DRAMA & DICE

Introduction

Why? Because the world only has *a million* simple, flexible, rules-lite universal tabletop RPG systems, and *it needs one more.*

Drama & Dice tries to emphasize storytelling. It tries to help the players, not just the GM, to be part of that storytelling. It also tries to acknowledge that numbers, randomness, and strategic structures can be useful tools and prompts for storytelling, rather than just obstacles, or bolt-ons, or interludes. Finally, *Drama & Dice* has a slightly philosophical motive, because I'd like to experiment with different ways of representing groups of humans (or whatever) as a bunch of words and numbers.

The *Drama & Dice* rules assume some familiarity with the most basic features of RPGs – how players portray characters, how GMs weave worlds, and so on.

For a version of these rules in just 200 words, visit Sad Press Games.

Character Creation

1. The player and/or the GM invents some basic descriptions and backstory for the player's character. Each player also invents between one and ten Skills, and records them on their character sheets. Sometimes the players just make them up. Sometimes the GM may give the players a list to choose from (see Appendix II).

For instance, you may want to choose Strength, Endurance, Agility, Intelligence, Perception, Charisma. Or you can be more general: Physical, Mental, Social. Or you can be more specific: Nunchaku Skills, Bow Hunting Skills, Computer Hacking Skills. Or you can mix general and specific.

You may want to write down a few words of explanation and clarification. Try not to let your Skills overlap *too* much: you probably shouldn't have five separate Skills for Strength, Muscle, Brawn, Lifting Things, Breaking Things. The GM may veto a Skill if they think it's really going to be a problem. Depending what kind of story they're telling, the GM may ask everyone to include one or two particular Skills. (E.g. if the story is set aboard a pirate ship, the GM may decide that everyone needs a Skill called Swimming). See Appendix II for more ideas about choosing Skills.

2. The player chooses *one* Skill as their Prime Skill. It gets put in the top left Skill box.

3. Next, each player distributes 100 points between their Skills any way they choose. This determines their character's strengths and weaknesses.

> Question: what does it mean if an important characteristic isn't mentioned at all? Well, that depends! The issue may never come up. Or it may be something the GM decides. Often if something isn't mentioned, the assumption should be that the character is bad at it – somewhere between "a bit below average" and "truly appalling." If you have no Skill resembling Strength, you're puny.

4. As well as Skills, players also get two further scores. One is Hit Points (HP for short). All characters start with 20 HP. You lose HP when you get injured. When your HP fall to zero, you fall unconscious. When your HP fall to negative ten, you die! Don't worry, I'm sure that won't happen to you. The other score is Experience Points (XP for short). All characters start with zero XP. The GM awards you XP whenever you achieve story goals. When you get to 100 XP, you go up a level, and your XP get wiped and restored to zero. (See "Levelling Up").

4. If you like, you can also keep track of what level your character is: start your character on level one, and increase by one every time you get 100 XP. It isn't totally necessary though.

Optional Rule: Special Scores

The GM may invent other scores, such as Spell Mana, or Gold, or Sanity Points, if it suits the story they want to tell. The GM decides what everybody's ratings are in any Special Scores are, perhaps adjusting them to reflect the strengths and weaknesses expressed by Skills. This all comes down to GM discretion.

> For example, a GM decides that they want to stage combat scenes on a grid, so they give each character a Movement score to determine how many squares they can move in a single turn. Everyone gets Movement 5 by default, but the GM decides to increase this to 6 for three characters: one who has allocated 15 points to a skill called Running, one who has allocated 30 points to a skill called Agility, and one who has allocated 60 points to a skill called Physical Feats. The GM also decides to reduce one character's Movement to 4, since the player has picked a variety of mental Skills, but nothing to suggest any athletic competence.

Skill Checks

1. When a character attempts something a bit tricky – bluffing past a guard, figuring out a strange contraption, recalling an obscure piece of lore, bash-bash-bashing a monster, etc. – the GM may tell the player to do a Skill Check. This means it's going to cost points to succeed! The player picks what Skill they want to use for the task. They should pick whatever Skill they've got that *fits* best with that particular task. For example, if a character is jumping over a chasm, and has a Skill called Agility, or Dexterity, or Jumping, they should use that.

