don't ask questions, they just fire.

Intellectual 6

You're trying to escape an enemy's stronghold. There's a maze of hallways you have to navigate back through, but on top of that, the doors are shut. You need to hack the computer to open them.

Physical 3 Personality 1

There's a chance encounter with an old friend. Unfortunately, your old friend likes wrestling, and he likes practicing his moves on you. Oh, and he hasn't washed in awhile and you owe him some money. In this example you have to beat the Scene both Physically and with Personality. One won't cut it.

But wait, what about your Miscellaneous Trait? Well, Scenes can have them also! And can have any Miscellaneous Trait you can imagine! They can't have Coolness though. Only a character can be Cool. Miscellaneous costs +1 point over what the Scene gets in coinage. So if you change Intellectual 6 example above, to say, Run Like the Wind, it'll cost 7 points of your Scene quota. Miscellaneous Scenes are often resolved with your Coolness or your own Miscellaneous Trait.

You must spend points in a prescribed formula. Why? It makes them easier. Just because. We can classify the Scenes then based off of how many points are spent on the Scenes. Each Scene can be built on 3, 4, 6, 8 or 9 points (this doesn't factor in the cost of Miscellaneous). That means, each Scene must have a number of Coins equal to 3, 4, 6, 8 or 9. Why? Read on!

We can assign fractions to those numbers! 3 is $\frac{1}{4}$ of your entire value of 12 Scene points, after all. 4 is $\frac{1}{3}$, 6 is $\frac{1}{2}$, 8 is $\frac{2}{3}$, and 9 is $\frac{3}{4}$. And now we know fractions! Why is this important? You'll see in the Advanced section below. But it also helps to assign scenes into Easy, Mild, Moderate, Hard and Very Hard difficulties.

The Advanced section will also have further details on difficulty, so you can write out and run a 'proper' adventure, with a beginning, middle, and end, of a certain length.

Camera!

Now that the Scenes have been written out, they're put, face down, into a pile. And shuffled. The key is to have the Scenes randomized. Your group will state how many Scenes to play out. If you've only got about a half hour, like you're waiting on a pizza to arrive, or your friend is late to the game, or someone ate Taco Bell for lunch and is on the crapper, you may choose only a few scenes, like two to four. If you got more time, you would choose more. If you're willing to spend nothing but time, you can agree to play them all.

Either way, pick your Scenes randomly from the pile. The order chosen determines the order in which you play the Scenes out. At the very least, you need one Easy and one Hard Scene.

When the Scenes are chosen by the group, start playing!

Action!

Flip them coins! Heads are Positives, Tails are Negatives. This can be changed to fit your game's theme. Playing as senators? Change it to Yay and Nay. Playing an old 80s cartoon game? Make the Heads the name of the 'good guy' faction and Tails their enemies. Playing from a popular scifi movie series that keeps getting remade? Make it Do or Do Not.

Each coin though has its own 'value' on the flips. Which means you want higher coin values to flip, because you can get better odds from them. They are as follows:

Penny: Heads and Tails are both worth 1 each. That means flipping a Heads gets you 1 Positive, and a Tails gets you 1 Negative.

Nickels: Heads and Tails are both worth 2 each.

Dimes: Heads are worth 3 Positives, Tails are 2 Negatives.

Quarters: Heads are worth 4 Positives, Tails are worth 2 Negatives.

Nice and simple isn't it? Say you got Intellectual 3, and you got a Dime value on that Trait. You flip and you get two Heads and a Tails. That means you scored 6 Positives and 2 Negatives. But what does THAT mean? Well, it's easy, again. Subtract your Negatives from your Positives to get your Result. In this case, $6-2=4$. That means your end result is a 4.

But what does your Result mean? That's also easy! A Scene ends for your character when you scored more Results than that Scene's point value. If the Scene had Intellectual 4, in our example, your character defeated the Scene safely and can move on to the next one.

Wait, what's this about 'ends for your character'? Think of each Scene as a space on a board game. Your piece needs to 'beat' that space in order to advance. In one game, that may mean drawing a card and doing what it says. In another, it may be buying that square or paying the owner of it for landing on it. In this game, it just means that your Character is now considered 'safe' and the Scene can no longer affect the Character. They're off the board, effectively, and moving towards the next Scene.

