

Love & Dice: A Percentile Dating RPG System

Welcome to "Love & Dice," a tabletop role-playing game where the thrilling, often unpredictable, world of dating is navigated by the roll of percentile dice! In this game, you'll create a unique character and guide them through various romantic encounters, from awkward first dates to blossoming relationships. The Game Master (GM) will set the scene, determine the odds, and interpret the outcomes, blending real-world social dynamics with a touch of delightful randomness.

Game Overview

"Love & Dice" is designed for a GM and one or more players. The core mechanic revolves around rolling percentile dice (d100) to determine the success or failure of actions, from charming a new acquaintance to navigating a difficult conversation. The GM acts as the world, the non-player characters (NPCs), and the ultimate arbiter of probability, ensuring a fun and engaging narrative.

Character Creation

Character creation is a guided process where players roll percentile dice to determine their character's core traits, which will influence their success in social and romantic situations.

1. Primary Personal Traits

Roll percentile dice (d100) for each of the following 6 Primary Personal Traits. After rolling, apply the bonus from the table below.

- **Charisma:** Represents your character's natural charm, social grace, and ability to make a good impression.
- **Empathy:** Measures your character's ability to understand and share the feelings of others, crucial for deep connections.
- **Wit:** Reflects your character's quickness of mind, intelligence, and sense of humor in conversations.
- **Confidence:** Indicates your character's self-assurance, composure under pressure, and ability to take initiative.
- **Appearance:** A measurement of your character's general attractiveness and how well they present themselves.
- **Passion:** Embodies your character's enthusiasm, intensity, and capacity for emotional connection and excitement.

Primary Trait Roll Bonuses (for Player Characters Only):

If the Die Roll Is:

Add This Bonus:

01-25

+25

26-50

+15

51-70

+10

71-90

+5

91-00

+0

Example: If your character's Charisma die roll is 23, you add +25, making their final Charisma score 48. If the roll was 75, it becomes 80. If it was 92, it remains 92.

2. Secondary Personal Traits

Calculate and record the following Secondary Personal Traits using the primary values you just generated. Round all fractions to the nearest whole number (e.g., 70.50 rounds to 71).

- **Flirtation:** $(\text{Charisma} + \text{Wit}) / 2$
 - *This trait reflects how effectively your character can express romantic interest and playful attraction.*
- **Active Listening:** $(\text{Empathy} + \text{Wit}) / 2$
 - *This trait measures your character's ability to engage in meaningful conversation, truly hear others, and make them feel understood.*
- **Impression:** $(\text{Appearance} + \text{Charisma}) / 2$
 - *This trait determines how well your character makes a positive initial impact on others.*
- **Problem Solving:** $(\text{Wit} + \text{Passion}) / 2$
 - *This trait reflects your character's skill in navigating awkward social situations, resolving minor conflicts, or coming up with creative solutions on the fly.*
- **Emotional Resilience:** $(\text{Confidence} + \text{Empathy}) / 10$
 - *This value represents your character's ability to bounce back from rejection, emotional setbacks, or stressful social interactions.*
- **Social Agility:** $\text{Charisma} + \text{Confidence} + \text{Passion}$
 - *This trait indicates how easily your character adapts to different social settings, group dynamics, or conversational topics.*

3. Tertiary Personal Traits

Calculate and record the following Tertiary Personal Traits using both primary and secondary traits. Round all fractions to the nearest whole number.

- **Chemistry:** Flirtation+Passion
 - *This trait represents the natural spark or magnetic connection your character can generate with others.*
- **Compatibility:** Active Listening+Empathy
 - *This trait measures how well your character can align with others on a deeper, more fundamental level, leading to harmonious relationships.*
- **First Date Success:** Impression+Flirtation
 - *This trait indicates the likelihood of a positive outcome from an initial romantic encounter, leading to a desire for a second date.*

4. Additional Descriptive Traits

These traits add flavor and depth to your character. The GM may ask you to roll dice or make choices for these.

- **Age:** Roll a 10-sided die 3 times and add 12 years to the sum.
 - *This gives a starting age range of 15 to 42 years old.*
- **Build/Physique:** Roll a 10-sided die:
 - 1-2: Slender
 - 3-4: Average
 - 5-6: Athletic
 - 7-8: Curvy/Muscular
 - 9-10: Unique (GM's choice or player's description with GM approval)
- **Hobbies/Interests:** Your character has a number of "Areas of Interest" equal to their **Wit** score divided by 10 (rounded up). For each Area of Interest, roll percentile dice on the table below. If you roll the same interest twice, roll again.
 - 01-05: Reading/Writing
 - 06-10: Sports/Fitness
 - 11-15: Arts & Crafts
 - 16-20: Music/Performing Arts
 - 21-25: Cooking/Baking
 - 26-30: Gaming (Video/Tabletop)
 - 31-35: Travel/Exploration
 - 36-40: Outdoor Activities/Nature
 - 41-45: Technology/Science
 - 46-50: Fashion/Style
 - 51-55: Volunteering/Activism

- 56-60: History/Culture
 - 61-65: Animals/Pets
 - 66-70: Cars/Vehicles
 - 71-75: Home Improvement/DIY
 - 76-00: Player's Choice (with GM approval)
- **Quirk/Habit:** Roll a 10-sided die:
 - 1: Talks a lot when nervous.
 - 2: Fiddles with hair/jewelry.
 - 3: Always slightly late.
 - 4: Tells corny jokes.
 - 5: Overly enthusiastic.
 - 6: A bit too sarcastic.
 - 7: Obsessed with a niche topic.
 - 8: Very particular about food.
 - 9: Has a distinctive laugh.
 - 10: GM's Choice (or player's suggestion with GM approval).
- **Love Language (from the real-world concept):** Roll a 10-sided die:
 - 1-2: Words of Affirmation
 - 3-4: Quality Time
 - 5-6: Receiving Gifts
 - 7-8: Acts of Service
 - 9-10: Physical Touch

5. Character Concept & Backstory

Work with your GM to flesh out your character's personality, background, and what they are looking for in a relationship. This is where you bring your character to life beyond the numbers!

