

# GETTING STARTED

## WHAT DO YOU NEED?

Each player needs 3 six-sided dice (3d6), 3 **luck** tokens, and 3 **grit** tokens. These tokens can be coins, poker chips, or some other small item, as long as you can tell the two token types apart.

The referee needs 2 six-sided dice for rolling on random tables (it's helpful if the dice are different colors) and 10 **effort** tokens for challenges. Since the only tokens the referee uses are effort tokens, the referee can reuse one of the players' token types for their effort tokens.

## HOW DOES THE GAME SYSTEM WORK?

When a player faces a challenge, they roll 1, 2, or 3 dice (depending on their character's **stat** and **role**) against a difficulty of **■**, **■ ■**, or **■ ■ ■** (depending on how hard the challenge is). The player overcomes the challenge when 1 or more of the dice in their roll matches or beats the difficulty.

Characters have **perks** and **quirks**. Players spend **luck** tokens to make a roll easier using their perk, and recover luck tokens by making a roll harder using their quirk. Players lose **grit** tokens after failing particularly tough challenges, and recover grit tokens by succeeding on a roll made harder with their quirk, or by having a **dramatic interlude** with another character. A character who runs out of grit tokens is taken out of the current scene.

Players make most of the dice rolls. The referee never rolls dice during a challenge—they only describe the challenge, assign the stat and difficulty, and narrate the outcome. The referee only rolls dice when choosing items from a random table.



# CREATING A CHARACTER

## WANT TO USE A CHARACTER SHEET?

Download print-friendly play aids from our website: [rlyehwatch.com](http://rlyehwatch.com)

- 1** Choose **Agile**, **Brawny**, or **Crafty** as your key **stat**:  
**Agile** characters are often dexterous, quick, or stealthy.  
**Brawny** characters are often strong, resolute, or intimidating.  
**Crafty** characters are often knowledgeable, persuasive, or perceptive.
- 2** Pick or make up a **role**. This is your job or position among the heroes.  
Examples: *The Veteran*, *The Rookie*, *The Medic*. Sample roles on page 4.
- 3** Pick or make up a **perk**. This is a helpful resource, trait, or ability.  
Examples: *Med Kit*, *Cool*, *Deep Descendant*. Sample perks on page 5.
- 4** Pick or make up a **quirk**. This is a trait that can get you in trouble.  
Examples: *Easily Provoked*, *Loud*, *Showoff*. Sample quirks on page 6.
- 5** Grab 3 **luck** tokens and 3 **grit** tokens.  
The referee will explain how they are used. More details on pages 9–10.
- 6** Pick or make up a **name**, and introduce yourself to the group.  
Example: “I’m playing **Rafael Moreno**. He’s an **Agile Rookie** who is a **Total Knockout**, but is also a bit **Reckless**.” Sample names on page 7.



To roll up a random character, use the tables on pages 4–7.

## CREATING CUSTOM CHARACTERS

Feel free to work with your referee to make up your own roles, perks, and quirks. For custom roles, make them specific so you know when a challenge falls far outside your character’s knowledge or abilities. **The Athlete** is too vague, but **The Pro Wrestler** gives a clear idea when that role applies to a challenge. Same with custom perks. Make custom quirks more generic so they can be applied in a variety of situations.