Question: what if nothing really fits? Instead of spending points, the player can decide that it's an automatic fail, and accept the consequences. Or they can pick a Skill that is only tenuously related. The player should try to argue the case for that Skill: "I'm jumping across the chasm, using my Charisma. I am so alluring and photogenic, I'm the sort of person who *never* trips and falls in front of my crush. I'm sure to clear this particular rift like a thoroughbred jumping mare. Plus 'Charisma' sounds a bit like 'chasm.'" See also "Cheeky Move Forgiveness" below.

2. Once the player has announced which Skill they're using, the GM decides what die or dice the player should roll, to determine the cost of success. Assuming the Skill at least roughly fits the task, this will usually be a ten-sided die (1d10 for short) for a moderately hard task, a twenty-sided die (1d20) for a difficult task, or both (1d10+1d20) for an extremely hard task. The GM may look at the table on page 10 for more guidance. But the GM may also use their discretion and ask the player to roll any dice whatsoever.

Note: the more inappropriate the Skill, the more dice the player has to roll. It's pretty hard to jump across a chasm using sheer charisma, so that might be 4d20 or 5d20 or 6d20.

3. Optional rule. Before the player rolls, the GM may also tell them that they either have Advantage or have Disadvantage on this particular roll. (This rule will be explained in a moment). Whether or not Advantage or Disadvantage applies is also down to GM discretion. Most of the time the player won't have either.

4. The player rolls! If they roll a number that is *greater* than their current points in their chosen Skill, their action *fails*. They also spend half the amount they rolled.

> Note: this means that attempting a feat with an inappropriate Skill can be a slightly risky strategy. An unforgiving GM may give you a very difficult roll, so that you end losing lots of points in that Skill, and *still* fail!

5. But if the total they roll is *equal to or less* than their current points in the chosen Skill, then they have a choice. They can *spend* that number of points, and *succeed* at the action. Alternatively, they can decide they'd rather fail after all, and avoid spending any points.

> Example: Greetje is running toward a chasm, pursued by R2D2s which she has mistaken for Daleks. Greetje's Skills are: Speed 10/30, Strength 22/25, Dexterity 7/30, Engineering 15/15, and Awareness 7/10.
>
> Greetje says she is going to leap, and asks if she can use her Strength Skill. The GM glances at her character sheet. The GM tells Greetje she can use Strength if she really wants to – but advises against it, since the roll will be much more difficult than if she chooses Speed or Dexterity.
>
> Greetje decides to use Speed. The GM asks her to roll 1d10. Unfortunately, she rolls a 9. Greetje could choose to plunge into the chasm, which would mean that she didn't have to spend 9 points of Speed. But she decides to succeed, sailing gracefully to the other side. She lands with 1/30 Speed left.

Prime Skill

The current points of most Skills may drop all the way to zero. The exception is the Prime Skill, which never drops below four points. This means that a character always has *some* chance of succeeding at whatever thing they are best at.

> Example: Let's do the previous example again, this time assuming Greetje has chosen Speed as her Prime Skill. She has Speed 10/30 and she rolls a 9. Greetje's Speed drops to the minimum floor of 4/10, and will stay there until she can Regain Points (see next page).

Regain Points

1. From time to time, the GM will declare that one or more characters can Regain Points. This often happens when the characters get some good rest, but it *could* happen at any time – as a reward for achieving a story goal, after an inspiring pep-talk, maybe even right before a final boss fight, etc. If you're a GM, see Appendix I for some tips on when you should announce a Regain Points.

2. When the GM announces a Regain Points, each character who benefits (usually everybody) regains up to fifteen points in their Prime Skill. They also regain up to ten points in *all* their other Skills. Finally, they also regain five HP.

> Note: this doesn't let you exceed your maximum point levels. Regain Points affects only your *current* point levels. Also note that characters who have many Skills will tend to regain more points in total, compared to characters who only have a few. That's something to bear in mind when you're choosing your Skills!

> Example: Kyoden's Skills are, "Weapon Ability 28/45, Magic 27/30, Perception 5/30, Insufferable Smugness 3/15." After a deep sleep filled with sweet dreams, his GM announces that Kyoden may Regain Points. Weapon Ability is his Prime Skill, so he can add up to fifteen points. He can also add up to ten points to each of his other Skills. His new Skills are, "Weapon Ability 43/45, Magic 30/30, Perception 15/30, Insufferable Smugness 13/15." He also gets 5 lost HP back.

