

ON BELAY: Realtime Dicerolling Climbing Simulator
by Quantum Productions <http://quantumproductions.itch.io/on-belay>

TIME: 5-10 minutes

PLAYERS: 1-2 per Climbing Team.

COMPONENTS: [3D6, 1 token] per Climbing Team

Each climbing team is a Climber + Belayer. You could play with 1 person taking both roles.

With 2+ Climbing Teams, the first team to ascend 10 holds wins.

Each Climbing Team plays simultaneously.

GOAL: Climber ascends all holds to TOP!

PLAY:

Each Climbing Team follows this play order:

1. Belayer rolls Slack D6.
2. Climber rolls Ascent D6.
3. Belayer can re-roll, if they want to.
4. Climber can re-roll, if they want to
5. Climber rolls Beta D6.
6. Resolve Climb

RESOLVE CLIMB

1. Calculate Bonus: Slack – Beta (minimum 0)
2. If Beta + Bonus is does not exceed Ascent roll, Climber falls distance = to Slack roll. Move Climber token down this many holds. Climb is resolved – continue to next Climb.
3. If Beta + Bonus exceeds Ascent roll, Climber gains distance = to Ascent roll. If Climber reaches or passes TOP, Climber has finished the climb! Otherwise, continue to next Climb.

CONFIDENCE RULES (optional)

Confidence is added to Beta D6 roll.

A successful ascent moves the Confidence up by 1. Falling with Confidence of 2 or 0 drops to -1. Falling with Confidence of 1 falls to 0. Falling at -2 and the climber gives up, losing the climb. Confidence cannot exceed +2.

GIVEUP -2 -1 START +1 +2 MAX

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START 1 2 3 4 5 6 7 8 9 TOP!

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