

ROLLING DICE

You need a **twenty-sided die** (D20) and a handful of **six-sided dice** (D6) to play this game.

Checks have **binary successes & failure criteria** and use a single D20 and up to four D6s.

Conversely, you will **fail automatically** if you roll a natural 1.

Decide what your **agenda** is and how you would like to work towards it. Look at your **PRINCIPLES** for guidance.

Roleplay until you reach a *point of tension* or indecision, until you are *paused*, or until it is clear that your actions could have *interesting consequences*.

Your **Faciliator** (FC) and **Peers** (the other players) decide *whether your actions require a roll*, and what form that roll should take: a **check** or a **task**.

Checks

Your Peers will decide which **ABILITY** or **CAPABILITY** you should use for the roll, based on your agenda:

Appeal	Resolve	Wits	Endurance	Finesse	Swiftness
Mental grace.	Mental fortitude.	Mental speed.	Physical fortitude.	Physical grace.	Physical speed.

Your FC will give you a **check target** (CT) to aim for with your roll, based on the difficulty of your actions:

Simple	Routine	Fair	Tough	Ambitious	Absurd
CT6	CT10	CT14	CT18	CT22	CT26

Roll a D20. The natural roll may *automatically succeed* depending on the **grade** of your ability / capability:

Bronze	Silver	Gold	Platinum
—	20	19	18

Add the result of your D20 to your **ability / capability score**, and see if you meet or exceed the target?

If not, then you may advocate for *up to four bonus dice* from any of the following sources (*aka. KISSes*):

Kismet	Insight	Stunts	Specialties
Spending Lots	Using established (metacurrencies).	Extra roleplaying facts or secrets.	Merits, training, and expertise.

For each bonus die, roll a D6 and *add the highest one* to your total result. Do you meet the target now?

If not, then you **fail** the check. Otherwise you **succeed**.

Group Checks

Everyone in the group is **tied to the consequences** of the check, regardless of their own success or failure.

The FC decides whether to use the **slowest & loudest** (ie. the lowest roll) or the **fastest & smartest** (ie. the highest roll), depending on the context of the scene.

Every character in the group must make a check separately: each with the same ability, *but without KISSing*.

Whoever's roll is taken (the lowest or highest) is who *may then* KISS, if their roll hasn't already failed.

Players always roll:

- When their characters want to hit, they roll to hit.
- When they are being hit, they roll to dodge.

Tasks

As with checks, your Peers will decide which ability / capability you should use for the roll, based on your agenda.

Then the FC will *decide and state*:

- The **primary consequences** of failure.
- Which **job** you should use with the roll.
- And count *up to four difficulty factors*, giving a total **success threshold** (ST) between 1 and 5.

You gather your D6s from these sources:

1. The **score** of your ability / capability, and any additional **bonus dice**.
2. Your **level** for the chosen job.
3. A **die of aid** from *each ally* who is willing to be bound to the consequences of your task.
4. **Asset dice** from anything you use to perform the task with.

The aiding dice of allies **keep the grade** of their owner's abilities.

Then roll them all, and *count successes* based on the **grade** of your ability / capability:

Bronze	Silver	Gold	Platinum
5-6	4-6	3-6	2-6

You may then advocate to KISS *up to four dice* which have failed you, **to re-roll them**.

To succeed at the task, you must meet the ST.

Subverting Consequences

If you have any **spare successes**, either due to exceeding the ST or *not being able able to meet it*, you may spend them on any of the following:

- “ I am not abashed or injured...
- “ I learned about myself or others from this...
- “ My true intentions were not releveled...
- “ No-one I care for is compromised, placed in jeopardy, or otherwise disturbed...
- “ Nothing of value is unintentionally lost or destroyed...
- “ Something unexpected happens...

Purchasing any of these will either *counter part of the consequences of failure*, **depending on what was at stake**, or will *add to the narrative in a new and interesting way*.