Optional Rules: Total Points Jubilee, Cheeky Move Forgiveness, etc.

1. The GM may sometimes want to adjust points in various other ways. For example, the GM may want to declare a Total Points Jubilee, meaning that everyone can go right up to their maximum levels in all their Skills, as well as their HP. The GM may want to do this, for instance, at the start of a new session of play.

2. Or if a Skill has fallen to zero because the player attempted an inappropriate task using it (for instance, leaping a sheer chasm with sheer charisma), the GM may *eventually* grant them a Cheeky Move Forgiveness. This restores the points they squandered on that crazy move. The GM should *never* do this right away. The player needs to sweat it out for a while without any points in that particular Skill.

3. Or the GM may make up some other kind of restorative intervention. For example, "Julie, you can restore one Skill to maximum." To be used sparingly!

Levelling Up

1. When a character reaches 100 XP, their XP get re-set to zero, and their level increases by one.

2. You're going to just *love* levelling up. You get so much neat stuff. First of all, you **get ten new points either to create a new Skill, and/or to distribute among your existing Skills**. This affects *both* your current *and* your maximum score. For instance, if you had Strength 17/45, you could choose to increase that to Strength 27/55. This is the only time in the game when your *maximum* score can change. (Unless by some special weird GM decree). If you decide to create a new Skill, make sure it's something that makes sense in the context of the story.

3. Secondly, when you level up, you automatically **Regain Points**, as described above, just as if you've had a rest. In other words, you get up to fifteen points added to your Prime Skill, and ten points added to all your other Skills. However, just like a normal Regain Points, this bit only affects your current scores, not your maximum scores.

4. Thirdly, you have **an opportunity to gift or to accept points** from any other player (so long as they agree, of course) at an exchange rate of two-to-one. The points can come from any Skill and go to any Skill. For instance, another player may decide to spend eighteen points of Farming Skills so that you can regain nine points of Stealth. You can also transfer your own points in this way: for instance, by deducting ten points from one Skill, and adding five points to another. Again, these changes only affect your current levels, not your maximum levels.

5. Fourthly, **your HP and maximum HP increase** at a level chosen by the GM. Usually this will be between one and six points per level.

> The GM may ask the player to roll 1d6, or may want to follow this guideline: whichever character is the *most* physically strong in the group should get five extra maximum HP per level; whoever is the *least* physically strong should get two points, and everyone else should get three points. This continues until a character's maximum HP reaches 50, after which their maximum HP only increase by one per level.

6. Finally, you can **slightly tweak the description** of one Skill. Over many levels, these small tweaks may add up to a significant change. Think evolution. The GM will decide if a change is too much to accomplish with just one level up.

Optional Rule: Advantage and Disadvantage

1. If the GM decides that the Skill is a really fantastic fit for the task being attempted, they may decide to award Advantage to the player. If the player has Advantage on a roll, it means that they may re-roll any one die, and use the lower of the two results.

For example, Marghe is attempting to pick the pocket of a really, really vigilant guard, and has to roll 1d10+1d20 on a Skill Check. However, the Skill she is using is called Sleight of Hand, and the GM decides it's such a good match that Marghe may have Advantage on the roll. Marghe gets a 7 and a 11, for a total of 18. She decides to re-roll the twenty-sided die, but she gets a 14. She gets to keep her original roll of 11, meaning her total is still 18. She successfully picks the guard's pocket, but it costs her 18 points of her Sleight of Hand Skill. If she had rolled a 6, she could have used that instead, meaning it would have only cost her 13 (6 plus 7).

2. Disadvantage works in just the opposite way. The GM may say before a roll that the player has Disadvantage when making a roll. That means the GM can ask the player to re-roll one of their dice, and use the higher of the two results.

The GM may find this rule useful when a character is attempting a task using a really inappropriate Skill. Alternatively, the GM may choose to handle that simply by asking the player to roll a lot of dice.

Optional Rule: Passive Skill Checks

Sometimes the GM might prefer to decide an outcome without rolling any dice, just by asking a player what their character's most relevant Skill(s) are. They may want to do this, for instance, if there's no time pressure, and no need to do the job perfectly the first time: if the character is skilled in a particular way, they'll accomplish this task eventually. In those cases, the GM is just trying to remind themselves what the character's overall strengths and weaknesses are. So they should usually base their decisions on the maximum level of the Skill, rather than the current level. "Huh, you've got a score of 85 for Helping Parents Remove Browser Toolbars? Okay, no need to roll. You completely obliterate your moms's Babylon Toolbar."

