

KISSing Dice

KISS is a double-acronym that *simultaneously* stands for '**Kismet, Insight, Stunts, and Specialties**' as well as '**Keep It Short and Sweet**'.

When you roll dice for a Task, you may KISS any die that disappoints you¹. This means that you must advocate for it, using any of the options described below, and if your Peers agree, then you may pick up that die, and get ready to re-roll it.

Once you've exhausted all the options or simply decide you've got enough KISSes, roll all the dice you picked up add any new successes to your total.

Kismet

'Kismet', in this instance, mainly refers to spending Lots and Ego rather than to using any of the other rules of Kismet. However, for extraordinary rolls, Fidelity and/or Health can also be used here while KISSing for separate effects too:

- Spending a Lot lets you **re-roll a die**, counting as a KISS, with no questions asked.
- Spending Ego doubles the successes counted from any **natural 6s** shown in the *initial roll*. (6s from KISSes or exploded dice don't count).
- Spending a full gauge of Fidelity **permanently advances** your ability's rank by one step, and that lets you *immediately count any extra successes* that the new rank unveils. (Including from KISSed and exploded dice).
- Changing a creed and **recovering a die of Health**, lets you *immediately roll it* and count an extra success if it strikes true. (Even if the difficulty factors *did not* reduce you down to just your Health dice).

Important: The last two uses should only² be used *when you feel that it's the right time* or that it would be *dramatically appropriate*.

Insight

'Insight' means using special knowledge, secrets, backstories or character circumstances, and/or established facts to your advantage. This is usually done by *referencing other things that have already happened in game*, rather than coming from something you can point to on your own character sheet. For example:

- Things that you've *discovered through play*, or things you're just now putting together in the moment.
- Drawing on wisdom that your character *should already know*, given their history or personality.
- Using information from a *previously established fact*, or by producing evidence that supports your claims.
- Spending a bonus *carried forward* from a previous roll.
- *Using an object* in an inventive or resourceful way.

Thus, the best way to use insights as valid KISSes is to **take lots of good notes during play**. Which you *should already be doing* as a good Peer.

Stunts

Performing 'stunts' means describing your actions with extra flair, or acting in character with substance and ardor. When describing or roleplaying out a stunt, you may add to the drama of the scene or raise the stakes, but the trick is to always try to frame what you've said in a way that still leaves the window open for you to fail.

If you're receiving **help**, an aiding ally may stunt in your place if you can't think of anything to say or do yourself.

When you KISS a die with a stunt, the re-roll won't decide if what you've described or said really happens, but rather how the world will react to what you've just done.

Alternatively: Another way of interpreting stunts is that you effectively describe what your character's *thinks* they're doing or saying, and if the re-roll fails then describe what actually happened afterwards.

Therefore, *stunts don't need Peer approval* in the way that Insights or Specialties do. This makes them quite potent, and so to limit their effectiveness, **you can only KISS a single die per Task with a stunt.**

Only the FC may veto³ a stunt before it is rolled, if what you said is too far-fetched or simply doesn't make sense within the context of the fiction.

Specialties

Using specialties means pointing to the minor aspects of your character's identity, such as: **skills, traits, and circumstances**. Each one needs **Peer approval**; so if the reason is not obvious to them when you mention it, you may need to *briefly* justify it to your friends.

For example: Tell them *why* you think the mentioned attribute should be of aid to you right now. Treat it like an elevator pitch: If they've not nodding along with you by the end of your first few sentences, then just drop it and move on.

Each valid specialty counts as a KISS, letting you re-roll a die.

KISSing Limits

- You can only KISS **Tasks**, **not Checks**.
- There can only be **one round of KISSing** per roll.
- Each valid KISS lets you re-roll **one die**.
- KISSing should be announced and counted from **all roll participants** before actually re-rolling
- **Re-roll all the dice at once**, once you've got your KISSes.

These facts combine to mean that *the most dice you can potentially KISS per roll is equal to the amount of dice you have for that roll*; and even then, you'd probably only try to KISS them all if they all disappointed you¹.

Furthermore, when there is an **opposed roll**, these restrictions prevent one side from re-rolling first, and then the other side using that information to decide how much to KISS.

Keep It Short and Sweet

This is the second definition of 'KISS' and its use here is to remind you to not slow down the game's pace for too long while re-rolling: That **each KISS should be meaningful but brief**, like a real kiss.

You should keep these things in mind when advocating for each KISS too:

- Use your most obvious KISSes first.
- Mark off your kismet as you spend it.
- Keep your stunt descriptions simple but effective, and your keep speeches on point. (Or, in other words, don't waffle around a topic).
- Don't dwell on a case if it's rejected, just move on.
- Don't dredge through your whole character sheet begging for KISSes at every avenue.

