

SUMMERTEEN

In Summerteen, you have 4 ability scores: Charm, Brawn, Brain and Bling. Each ability score is made up of **Leverages**. What the Leverage is varies between the ability scores. Each Leverage increases an ability score by 1, and you can't have a point without the Leverage. Whenever you gain a Leverage, you must mark **Growth**. If you can't mark Growth, you can't get a Leverage.

Charm is the social ability score. It covers everything from making friends to flirting to singing around a campfire. Charm's Leverage is bonds with those around you, be it romantic or platonic. You lose Charm when the bonds break.

Daemus Nyctim, a flirty childhood friend. Roxy, my BFF. Auntie, who always took care of me.

Brawn is the mean ability score. If you're being mean to someone else, Brawn is what you'll roll. It can be anything from straight up throwing a punch, bullying, sneaking into a room, or pulling pranks. Brawn's Leverage is rivalries. You lose Brawn when the conflict is settled.

Lyra Bel, she's so weird. Mom, she doesn't understand me. Sarcov, he stole from me.

Brain is the thoughtful and smart ability score. Brain It can be used to do math, figure out a puzzle, remembering if a mushroom is poisonous, or hacking into the counselor computer. Bling's Leverage is skills. You lose Brain when injuries might prevent you from using the skills you have.

Climbing. Arts and Crafts. Singing. Sneaking. Flirting. Survival.

Bling is the spicy ability score. It covers your earthly belongings, your ability to acquire them, and their quality. Bling's Leverage is flexible, but it is always a physical item. They are often illegal or semi-illegal, but exceptions exist. Bling can *always* be used as a Leverage. You lose Bling when you lose the bling.

An Ouija Board. A pack of cigarettes. An illicit magazine. A bottle of vodka. A sopor slime pie. A contact on the outside. An expensive-looking necklace. A powerbank.

When you do a check, you roll **1d20+ability score**. The DC should be somewhere between 10 and 20. It could also be an opposed check, where the person who rolls the highest succeed and gain the upper hand. Additionally, you can try to use a **Leverage**. A Leverage is one of the things written on your character sheets that make up your Ability Scores. If a Leverage would help you, one way or another, to overcome the obstacle, you get a +1 on your roll. You can only use one Leverage from Charm, Brawn, and Brain per roll, but you can *always* use Bling. This will sometimes end up with you either giving away the Bling or it being Shacked, but that's just life.

The final part of your character is the traits. They make sure that you are the special snowflake that you are. They give you unique bonuses after certain templates.

1. +1 in a common situation
2. +2 in a rare situation
3. +3 in an extremely rare situation
4. A special ability

Events give you 1 Experience. Whenever one of your Ability Scores is reduced, you gain 1 Experience. When either of these two things happen, you can update your status and gain 1 additional Experience. Every 10 Experience gives you 1 Trait.

Character Creation

1. Write in name and stuff
2. Assign ability scores. They all start at zero and you have 3 points. No ability score may go higher than 2.
3. Write in the Leverages of your Ability Scores. They need to be approved by the GM (your counselor).
4. Write and gain a Trait. It needs to be approved by the GM (your counselor).

Struggles

Each character has four regular Struggles: afraid, frustrated, sad, and injured, and a special Struggle, broken. The four regular Struggles are sometimes applied when you fail a check. For each Struggle that you have, you take a cumulative -2 penalty to rolls. If you feel like it is appropriate, you can apply a struggle to yourself. If you have all four Struggles and gain another Struggle, your character becomes Broken. Due to the stressful and possibly dangerous situations that they find themselves in, they can no longer take meaningful action. Removing Struggles is personal, and varies between people. Ask yourself what your character would do to remove the Struggle, and if they need help to do it (they probably do).

Growth

Growth represents your ability to change as a person and acquire more Leverages. When you gain a Leverage, you *have* to Mark a Growth box. You can't gain a leverage otherwise. Every now and then, the counselors will say that it is time to unmark one or two Growth.

Rolling Philosophy

Try to resolve everything with a single roll. Each roll should require the player to check their character sheet, so don't drag things out. Don't have any roll determine feelings. Just things like how smooth or cool or awesome or threatening the character is. We're all playing together, so remember the golden rule and keep the drama in game!

If you feel completely lost at how difficult a task should be, here are a few guidelines. Less than X means that they fail, but don't just say some variant of "nothing happens". In between X and Y means that they either fail, or succeed with some consequences. Higher than Y means that they do it.

For easy tasks, let X=5 and Y=9.

For normal tasks, let X=8 and Y=12.

For difficult tasks, let X=10 and Y=14.

For very difficult tasks, let X=15 and Y=19.

Some consequences: *You're less effective. Things escalate. You lose a Leverage. You give up your position. You find yourself somewhere you really don't wanna be. You gain a struggle.*