

Citadel Council v0

A micro-RPG for council debates, votes, and political knife-fights.

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What you need

- 4–6 six-sided dice (d6).
 - Paper for **Clocks** (draw circles with 4/6/8 slices) or any tracker.
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Characters (2 minutes)

Pick a **role** (Analyst, Envoy, Marshal, Spymaster, Auditor, Advocate, etc.).

Distribute **+2, +1, +0, -1** across these stats: - **Logic** (evidence, analysis) - **Empathy** (read people, rapport) - **Presence** (authority, rally) - **Guile** (leverage, traps)

Start with **Stress 0/6**.

Optional flair: a **Drive** (e.g., *protect the outer wards*), a **Tell** (e.g., *taps pen when lying*).

Core roll (FitD-style)

When you do something risky, roll a pool of d6 and take the **highest**. - **Pool size:** start with your **stat**. If the stat is **-1**, roll **2d6 and keep the lowest**. - **Add dice:** - +1 if a teammate **Helps** (they mark **1 Stress**). - +1 if you **Push** yourself (+1 **Stress**). - +1 if you accept a **Devil's Bargain** (a complication that happens no matter what). - **Position** (how dangerous): *Controlled / Risky / Desperate*. - **Effect** (how much progress): *Limited / Standard / Great*.

Results - **1–3:** miss + consequence. - **4–5:** success **with a cost**. - **6:** clean success. - **Critical (two 6s):** exceptional; usually **+1 Consensus** or **-1 Tension** in addition to the normal effect.

Clocks (trackers)

- **Consensus (0–6):** reaches 6 ⇒ motion passes.
 - **Tension (0–6):** reaches 6 ⇒ escalation (walkout, veto, emergency decree—GM picks).
 - Make side clocks for prerequisites (e.g., **Budget Offsets 0–4**, **Oversight Framework 0–4**).
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Basic moves (use the most fitting stat)

- **Present Evidence (Logic)**: prove a claim / answer a hard question. On critical, also **-1 Tension**.
 - **Read the Room (Empathy)**: learn a fear/goal; on success ask 1 pointed question the target answers honestly or reveals a tell.
 - **Command Attention (Presence)**: set terms, stop cross-talk, frame the vote; on success, you choose Position next action.
 - **Press the Weak Spot (Guile)**: apply leverage, expose hypocrisy; on success with cost, target gains a grudge.
 - **Build Coalition (any)**: win a faction's support; on success, gain **+1d** when dealing with them this session.
 - **Quell Outrage (Empathy)**: reduce **Tension**.
 - **Call the Vote (Presence)**: if **Consensus** ≥ 4 , force resolution—make one last roll; on 4–5 it passes **but** raises **Tension +1**.
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Consequences & Stress

- Taking a risky action or accepting costs can cause: **+1 Stress**, worsen **Position**, tick an enemy clock, or impose a **Condition** (choose a fitting 1-scene tag like *Frayed*, *Cornered*, *Under Oath*; it inflicts **-1d** when it applies).
 - When you hit **Stress 6**, take a **Fallout** (narrative setback; e.g., *burned a bridge*, *public apology required*), then reset Stress to **3**.
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Devil's bargains (examples)

- The press gets the story first (create **Media Feeding Frenzy 0–4**).
 - You owe the Auditor a future concession.
 - Leaked memo appears: **Tension +1** right now.
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Play loop

- 1) Frame the agenda and stakes.
 - 2) Set starting **Consensus** and **Tension**.
 - 3) Players take actions, roll, tick clocks, narrate consequences.
 - 4) When **Consensus 6** or **Tension 6**, resolve the session.
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Starter Scene: “Perimeter Drones” (20–40 min)

Brief: Patrol drones could cut night-raid response times by 40%, but costs and privacy are hot. You want the council to approve a **90-day pilot**.

Clocks - Consensus 0–6 (starts at **1**: public fear helps your case). - **Tension 0–6** (starts at **1**: activists outside).
- **Budget Offsets 0–4** (optional side clock). - **Oversight Framework 0–4** (optional side clock).

Key figures - **Director Vale (Security, FOR)**: rewards decisive leadership. First time you **Command Attention** with **Presence**, on success also **+1 Consensus**. - **Auditor Mera (Finance, NEUTRAL)**: wants offsets. First **Present Evidence (Logic)** about costs grants **Great Effect** toward **Budget Offsets**. - **Advocate Corin (Civil Liberties, AGAINST)**: reduce oversight risks. First **Read the Room (Empathy)** reveals: *Corin will accept a pilot if live feeds stay encrypted + independent audits* ⇒ tick **Oversight Framework +2** if you publicly commit.

Opening

The chamber hums. Protest drums outside. The Chair bangs the gavel: “Motion #71-B: Perimeter Drone Pilot.” Where do you start?

Prompts - Make a **Present Evidence (Logic)** about response times; on 4–5, **Consensus +1** but create **Noise Complaints 0–4**. - **Build Coalition** with Finance by proposing a 1% cut to ceremonial flyovers → attempt **Budget Offsets**. - **Quell Outrage (Empathy)** with privacy guarantees to drop **Tension –1** if **Oversight Framework ≥ 2**. - **Press the Weak Spot (Guile)** on Corin’s past vote to embarrass them; risky—on miss **Tension +2**.

Devil’s Bargain ideas - A leaked pilot map reveals a sensitive neighborhood (create **Backlash 0–4**). - Your ally will expect a lucrative maintenance contract later.

End conditions - **Pass: Consensus 6** ⇒ pilot approved; if **Tension ≥ 4**, attach a public-communication penalty next session. - **Fail: Tension 6** ⇒ walkout; or the Chair calls emergency review, delaying 30 days.

Quick GM tips

- Always say the **Position** and **Effect** before the roll.
- On a 4–5, choose a cost that pushes story: tick an opposition clock, **Tension +1**, add a **Condition**, or spend **1 Stress**.
- Keep the camera tight: quotes, reactions, a few sharp details.

Solo mode (optional)

If alone, play your lead plus 1 ally. For each NPC response, roll **1d6**: 1–2 hard pushback, 3–4 cautious, 5–6 receptive. Modify by fiction and any clocks.

One-line cheatsheet

Pool = stat ± penalties + help (+1d) + push (+1d, +1 Stress) + bargain (+1d).

1-3 miss / 4-5 hit+cost / 6 hit / crit = extra +1 Cons or -1 Tens.

Consensus 6 = pass. Tension 6 = explosion.