While advocating, try to avoid semantic arguments about *what kind* of KISS it is. This is most likely to happen with questions about "whether it's a specialty or an insight", but it *doesn't really matter*. **If you've agreed that it's a KISS, then it's a KISS; the final effect is the same** regardless of the source.

Finally, be careful not to 'double-dip': Meaning, if two or more things are applicable but similarly-veined, then only take one KISS.

'Obvious' KISSes

This is when you invoke an insight, or use a skill, trait, or circumstance that is applicable to the roll without a shadow of a doubt. You'll know it's obvious when you basically just mention the thing you want to KISS with, and get immediate affirmation from the majority of your **Peers**.

For example: If you're a mage, and you have 'fire magic' as a listed skill, and you're trying to cast a fire-based spell, then that fire magic skill will count as an obvious specialty, and you can use it to KISS (in this case) it with no questions asked.

Majority rules

You only *really* need to justify a KISS if *less than half* of your friends are nodding their heads in agreement as you mention it. There's no need to put it to a vote or anything — as that would slow the game down even more — just give your reasoning, then read the room and see if you struck a chord.

KISSing Strategies

You can think of the four modes of KISSing as benefiting four styles of play:

- 'Kismet' benefits those who engage strongly with their principles and traits,
- 'Insight' benefits those who pay attention to the world building and small details, and who either have good memories or take lots of notes,
- 'Stunts' benefits those who like to immerse themselves in the roleplaying or the action, and
- 'Specialties' benefits those who prefer to optimize their character builds.

Meaning there's something for everyone. Rarely will your KISSes come exclusively from one source or another though, every roll will ideally use a mix of all four methods.

That said, there is something of a strategy that will emerge if you enjoy using all four avenues:

1. Use your most obvious KISSes first — which are usually **insights** or **specialties** — to speed up play.
2. Then **stunt**, recalling that you can only get one KISS from a stunt.
3. And finally use **kismet** as a *last resort*, since **excess Lots convert to experience points**.

So why is the acronym not ISSK? *Because KISS sounds better.*

Tongue-in-cheek Terminology

We sometimes use the word 'KISS' as a *noun*, referring to one's advocacy for a re-roll, and sometimes as a *verb*, meaning the action of the re-rolling itself, and even sometimes as a *different noun*, in reference to a die that has or will be re-rolled. This somewhat loose definition should flow naturally at the table.

'KISS', 'KISSed', 'KISSes', 'KISSing', and 'KISSable' are all words that you end up seeing, saying, and hearing a lot while playing this game. But if you feel the jargon is ruining your game's **tone**, then just call them 're-rolls' instead.

Only KISS if you want to

Aside from making the fun acronym work, the use of the word 'kismet' at the start of KISSing should also prompt you to **think about your character's personal destiny**, and to ask yourself, *'What story does this roll tell me about their path forwards? If I were to succeed or fail at this exact moment, if it all hangs on the outcome of one die, which way appeals most to me?'*

With those thoughts in mind, you may decide *not to KISS* after all and to simply accept your fate if that makes for a more appealing story. *But this decision is yours and yours alone.* Failure still has **consequences**, even if you chose that failure for yourself.

Only KISS if you need to

Aside from the great narrative effects of KISSing dice, a useful side-effect is that these rules generally speeds up gameplay when KISSes wouldn't be necessary. There is a natural tendency to want to draw on every advantage or to 'fire on all cylinders' all the time while playing games, but since KISSes happen *after* the main roll has been *rolled*, your **target number of successes** and the **consequences of failure** have already been established.

Therefore, **the main roll represents your raw talent or instinctual skills**, *and then KISSes represent the techniques and intellect that you only bring out if you need to.*

Getting extra successes above your target doesn't mean much unless you pre-established it, so if the main roll was a 'clean success' without the need for KISSes then you can almost think of that as *succeeding without breaking a sweat*, and can even describe it as such if you like.

Clean Rolls (optional rule)

Taking that thought one step further: Some groups may even enjoy treating those clean rolls as *exceptional successes* that have bonus effects, but this will affect the **tone** of your game, so be sure to always discuss it in **session zero**.

Notes

1. The phrase 'dice that disappoint you' is meant to refer to any dice you rolled that did not get a success. But if you have magic or advanced technology that causes the dice to **explode**, then even a 5 may 'disappoint you'. However, if you KISS any dice that had already struck a success and then they do not strike a success again, you must keep the worse result. *Such is fate.*

2. You can, of course, use your Fidelity to advance the rank of an ability, or change your mind to recover your Health *at any time*; but the rules here mean that the best time and place to do those things is while KISSing; that is, *when it really matters*.
3. Generally, the FC should try to add to your description of a stunt, slightly re-align it with what would be more reasonable, rather than flatly denying it. This makes the process more collaborative, and fun, and encourages players to try to seek thrills rather than seeking permission.