Compromises are left **intentionally vague** so they can be interpreted liberally.

Tasks have **variable successes & failure criteria** and use a pool of D6s.

VENUS

AN OPEN TABLETOP ROLEPLAYING ENGINE
<https://discord.gg/JwM6zBsZKr>

Sequential Tasks

Sometimes in order to perform the next task, you must *rely on the result of a previous task*. This can provide a benefit or deficit:

- ✓ If the the previous roll *was successful*, then you gain a **+1 bonus die** to the task.
- ✗ But if it was *a failure*, then the FC may count an additional **difficulty factor** adding +1 to the ST.

Opposed Tasks

When you and another character engage in a fight or a contest, you each roll your dice pools and KISS *as per the normal rules* above.

Then you must each **bid your successes on the consequences of failure**. Start with the primary consequences —effectively setting the ST— and then *work down the list of compromises*.

The winner of each bid **subverts the consequence** for their opponent, adding to the drama.

EARNING EXPERIENCE

You earn **1 experience point** (*exp*) for a relevant job whenever you:

- **Fail to meet the ST** for a task.
- Your **aid is accepted** by another character performing a task.
- Are **learning a new job**, and perform a task with that job (regardless of success or failure).
- **Exceed 10 Lots**, converting the excess into exp (usually done at the end of a chapter).

So that you **always learn from your mistakes**

Once you *earn enough exp* in that job equal to **twice the current level**, you can *clean the exp slate* and raise the level of that job by one.

The **maximum job level** is eight

Starting New Jobs

If you don't have the required job for a task then you must *start learning it*. Add it to your sheet at level 0.

And the FC will *always count a difficulty factor against you* when you use a level 0 job, because of your inexperience.

The new job *only advances to level 1* once you **fill the exp slate**, requiring a total of 16 exp.

It is possible to have **zero dice** to roll while learning a new job. In this case you just **fail automatically**.

GUIDING PRINCIPLES

There is a section on your character sheet where you can express your character's personality through **Goals, Habits, and Creeds**.

Goals

These are the **things you want to achieve** in the next few sessions or during the current story arc.

At the end of each chapter (1-3 sessions) you should *advocate for any goals you've completed* to **earn Lots**.

Habits

These are the **things you continually do**, or ways that you act when certain conditions arise. They let you *automatically pass* any relevant 'routine' check (CT 10).

Once per session: If using a habit ever presents an unforeseen dilemma, puts you or others under duress, or creates an interesting or comedic scene, then you **earn Ego** back *at the end of that scene*.

Spending Ego

At any given time, either you have Ego, or you *don't*.

- It can be *spent on checks* to **roll another D20** and use the highest result.
- Or it can be *spent on tasks* to **count all 6s twice** as successes.

Creeds

These are the **things that you believe in** absolutely, oathes you have sworn, or unwavering motivations. Part of an FC's duty is to test *how ironclad* your creeds really are, and *how readily* you defend them.

If your creeds *do not falter* over the course of an arc, then you **earn Fidelity**, increasing your guage.

But if they *have faltered* then your Peers decide which of your **ability scores** should *advance by one* instead.

CAPABILITIES

These are *optional stats*, derived from other abilities. They use the *highest grade* and the *lowest score* of two other abilities as their initial basis.

Here are **some examples** (but your FC can *make up others for your game* if they think they will be useful):

Honor	Links	Might	Vigilance
App / Res	App / Wit	Fin / Swi	Res / Wit
Social standing and cultural privileges.	Background ties and knowing who's who.	Aptitude and energy for doing violence.	Alertness, perception, and stability of mind.

You can also earn Lots by **representing your character expertly** and **using their features** to add depth to your portrayal.

You can also earn Ego by **introducing a roleplay-centered scene** to drive the narrative forwards.

After earning **four fidelity** you may **advance the grade** of any ability **by one step**.

Capability scores may also be **modified by your answers** to a questionnaire.