Gameplay Mechanics: Dating in Action

"Love & Dice" is a narrative-driven game where the GM describes situations, and players describe their character's actions. Dice rolls determine the success of those actions.

The GM's Role

The GM is the heart of "Love & Dice." Their responsibilities include:

1. **Setting the Scene:** Describing locations, events, and the NPCs your character interacts with.
2. **Determining Probabilities:** For any action your character attempts, the GM will decide if a dice roll is needed and what the **Target Number (TN)** for success is. This TN is a percentile (e.g., 70%).
 - **Real-world Statistics + Fun/Chance:** The GM should consider real-world social probabilities (e.g., it's generally easier to make small talk than to confess deep feelings) but also inject an element of fun and dramatic flair. A particularly witty remark might have a higher chance of success than a clumsy one.
 - **Trait Influence:** The GM will adjust the TN based on the relevant character trait. For example, a character with high Charisma attempting to charm someone will have a higher TN for success than a character with low Charisma.
 - *Example: Trying to make a good first impression. The base TN might be 50%. If your character has high Impression, the GM might increase the TN to 70%. If they have low Impression, it might drop to 30%.*
3. **Interpreting Results:** Describing the outcome of dice rolls, whether success or failure, and how it impacts the narrative and the relationship.
4. **Managing Affection Points (AP):** Tracking the progress of relationships.

Making a Decision (The Dice Roll)

When your character attempts an action that has an uncertain outcome, the GM will call for a percentile dice roll.

1. **Player states action:** "I want to ask them about their hobbies."
2. **GM determines trait & TN:** "Okay, that sounds like an Active Listening roll. Given their interest in the topic, let's say the Target Number is 65%."
3. **Player rolls d100:** The player rolls two 10-sided dice (one for tens, one for ones).
 - *Example: If the colored die shows 3 and the white die shows 5, the result is 35. If both show 0, the result is 100.*
4. **Compare to TN:**
 - If the roll is **equal to or less than** the TN, the action is a **Success!**
 - If the roll is **greater than** the TN, the action is a **Failure.**
5. **GM narrates outcome:** The GM describes what happens based on the success or failure.

Affection Points (AP)

Affection Points are a numerical representation of how much a Non-Player Character (NPC) is interested in or fond of your character. The GM will track AP for each

significant NPC.

- **Gaining AP:** Successful actions that align with the NPC's preferences, personality, or love language will earn AP. The amount gained depends on the significance of the action (e.g., a perfect first date might grant +10 AP, a thoughtful compliment +2 AP).
- **Losing AP:** Failed actions, awkward moments, or actions that actively displease the NPC can result in losing AP (e.g., a major faux pas might cost -5 AP, a rude comment -10 AP).
- **Starting AP:** The GM determines the starting AP for an NPC, usually 0 or a small positive number if there's an initial mutual attraction.

Relationship Status Track

As your character gains AP with an NPC, their relationship will progress through different stages. The GM will set AP thresholds for each stage.

- **Acquaintance (0-19 AP):** You know each other, but there's no real connection yet.
- **Friend (20-39 AP):** You enjoy each other's company and share some common ground.
- **Close Friend (40-59 AP):** You trust each other and share personal details.
- **Dating (60-79 AP):** You've explicitly expressed romantic interest and are going on dates.
- **Committed Relationship (80-99 AP):** You are an exclusive couple.
- **Deep Connection (100+ AP):** A strong, lasting bond. The GM might introduce new relationship challenges or milestones here.

The GM can create additional stages or modify these based on the specific campaign.

Example Scenario

GM: "You're at a coffee shop, trying to work on your laptop, when someone accidentally spills their latte all over your bag. You look up to see a flustered individual with striking eyes. They immediately start apologizing profusely."

Player: "Oh no! I'd probably laugh it off and try to reassure them. I'd say, 'Don't worry about it at all! These things happen. Are *you* okay?'"

GM: "Good choice! That sounds like a **Charisma** and **Empathy** moment. Let's make this an **Impression** roll, as you're trying to make a good first impression despite the mishap. Your Impression score is 72. Given the awkwardness, but your quick, kind reaction, the target number is 75%. Roll percentile dice!"

Player: (Rolls d100, gets 68)

GM: "A success! You manage a genuinely reassuring smile, and your casual demeanor immediately puts them at ease. They visibly relax, a small, grateful smile gracing their lips. 'Oh, thank goodness! I'm so sorry. Let me at least buy you a new coffee, or maybe help you clean up?' They seem genuinely relieved and a little charmed. You gain +5 AP with this person. What do you do next?"

Conclusion

"Love & Dice" offers a flexible framework for exploring the complexities and joys of dating in a fun, dice-driven way. The GM's creativity in setting probabilities and narrating outcomes, combined with the player's imaginative role-playing, will make every romantic journey unique. Good luck, and may your dice rolls be ever in your favor!