

Starshine Challenge Rules Version 2.1

0. Actor set up their Challenge Scores.
 - 0.1. Threat is equal to the Persona's current Stance + their Threat
 - 0.2. Opportunity and Danger are equal to the Persona's Threat
 - 0.3. Guard is equal to the Guard
 - 0.4. Surrender is equal to Surrender
1. Actors advance their Clock
 - 1.1. Each Actor increases their Opportunity and Danger by $1/2$ (drop fraction) their current Threat.
2. Director checks to see if he's Threatening
 - 2.1. If a Persona's Threat is greater than his Guard, than the Director threatens him with a Negative Trait. The value of the Negative Trait is equal to the difference between the Persona's Opportunity and Guard plus their Danger.
 - 2.2. If a Negative Threat was given, than the Actor resets his Persona's Threat and Opportunity to 0.
3. Actors declare and Resolve Moves
 - 3.1. Each Actor in turn declares what his Persona does.
 - 3.2. If the description was evocative, creative or particularly appropriate, any player can offer the Actor who declared the Move to Stunt. The Actor than chooses whether or not to Stunt.
 - 3.3. Determine the type of Move:
 - a) If the Persona has just been given a Negative Trait, then he can make a Defensive Move in order to reduce the value of that Trait.
 - b) If the Persona's Move is affecting an existing Trait (either increasing a Trait or decreasing a Negative Trait), than he is making a Recovery Move.
 - c) If the Persona's Move is creating a new Trait or attempting to create or destroy an Element, he is making a Leading Move.
 - 3.4. Once the Move type is determined, the Actor collects dice.
 - a) Start with dice equal to his Persona's Base + (Defense, Recovery or Lead) depending on the Move type.
 - b) If the Move is a Stunt, the Actor modifies his number of dice by his Stunt score as well.
 - c) Any other Actor may opt to have their Persona help the Persona who is making the Move. If they do so, adjust the dice pool by their Aid.
 - 3.5. The Director now declares the Move's Scope. This is between 2 and 6. 1 to 3 points are awarded for how much time the Move will take to resolve (in The Narrative) and 1 to 3 points are awarded for how significant or meaningful the Move is.
 - 3.6. The Actor must pay for the Scope of his Action with a mix of dice and Fortune.
 - 3.7. If the Move is a Stunt, the Actor selects his Target (any number, 1 to 6).
 - 3.8. The Actor rolls the dice he has left to determine the Result.
 - a) If the Actor has no dice to roll, than the Move has Miss Result.
 - b) If the Move is a Stunt, then he must be able to select out a die showing the Target. If he can, than his Move has an Achieve Result. If he cannot than his Move has a Miss Result.
 - c) If the Move is not a Stunt, than the Move has a (Number) Result equal to the value of the die selected.
 - On a Miss Result, the Move's Scores are Risk 6 + the Persona's Risk and Power 1 + the Persona's Power.
 - On a Numbered Result, the Move's Scores are Risk (Number) + Persona's Risk and Power (Number) + the Persona's Power.
 - On an Achieve Result, the Move's Scores are Risk 1 + the Persona's Risk and Power 6 + Persona's Power.

d) A Move's Risk affects the following:

- If its positive and a Defensive or Recovery Move, increase your Danger by the value of the Risk.
- If its positive and a Leading Move, increase your Opportunity by the value of the Risk.
- If its negative, increase your Guard by the absolute value of the Risk.

e) A Move's Power affects the following:

- If its a Defensive Move, the Power is a one for one reduction of the threatened Negative Trait.
- If its a Recovery Move and the Power is less than the Strength of Trait being affected, then the Trait's Strength is increased or reduced by 1.
- If its a Recovery Move and the Power is equal to the Strength of the Trait being affected, then the Trait's Strength is increased or reduced by 2.
- If its a Recovery Move and the Power is more than the Strength of the Trait being affected, then the Trait's Strength is increased or reduced by 3.
- If its a Leading Move, the player can either create a Trait, create and Element or Destroy an Element.
 - Actors create Traits with a Strength or 1, 2 or 3. If the Power is less than their Threat, its 1, if its equal to their Threat, its 2 and if its greater than its Threat its 3. These values can be increased on a one for one basis by spending Fortune.
 - Actors create Elements with a Scale equal to the Trait Strengths outlined above.
 - Actors can destroy an Element with a Scale less than their Power if they also spend a Fortune.

3.9. If, after performing a Move an Actor has a Negative Trait with a Strength greater than or equal to their Surrender Threshold, than their Surrender Threshold is reduced by 1. Negative Traits should be only counted against the Persona's Surrender Threshold once.

3.10. If, after performing a Move, a there is a Trait with a Strength greater than or equal to an Actor's Persona's Threat that was created by that Actor, than that Actor's Threat is reduced by 1. Traits should be only counted against the Persona's Threat once.

4. Advance the Narrative

4.1. Whenever an Actor has their Persona perform a Move, after determining the Move's Result, they should interpret that result into The Narrative by stating what happens. These statements are not restricted in their scope in any fixed way, but they should be reflective of the mechanical Results that have already been determined and of what would logically follow from the actions that the Move represents.. If the Actor changes the Narrative in a way that they cannot mechanically support, than The Narrative and the mechanics are likely to conflict.

5. If a Persona's Surrender Threshold is ever reduced to 0, than that Persona must surrender his current Strategy or lose his Investment unless he's willing to risk Corruption or death. If he chooses to risk one of these things, he restores his Surrender Threshold to its starting value.

5.1. To risk Corruption means to chance that one of the Persona's Characteristics will be reversed if the Persona's is ultimately forced surrender.

5.2. To risk Death means that the Persona dies (or meets a similarly ultimate end) within The Narrative if they are ultimately forced to surrender.

5.3. An Actor can only risk each (Corruption and death) once.

5.4. An Actor can choose to have his Persona's surrender at any time.

6. If a Persona's Threat is ever reduced to 0, than the Persona is free from Danger and no longer accrues Opportunity or Danger. He may now create Traits as if they were created by another Actor when determining who's Threat is reduced.

6.1. The Director can reset a given Persona's Threat by reducing the same Persona's

Stance by 1. He may only do this once per Challenge.

6.2. The Director can at any time compromise an end to a Challenge, offering the Actor's a set of changes to The Narrative instead of finishing the Challenge.

7. If the Challenge is not over, go back to Step 1