CURLS

Casey's Universal Rules Light System

Condensed Rules - detailed rules at caseygarfield.co.uk/curls

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Character creation:
Think of a character.
Write a short description of them.
Include two things they're skilled/experienced in
and at least one flaw.

Before rolling:
Only roll when it's interesting to.
Before you roll, decide on a good or a bad
outcome that could follow.
Either outcome should move the story forward.

Rolling:
Roll a d20. An even result is a success, and the good outcome happens.
An odd result is a failure, and the bad outcome happens.

Within success and failures, outcomes can go well or badly.
The closer a result is to 20, the better it goes, the closer a result is to 1, the worse it goes.
A 19 is the best you can possibly fail, a 2 is the worst you can succeed.

20 and 1 are critical successes and failures, the best you can succeed and the worst you can fail.
Make these as dramatic as you like.

Succeeding badly looks like getting what you wanted at a cost.
Failing well looks like not getting what you planned but avoiding disaster, or even
getting an unexpected bonus. How extreme this is depends on the number rolled.
Examples and a more detailed explanation are given in the extended rules.

Skills & advantage
If a player feels a skill/experience from their character description would give them
an advantage in a situation, they should argue why. If they can convince the GM,
they get to roll an extra d20 and pick the result they want.

If the GM feels part of a character description would give a disadvantage,
they have disadvantage on the roll. If they don't have advantage, they roll an extra d20
and have to take the worse result. An odd number is always worse than even,
regardless of how high it is. If they're both odd or both even, take the lower result.
If someone has both advantage and disadvantage, they cancel each other out. Roll normally.

Have fun, be collaborative
The GM has final say on calls around
advantage and the outcome of rolls, but
everyone playing is involved in the
conversation. Anyone can suggest what failing
with a 15 looks like, anyone can suggest
reasons to give someone advantage, everyone
can join in workshopping ideas. It's more fun
when everyone feels involved, and takes some
pressure off the GM.

For the detailed rules and more free
printable/downloadable rules pdfs,
visit www.caseygarfield.co.uk/curls

Credit to Ettin64, whose game
Ah Dang! Mothman Won't Move Out
introduced and inspired many of the
foundational mechanics of CURLS
www.linktr.ee/ettin64