But...wait. What if the Scene beats you? What if the Scene flips coins well, and you flip poorly? What if you had 3 Braininess, with a Nickel worth, and rolled all Tails? That's 6 Negatives! And what if they Scene had 3 Intellectual (or Braininess, it's the same thing) and scored 3 Heads on a Penny worth? That's 9 total Result against you! The Character can be hurt just as much as the Scene can be. Take the total Results flipped against you (before you ask who flips for the Scene against you, it's the player on your left) and subtract them from the Trait's value you used. In this case, you had 3 Braininess, and you got 9 Results against you. That means you're at -6 Braininess. But we don't like negatives. So you're now at 0 Braininess.

When you get down to 0 in a Trait you have three options. The first is, but only if you have a Nickel or higher value in your Trait, is to Burn a coin and go down to the next highest value. That means if you had a Dime in your Braininess, you can Burn it down to a Nickel. No matter how much the Results were, you only need to Burn down one coin. That Burn lasts throughout the rest of the game, but you're back to normal at the start of the next. Or you can subtract the extra from your Coolness. If you had 3 Braininess and 5 Coolness, you can take your Braininess to 0, and the 6 extra Results take your Coolness to 0. Coolness returns at the rate of 1 point per Scene you do not use your Coolness. Once again, excess Results are lost. You can only be hit so hard after all. Or you can take all the damage to your Trait in question, and opt to Sit it Out the next Scene. That means this Scene and the next both count as being 'lost' to you. Your character can't interact in either, and can't get rewards from them.

Traits return from being hurt at a rate of 1 point per Scene, just like Coolness. Of course, they can still be hurt from a Scene's Result. Damage done by a Scene's Result is based on your current Trait's value. If your 3

Braininess was reduced to 0, and you go 2 Scenes without letting your Braininess be hurt, you're now at 2 Braininess. But if this Scene hurts you for 1 Result, you're down to 1 Braininess. Next Scene you'll be back to 2, because at the very start of each Scene you can recover your points.

One important note to remember: Every character has to beat the Scene on their own. Or fall to the Scene on their own. Every character will succeed or fail on the Scene, and will have to play and make decisions based off of the flips they get. That means if Tom succeeds in a Scene, yet Bob fails, only Tom advances to the next Scene, and both Bob and Tom can then work in the Scene after that, which would be Scene 3 in the example.

It's game over if no one is able to advance to the next Scene. So that may help you decide whether to Burn a Trait, Sit it Out, or take it out of your Coolness if you get wounded badly.

But wait! Some Scenes should be able to beat you senseless if you play them, even with higher coin values on your Traits! Well, first, two things to remember: Scenes only flip with Pennies, and Negatives they score will hurt themselves just like negatives you score. Also, your character is intrinsically better at doing stuff. You can Burn a Trait, as described from above, to use either your Coolness or your Miscellaneous Trait -in addition- to the Trait(s) the Scene needs to be beat with. So if you're at 5 Bodiness, and in a Very Hard Scene, you can Burn your Braininess to allow your 4 Coolness to be flipped as well. Of course, your Traits are flipped on their own coin value. If your Bodiness is Penny, Coolness is a Dime, and Miscellaneous is a Nickel, you'd be rolling either 5 Pennies and 4 Nickles, or 5 Pennies and however many Dimes worth your Miscellaneous is. Traits that are Burnt in this way can be something besides the Trait you're using to flip against the Scene. Burnt Traits also recover at the start of the next Scene.

So how do you know if you beat a Scene? If you take it down to 0 coins, you win. Advance to the next Scene. Simple isn't it? If you flipped 6 Results, and the Scene only had 4 coins, you win. You allow the Scene to flip however (the flips are simultaneous) and take any damage that it may give you, then you're off the board and onto the next Scene, you just need to wait for the other players to catch up.

Oh, and most importantly....before your character advances, you have to describe, in detail, to the group, what happened in the scene. You have to narrate the scene to them. If your character got beat, you have to narrate how they got beat. If your character succeeds, narrate how. Use the results to help determine how great your character did in the scene. Well all know a 5 is a greater number than a 2, so beating the Scene with 5 extra Positives means your character did far better than beating it with 2 extra Positives. And 2 Positive extra is better than just barely beating it with a 0 (player wins the tie).

