

PRIMEVAL 2D6

Game Structure

The Referee prepares the game pitch, portrays the world, and controls all characters not controlled by the players.

Players control characters in this world, ask questions of the Referee, and describe what their characters do and say.

Everyone will converse, discussing the fiction as much as possible. Ask questions, pose ideas, and the Referee will make calls about what happens, sometimes consulting dice to resolve conflicts.

Creating a character

Ask the Referee if they have any special rules for playing in the world they have pitched. Imagine what you want to play, and discuss what other players want to play.

Unless the Referee has custom character creation rules, write the following down on your Character sheet:

- One positive and one negative trait.
- A background job, skill set, organization, or culture group that your Character comes from.
- Some special ability, magical power, or special item unique to the Character.
- A goal your Character wants to pursue related to the game pitch.
- About six pieces of relevant equipment.
- One relationship to a Non-Player Character.

Conflict

When a conflict is present in the fiction the Referee tells the players what is at Risk, taking into account qualities of the threat, the present situation, and any additional details.

The Player responds with how they address this conflict, what qualities help them, similar to how the Referee presented the threat. The Referee will then inform the Player how much of an Impact it seems their actions could have.

If there are significantly more factors on one side the Referee may dictate what happens without a roll. If the outcome is not so clear both sides roll 2D6.

The side that rolls highest is allowed to dictate the results in context of the Risk and Impact, per Referee's discretion. Ties result in a compromise among all sides.

Consequences and advancement

All conflicts change the fiction, sometimes just in the scene, sometimes new details are written down on Character sheets.

These details impact the fiction going forward. For example, if a bandit stabbed a character with a spear that Player may write "*Wounded*" on their sheet. This may impact conflicts going forward, such as causing the Character to risk their life.

Remove or changing these qualities is up to the table and the Referee. Curing a wound or researching a magical spell is as much a part of the game as anything else.