Acknowledgements & Contact

Appendix I: Tips for GMs

Your Guiding Star. Put the story first. If you need to, make up mechanics on the fly.

Setting Difficulties. Here are some guidelines for deciding which die or dice a player should roll, assuming they've chosen a Skill that is fairly appropriate to their task: 1d4 or 1d6 for easy tasks, 1d8, 1d10 or 1d12 for moderately hard, 1d20 for pretty hard, 1d10+1d20 for extremely hard, or multiple d20s for epicly hard tasks.

If the Skill they've chosen is a *bit* of stretch, then throw in an extra 1d10. If it's really inappropriate, add one or more d20s. You can be all the more harsh if you know they are using a particular Skill because they've already drained some more appropriate Skill down to zilch.

But try to remain open-minded to players' arguments about why some particular Skill is appropriate. Try to reward storytelling, imagination, boldness, risk, and genuine true-to-character roleplaying. At the same time, try not to get suckered by cynical simulations of creativity. If the Skill is just *perfect*, you can give Advantage (and/or reduce the dice, if you like).

If you prefer to have more solid guidelines, try using the look-up table on page 10.

Awarding XP. In some systems, it takes more and more XP to go up a level. In *Drama & Dice*, it always takes 100 XP. But GM should adjust the amount of XP they award depending on the level of the characters. When the characters are level one, successfully disarming a trap might be worth five XP. At level two, the same trap might only be worth two XP, and maybe it's worth zilch from level three onward.

One interesting mechanic to play with – if you can do so without making the story feel *too* gamified and contrived – is to announce how much XP certain things would be worth *in advance*. "Finding Lettice and persuading her to talk to Adornika is worth 25 XP." This could get players calculating risks and trade-offs: should they spend some of their precious but replenishable Skill points now, in the hope of levelling up faster?

Regaining Points. Usually a Regain Points comes when the characters rest. When should you let them rest? Some of the most fruitful storytelling may happen when the players are low on points, forcing them to think creatively about their challenges, but not *so* low that they're out of options altogether. How do you strike the right balance between draining down their points and topping them back up again? One approach is to keep track of everybody's scores, so you can see at a glance when it's time to let them recharge their batteries. Alternatively, you could use some rule-of-thumb "macroeconomic indicator." For instance, let's say you are the GM for three level-one characters. You could decide you'll give them a Regain Points every time they've collectively rolled about 20d20 or 40d10, because they will have exhausted about two-thirds of their points. See how it's going, and tweak your rule-of-thumb as necessary.

If the players try to force a Regain Points when you don't feel they really need one, rather than simply withholding it, it may be more fun to disrupt their slumbers with insomnia, ghostly visitations, malfunctioning robo-room service, exhausting dreams sent by goddesses, etc.

Combat. As Carl von Clausewitz once said, "Combat is simply a continuation of storytelling and roleplaying intermixed with other means."[1] In a combat situation, take turns: let each character do something, then let each bad guy do something. But also assume that this is a kind of abstraction: really, things are unfolding somewhat simultaneously and chaotically. Argh!

What do you need to decide about the players's antagonists? Well, you don't have to give them Skills. But you could assign each one a HP rating, and perhaps an XP value. You could also, if you want, decide how difficult each one is to hit, and how difficult each one is to defend against, noting these facts down in terms of default dice rolls. You could also decide how many HP of damage each bad guy normally does, also in terms of dice. For instance, a sniper: "HP: 5, Attack: 1d6 (close) or 1d12 (range), Damage: 1d6 (close or range), Defense: 1d8." So if this sniper takes a shot at the character, it will usually cost the character 1-12 points of a relevant Skill (Agility, for instance) to avoid taking damage. If the character tries to bash the sniper, it will usually cost 1-8 points to succeed. Decide how much damage the character does based on their weapons, Skills, and context. Make it up as you go along.

Try to setting your combat scenes in interesting landscapes, filled with obstacles and opportunities. Remember a fight can end in lots of different ways, not just with one side getting murdered. If the rules-lite, free-form approach isn't quite working, try borrowing bits and pieces from the combat systems of other RPGs. (Also, remember there isn't *really* such a thing as 'good guys' and 'bad guys.' For extra fun, add extra moral complexity).