Example of Play

We have 5 people playing in our game today, so we each get 12 points to create Scenes in (see Scenes in Advanced, below, to see why). I choose to make two scenes only. Each are worth 6 points (or 1/2 fraction), so any character that beats both my Scenes will have 1 out of the 10 points they need to earn an Experience Point (again, see below, in Advanced).

I create two scenes. One I want off of Personality only. So I write at the top, "Personality 6" As the descriptor, I'll put, "Granted an audience with the king, you advance to the throne. The king is still leery of you, as you have a bad reputation." That's it. That's all I need to do. If you pass the Scene, that means that you talked the king into being your friend, or pushed aside all the rumors with facts, or anything of the sort. If you failed the Scene, it may mean the King has you locked behind bars for a bit, or you have to prove your worth by going on a certain mission he dictates (which does not grant a new Scene, it's an off camera thing. Failures are penalties after all, and beating Scenes bring rewards). For my next scene, I give it a Bodiness of 4 and a Braininess of 2. I want to make a trap. I could have done it in two different ways, by this style I chose or giving it the Miscellaneous Trait of "Trap" and give it 5 points. The second method is more in style for traps of a mechanical nature, something that springs out of walls, or giant stone blocks falling onto the hallway. In this case, the descriptor will be, "A small group of brigands is waiting in ambush. In addition to the brigands stealing items, they purposely obscure the path of the roads so people get lost." Passing the Scene means not only did you beat the Brigands that were arrayed against you, but your character also figured out the right path to take to continue onwards.

I created my two scenes and add them to the pile. Everyone else added theirs to the pile also, so it's time to draw randomly which ones to do. My brigands Scene is the third drawn. Every character beats the first two Scenes so we're all together during the brigands of mine. My character has 3 Bodiness and 3 Braininess, both of them have a Penny value. I flip my coins, getting 2 heads and a tails for each one. The Scene also flips, and it scores 3 heads and a tails on Bodiness and two tails on Braininess. That means I get as a final result against the Scene's Bodiness a total of 3 (my two heads, and the Scene's own tails. $2+1=3$). The Scene gets my tails and its three heads, so it gets 4 as its result. It beat me by one, so my Bodiness is down to 2 now. However, on the Braininess side of things, I got a 4 result (my two heads, and the scene's two tails). The Scene got nothing, besides my tails. So my final result is a 3, which beats the Scene's value of 2. I just beat the Scene's

Braininess. I know where to go after I beat the brigands. If I beat them. I still need to beat the Scene's Bodiness - but I no longer have to worry about its Braininess. It doesn't need to be flipped, because I beat it. So with my current two coins of Bodiness, I flip two heads. Not bad. But the odds are against me, because the Scene has 4 coins to flip against me! I could play it cool, and Burn my Personality so I can add my Coolness to my flips. But then I know that my meeting with the king isn't coming until later on. And I also know I can, if I lose to this Scene, choose to Sit it Out, and skip the next Scene so I can be in the king Scene. In theory, I could beat the Scene easily, if I use my Coolness. But I'll take the risk. The Scene has good odds that it will tie me or worse. I could theoretically beat it still by flipping well against bad flips it may make. I take the gamble, and let my Bodiness be the only Trait I use. The Scene therefore flips, and gets 2 heads and 2 tails. That means I win this battle with 2 results. My two heads plus the Scene's two tails gives me 4 positives, and the Scene's two heads are less than my result. So the Scene, to me, now has a Bodiness of 2. Even odds.

Let's diverge from the example slightly. The Scene will play out, flipping until the Scene's Bodiness has been taken to zero. Or my own. Let's run hypothetical situations now based off of what we have. The Scene can easily beat me now, and I can easily beat it, depending on our flips. If I'm taken down to Bodiness 0, I still fail the Scene - even though I beat the Braininess, I didn't beat the Bodiness, my character will be knocked out and possibly dragged back to their camp as a hostage, until I'm freed or free myself. If I take the Bodiness of the Scene to 0, I beat the Brigands. The Scene ends, and my character regains 1 Bodiness point for the next Scene. Assuming I lost to the Scene once more, I can also choose to let my Coolness be hurt. But it's too early in the adventure for my tastes to let that happen, so I keep it. I may need it later. Or I can Burn my Personality, but I want that against the King. There's options you have, but an experienced player will gamble using them. Do I use it now, or wait until later? Is it better to beat this Scene, and claim its reward, or to let it go and try for something that will give more reward? If so much damage is given, will my next Scene be better, or shall I get hurt again from it? Will Burning a Trait now punish me in the long run, or will this group rarely use that Trait in their Scenes, and therefore make my Burning of it easier?

Okay, hypothetical time is over. While we were making up scenarios in our mind, and creating what-ifs, the Scene just beat our character. And my decision is to Sit it Out. Next Scene, my character can not be in. What's he doing? He got abducted by the brigands and held hostage. Why didn't the other characters help me? Well...I kept stealing their lunch money as children. That, and it may not be noticable in the character's view. If one of my buddies is also wounded from the same Scene, and they chose to Sit it Out also, they group may be busy transporting the wounded to a hospital. Or I may have been lagging behind the group as their rearguard and they didn't notice my capture. It is up to you to explain what happens to your character and give a plausible reason why the rest of the group isn't off to 'rescue' you. The Scene is over, and I have to dictate now what happened in it for my character. Therefore, I state:

"Winding around the path, there's a copse of trees off to my left. An arrow zings by my head as a warning, and I know trouble approaches. A voice shouts, 'Stand and deliver' from the trees, but instead I pull out my axe and rush the enemy. Along the way to the copse I imagine they're in, I notice the dust cloud of the group ahead of me down a road, noting a possible retreat option. My eyes focus back on the task at hand then, and I cleave a branch in the tree, knocking the archer off of it and letting him fall to the ground, hitting his head and going unconscious. The other brigands gang up on me. I give them a good what-for, denting some of their armor, hurting one or two more, but there's too many. They pile on and tie me down before punching me into unconsciousness. Awaking sometime later, I'm still bound in ropes, back at their camp. However, they've taken to getting drunk, and the lot of them are in a stupor. Regaining enough strength to loosen my ropes, and enough intellect to know how to wriggle out of their sloppy knotwork, I free myself, grab my axe, and run back to the road I was on previously, as my tracks in the dirt from when they drug me here were not hard to follow."

I had to sit out of the next Scene that happened, so I'm back when the king has an audience with us. It's a Personality Scene, and my character has 4 Personality, with Dime as its value. While he can swing an axe passingly well, and is smart enough to know which way is up in most cases, he's really about playing nice and talking things through. So I get to flip 4 Dimes, against the 6 Pennies of the Scene. I flip 3 Heads, and the Scene does also, the rest being Tails of course. That gives me 6 Positives and 2 Negatives from my own flips (Heads on Dimes are worth 3, and Tails are 2, remember). It also gives, from the Scene's flip, their 3 Tails. That gives me 9 results compared to the Scene's 5, (my 2 from the Tails, and its own 3 Heads). I beat the Scene with the king with singular ease. The rest of my friends, who aren't as persuasive as I am, all fail, except one who used their Coolness to help level the playing field and barely succeed. The others all choose to Sit it Out, and take on a mission for the king, together. That means me and the character that used some Coolness, and is now a bit less Cool, can interact in the next Scene, and get the reward for this Scene.

And so I dictate the following for my actions, "The king greets me with disdain. After all, I'm muddy, dirty, smell of booze, and even have a flag of the brigands on me because they stole my pants, and it's currently used as my underwear. He's ready to throw me into jail for my impertinence, when I exclaim, 'Wait, Rudolph, it is I, your old classmate!' Shocked to hear his real birth name being used, he orders his seneschal to take care of me

and provide me with suitable attire for an audience. Upon recognizing me then, a ball is thrown in honor of the Classmates of '03, and we feast and catch up on old times. The next morning, I give a fond farewell to my friend and depart down the path, in order, I tell him, to help defeat the evil that plagues his lands."

And play continues in such a fashion until the last Scene is beat, or no one can advance any further to the next Scene due to being wounded, having to Sit it Out, or whatever.