Conceptualizing Points. This may sound like a stupid question, but what *are* points? In many RPGs, attribute scores are essentially probabilities. Someone in the top 80th centile for the strength characteristic will, over time, succeed at 80% of the averagely difficult strength-based tasks, although those successes and failures may come in any order – and the order they happen to fall out in can be grist to the mill of the story. *Drama & Dice* is a little different. When a character's Strength is depleted to 4/50, it doesn't mean the character is any less strong – they may be tired, but more fundamentally, it's the story's way of telling the player to start trying new things. The time between one Regain Points to the next is like an act or a chapter or a canto. It is one of the mini-narratives that your greater narrative is made up of. Assuming the characters are doing the kinds of things they're competent in doing, at first there is very little chance of failure. As Skill points get lower, however, the players either start risking rolls that *might* mean automatic failure, or they start looking for different kinds of situations and solutions. It is a numerical expression of a certain kind of narrative poetics: switch it up, keep it varied, raise tension, raise stakes, let your heroes be flawed, let your heroes be unlucky, create calamities, create obstacles. A story about a warrior who just bashes everyone, because they're good at bashing, can get boring, even if you add a wizard who fries everyone because they're good at frying.

Fail Forward. When a player fails a task, inflict some humiliation, hardship or setback. But use the opportunity to advance the plot.

Storytelling. Remember to blow everybody's minds.

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[1] Not really.

Alternative Prime Skill Rule. In the standard rules, the Prime Skill never drops below four. If you prefer, you can have it so that the Prime Skill never drops below the character's level. If you use this option, make sure players keep track of their characters' levels.

Alternative Regain Points Rule. In the standard rules, each character regains fifteen points in their Prime Skill, and ten points in every other skill. If you prefer, whenever you announce a Regain Points, let the players choose any one skill to get fifteen points back. The other skills get ten points each.

Optional Difficulty Look-Up Table

Skill Match:	Difficulty of Task:							
	Very Easy	Easy	Medium	Bit Tricky	Tough	Very Hard	Extremely Hard	Heroic
Perfect Fit *	1 point	1d6	1d8	1d10	1d12	1d20	1d10+ 1d20	2d20
Appropriate	1d4	1d6	1d8	1d10	1d12	1d20	1d10+ 1d20	2d20
Mostly Appropriate	1d6	1d8	1d10	1d12	1d20	1d10+ 1d20	2d20	2d20 +1d10
I Can Definitely See The Link	1d8	1d10	1d12	1d20	1d10+ 1d20	2d20	2d20 +1d10	3d20
OK, So You're Making This About You	1d10	1d12	1d20	1d10+ 1d20	2d20	2d20 +1d10	3d20	3d20 +1d10
Kind of Inappropriate, TBH	1d12	1d20	1d10+ 1d20	2d20	2d20 +1d10	3d20	3d20 +1d10	4d20
Totally Inappropriate	1d20	1d10+ 1d20	2d20	2d20 +1d10	3d20	3d20 +1d10	4d20	4d20 +1d10
C'mon **	1d10+ 1d20	2d20	2d20 +1d10	3d20	3d20 +1d10	4d20	4d20 +1d10	5d20

* If you're using the Advantage / Disadvantage optional rule, a player with a perfect fit may reroll one die of their choosing.

** If you're using the Advantage / Disadvantage optional rule, a player with the worst possible level of skill match may be asked to reroll one die of the GM's choosing.

Appendix II: Ideas for Choosing Skills

If you're the GM, you *may* want to let players choose Skills in a completely free-form way ... *or* provide some organization, so that the characters are more easily comparable. For instance, you may want to draw up a list of twelve Skills, from which they can choose between one and ten.

Skills can be generic, attribute-like things such as Agility, Alertness, Arcana, Charisma, Deception, Dexterity, Encumberance, Endurance, Finesse, Intelligence, Lore, Luck, Perception, Psyche, Reflexes, Speed, Stealth, Strength, Vitality, Willpower, and Wisdom. Some of these can be fairly open to interpretation, so a few words of explanation may be helpful. To save time, you can always nab the descriptions from other roleplaying systems.