Advanced

Experience

See all those fractions above? Remember those? Well they add up to whole numbers. And when they add up to a total of 10, you get an Experience Point. Excess fractions are banked to be used in the next Experience Point. You can spend one Experience Point to boost a Trait up to its next highest coin value (Penny Trait becomes a Nickel Trait, etc). Or you can give another value to a Trait. A 4 Bodiness becomes 5 Bodiness. If you use the Powers optional rule, below, one Experience Point buys you one point of a Power.

You can spend any Experience Points you have either at the beginning of a new Adventure, or right before the very final Scene of the current Adventure, and only if that Scene is a Very Hard. This shows your character has learned your foe's weakness, found something to help defeat the foe, learned or remembered a skill, or so on.

How do you earn those fractions? If you beat a Scene, you get it's fraction added to your total. So a Scene with a 3 point, or Very Easy, gets you 1/4 of a point towards your total. Four of those then earns you 1 point. 40 Very Easy scenes nets you 10 points, and thus an Experience Point. On the other hand, one Very hard (3/4) and one Very Easy (1/4) gets you 1 total towards your next Experience Point.

Scenes

If you want a formula for writing out the Scenes, that is to say, how many points each player should get for their own Scenes, use 60 points. Each player gets a fraction of that total, divided evenly. If you're playing solo, you get all 60. Playing with one other friend, you each get 30. Three people gets 20 scene points each. Four people get 15, five get 12 each, and 6 people get 10 a player. Any more than that, and everyone should get 10 per person, no matter how many play.

Customization Points

If you and the others agree, you can each obtain Customization Points at character creation. These are nothing beyond Experience Points. They are spent the exact same way, with the exact same costs. Agree on how many points you can spend, but the recommendations are 3, 5 or 7 points.

More Difficult Scenes

Your characters may advance, but Scenes rarely seem to. In fact, eventually, your characters may be so powerful from spending Experience Points that Scenes themselves won't even risk harming your characters. A good rule of thumb is for every 5 Experience Points the characters obtain (on average), increase the points you can spend on a Scene by 3. So if everyone got 5 Experience Points, and we'd normally have 12 Scene points to spend, we instead use 15. Try to rate Scenes into the same categories listed above though.

Powers

Powers are cool! It makes you cool also! Everyone else does powers, because they're cool, so let's be cool also!

First off, Powers are optional. No group is forced to play with Powers. In fact, your Miscellaneous Trait is supposed to reflect any powers your character may have. But, in most games of this nature, Powers are used to bend the actual game rules, if not actually break them. So we'll do our best to follow tradition.

If Powers are used in your game, there's two ways to get them. First off, is by buying them with Experience Points. Each Experience Point buys you one point in a Power. Secondly, you can choose not to use your Strong Trait, from character generation. Instead of getting a Nickel in a trait then, you'll have all Pennies, but you'll have one single point of a Power as well. The trade off may be fair.

Important note: To have a 2 rank in your power you also had to be able to buy rank 1. You can't skip or jump up to a higher point value. In other words, 2 ranks in a Power costs 2 Experience Points, and 5 cost 5. One Experience Point isn't enough to go from Super Cool 0 to Super Cool 10 after all.

Now let's list some powers. Feel free to create more. Or check back at our website time to time to see if we made up any more, or have hosted ones that we like that were made by people like you.

Luck: You can flip one coin over again, but you have to take the second result. Usable once per Scene, and only to the number of Luck points you have. IE, if you have 2 Luck, you can use it in two different Scenes.

So Cool: If you have this Power, you can use your Coolness Trait without Burning another Trait. You can do this once per Scene, and only up to the amount of So Cool points. Therefore, a So Cool of 1 means one time in the entire Adventure, you get to use Coolness without a Trait Burning.

Offensive: At the cost of one additional damage point done to you, you can add your Offensive points to your Positives, but only in a Trait you have Offensive linked to. That Trait will always take at least one damage for using this power. You must choose one Trait to make Offensive work with, and you can not use Offensive with other Traits. However, you can take Offensive multiple times, each with different point values, to represent different abilities in your Traits. For example, Offensive (Bodiness) 3 means in a Bodiness scene, you can take 1 Bodiness damage, and give +3 to your result. You can have both Offensive (Bodiness) 3 and Offensive (Braininess) 2 without a problem.

Defensive: You can deflect, or reduce damage better than others. Like Offensive, it has to be linked to a Trait. Damage done to you by a Scene is reduced by your Defensive value. To use Defensive though, two of the Scene's Tails instead are turned into Heads (if the Scene has less than 2 Tails, all the Tails are turned into Heads). So if you have Defensive Braininess 4, you first turn two Tails of the Scene's into Heads, and take 4 less damage. Example: You scored a 2, the Scene scored a 5. You flip its coins to give it a 7. That will normally give you 5 damage, and your 3 Braininess would be hurting. However, since you activated Defensive Braininess 4, you're only taking 1 Damage to your Braininess, as $5-4=1$. Your 3 Braininess is reduced to 2, but you don't have to Sit it Out, take it from your Coolness, or Burn a Trait.

Flamebait: Whenever you Burn a Trait, you can turn one coin you flipped, of your choice, into the coin type you just Burnt and reflip. This can be used as many times per adventure as you have points in Flamebait, and multiple times per Scene. Example: If you had Flamebait 3, you can Burn your Dime from Braininess down to a Nickel, to fuel a Coolness use, and take a penny tails you flipped and flip a dime instead. You must take what this coin flip gives however.

Super Cool: You regenerate your Coolness at a higher rate than normal. Instead of 1 point of Coolness recovered per scene, its 1+Super Cool points. So Super Cool 2 gives you 3 Coolness points at the start of each scene. You can only gain up to your Trait rating however. Having 5 Coolness means you can only have up to 5 points in your Coolness, no matter how many you can recover.

Super Trait: Just like Super Cool above, but name your Trait of choice.

Grabby Hands: You can steal as many coins from a Scene as you have in Grabby Hands, and give that many coins of yours in return. The coins must be flipped already. Therefore you can steal all the Scene's Heads and give it all your Tails. You can steal coins in this manner at any time during an adventure, but keep track of your total. If you only have 1 point in Grabby Hands, you can only steal one single coin the entire adventure. Whereas if you had 6 points in this Power, you can steal 1 coin from Scene 1, 3 from Scene 5, and 2 from Scene 6, and no more can be stolen.

Fast Learner: When you beat a Scene, you get the next highest fraction value than the Scene was worth to your total towards earning an Experience Point. Therefore, a 1/4 Scene (3 points) gives you a 1/3 Scene value instead. 3/4 Scenes turn into 1. There is no point value to Fast Learner, you either have it, or you do not. Fast Learner costs 3 Experience Points, and is therefore ineligible for you to start with by simply Burning the Strong Trait option of character creation. It is however, purchasable with Customization Points optional rules.

The Very Basics

1-Create your character by spending 12 points into Bodiness, Braininess, Personality, Coolness and Miscellaneous (which can be renamed to what you desire).

2-Give your character a Nickel value to start off with in one of your Traits. Everything else is worth a Penny only.

3-Create Scenes by using points you're given. Scenes have a Trait with a value next to it, and they flip Pennies in amount to that value. Miscellaneous costs 1 point to use, so you have one less point to make that Scene up.

4-Flip your coins. Have the player on your left flip pennies for the Scene against you. Count up your Positives plus the Scene's Negatives for your Result. Count up your Negatives plus the Scene's Positives for the Scene's Result. Compare Results. Damage the loser by the difference in points.

5-If a Scene is taken to 0, your Character may advance to the next Scene.

6-If your Character is taken to 0 in a Trait, you can Sit Out the next Scene, Burn a coin value down to its

next lowest, or take damage from your Coolness.

7-You Recover at the start of each Scene 1 point to each Trait. This includes Scenes that you Sit Out.

8-Narrate the actions your character makes at the resolution of the Scene.

9-Advanced Rules are also optional, and each must be agreed on by the players. See their section for what you need to know.

10-The values of each coin are:

Penny: Heads and Tails are both worth 1 each. That means flipping a Heads gets you 1 Positive, and a Tails gets you 1 Negative.

Nickels: Heads and Tails are both worth 2 each.

Dimes: Heads are worth 3 Positives, Tails are 2 Negatives.

Quarters: Heads are worth 4 Positives, Tails are worth 2 Negatives.