Or here are some slightly more fine-grained Skills suitable for a cyberpunk setting: 3D Printing, Acrobatics, Aerospace Engineering, Agricultural Engineering, Armor Operation, Artillery, Athletics, Awareness, Biochemistry, Biology, Body Language, Brawling, Chemical Engineering, Civil Engineering, Complexity Science, Composition, Computer Science, Corporate Espionage, Credibility, Crypto, Cybersecurity, Cyborg Tech, Data Science, Dealing, Design, Demolition, Dialectics, Diagnosis, Digital Storytelling, Disguise, Driving, Economics, Electrical Engineering, Fashion, Fine Arts, First Aid, Forgery, Forensics, Gadgets, Gaming, Genetic Engineering, Heavy Machinery, IEDs, Interrogation, Intuition, Journalism, Languages, Linguistics, Lobbying, Marksmanship, Martial Arts, Mathematics, Medicine, Melee Weapons, Microbiology, Military Doctrine, Music, Nanotechnology, Narcotics, Netrunning, Neural Interface, Oratory, Parkour, Pedagogy, Performance, Persuasion, Pharmaceuticals, Physics, Piloting, Product Development, Psionic Scanning, Psionic Stealth, Psionic Retrocognition, Psychiatry, Psychology, Pyrokinesis, Satellite Technology, Scavenging, Seduction, Sleight of Hand, Social Capital, Social Media, Statecraft, Statistics, Stealth, Stock Market Fundamental Analysis, Stock Market Technical Analysis, Surgery, Systems Engineering, Tagging, Tracking, Wilderness Survival, and Zoology.

Or try this more coarsely-grained set: Physical Strength, Physical Dexterity, Physical Resilience, Mental Strength, Mental Dexterity, Mental Resilience, Social Strength, Social Dexterity, Social Resilience.

Most of the ideas given so far are fairly means-oriented. But *Drama & Dice* can also work brilliantly with more ends-oriented Skills – that is, Skills that describe what the character is *trying to achieve* rather than *how* they're trying to achieve it. E.g. Suss Out the Situation, Find a Clue, Smell a Rat, Seize Their Stuff, Kick Their Ass, Wield a Machine, Win Their Trust, Keep Focused Under Fire, Collaborate Under Pressure, Get Them Out of Harm's Way. Another fruitful variation could be to use 'tropes' as Skills. You could have Skills called things like: 'It's a Million to One Chance, But it Just Might Work,' 'I am a Mighty Glacier,' 'I am a Holmesian Genius,' 'I am a Byronic Hero,' 'Revenge is a Dish Best Served Cold,' 'Chekhov's Boomerang,' 'Deadpan Snark Action Hero,' 'Come Out of Retirement for One Last Mission,' 'Rogueish, Moustache-Twirling Antihero,' and so on. Look at the TV Tropes wiki for inspiration.

Or you could borrow the attribute or skill system from another RPG. Or, for instance, for a fantasy story you could use the spells and special class abilities of another RPG as your Skills. Another approach is to combine Skills with backstory. Think about the training and experience that a character has had. List a few significant episodes from your character's past, each one exemplifying some aspect of their abilities. Each one can count as a Skill. Or you could try constructing a Skill set out of your character's various privileges, in the sociological sense. Or you could choose slightly weird, avant-garde Skills, so that a big focus of the game would be figuring out how to interpret them. For instance, you could use an online random word generator to pick your Skills. Or you could try to use technical jargon, especially from literary theory and philosophy. Try this set of Skills: Assemblage, Rhizome, Fetish, Hyperobject, Network. Or this one: Supervenience, Superposition, Causation, Counterfacticity.

Name		Special Scores & Notes	

Experience:		Hit Points:	Current	Max

Skills

	Current	Max		Current	Max
PRIME SKILL: never below 4					

Equipment & Notes

Regain Points: when instructed by GM, restore up to 15 points to your Prime Skill. Restore up to 10 points in every other Skill. Restore up to 5 lost HP. **Level Up:** upon getting 100 XP, you get: (a) all the effects of Regain Points; (b) gain 1-6 max HP and HP; (c) gain 10 new Skill points (may raise maximum); (d) you if you wish may transfer points to or from other players at a 1:2 exchange rate; (e) you may tweak one Skill description; (f) set XP back to zero. **Total Points Jubilee:** when instructed by GM, restore all Skill points to maximum, and HP to maximum.