Roll&Keep Quick Start

Remember those books where the teenage wizards struggle against the Dark Lord of Evil? That movie where the dwarves fight to recapture their mountain home from a dragon? That animated TV show about mystical knights and their army of clones righting wrongs across the galaxy? Aren't those awesome? Here's your chance to put yourself in the heroes' shoes in stories like those.

This is a tabletop roleplaying game, where you and your friends gather around and tell stories full of danger, excitement, and adventure. You might have played games similar to this before—Dungeons & Dragons is a very popular one—but don't worry if you haven't; this quick start will guide you through the core of the system.

Create Your Character

First, decide on your character's **distinction** trait (e.g. "Dillettante dabbler in the diabolical"), a single phrase or sentence that neatly sums up your character. Write it down and assign it 8. Characters usually have three distinctions; this quick start has only one.

Prioritise Physical, Mental, and Social attributes, rating them 10, 8, and 6. This is the character's attributes **trait set**. Other games will have <u>different</u> trait sets (such as values, skills, or power sets), and more (usually at least two).

You start the game with 1 plot point PP.

Give your character a name and description, and you are ready to go.

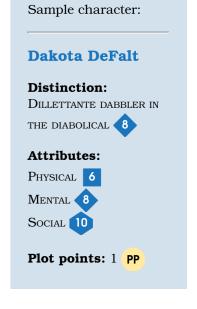
Taking Action, Rolling the Dice

You control the actions of the character you created, contributing to the story you are all telling together.

To act, follow the principle of fiction first: say what your character is trying to do, then figure out how you'll do that in the system.

Often, your character will simply succeed, because the action isn't hard and nobody's trying to stop you. But in difficult or unpredictable situations, you'll break out the dice to find out what happens.

- 1. The gamemaster (GM) decides the difficulty:
 - Easy is 6 6
 - Challenging is 8 8
 - Hard is 10 10
- 2. The GM rolls and totals their two dice.
- 3. The player choose their **attribute** that fits the task and grabs two dice of that type. Usually each trait set only adds one die to the pool, but as this quick start only has one trait set it is being doubled.
- 4. If your **distinction** is relevant, add **8** to the pool.
- 5. Spend a **PP** to add a **6** asset to the pool.
- 6. Roll your dice pool.
- 7. If you roll any ones, then these are called **hitches** and don't count in your total, but instead earn a **PP**.
- 8. Add together the best two dice.
 - If you exceed the GMs total describe how you succeed.
 - If you get less or equal you fail. Discuss what happens instead.



Dice symbol reference:

Type

4-sided

6-sided

8-sided

10-sided

12-sided

Symbol

6

10

Sample Results

5

10



Example Situations

The Safe

Dakota isn't an adept safe-cracker, and yet they're in a sinister cult's guarded secret headquarters, with a steel door between them and the book they desperately need. Can they get in?

The GM decides that the cult has not invested in security and that picking the lock will be easy, and roll 6 6.

Dakota's player decides this uses manual dexterity and is a Physical test.

They also argue that picking locks is exactly what a DILLETTANTE will know, so they roll 6 6 8.

Dakota's player rolled a total of 10, which beats the GM's total of 8, so they succeed!

GM's Roll Player's Roll
5 3

GM's Roll Player's Roll

5 3 4 6

Dakota is able to crack the safe and finds the book contains scribbled notes about a secret facility.

The Facility

Dakota has made their way to an Antarctic research facility. The buildings have been wrecked, and the occupants are missing. They wants to search the wreckage for clues.

The GM decides it is a challenging task to notices some important additional details and rolls 8 8.

Dakota's player decides search in a Mental test, and argues a dabbler would also be good at searching.

The GM does not agree, so the player only rolls 8

Dakota's total does not beat the GM, so they fail, but because they rolled a **hitch** they gain 1 PP.

GM's Roll Player's Roll



The GM describes finding the clues they were looking for, but they fail to notice the footprints in the snow, made by creatures walking on many thin, inhuman legs.

The Creature

Dakota is face-to-something with a shoggoth, a massive and tireless fleshy beast, and decides their best bet is to distract it: "I'd like to make a Molotov cocktail and set this thing on fire!".

The GM decides that quickly finding and weaponize something flammable is a hard test so rolls 10 10.

Scrambling through the wreckage to find the need items is a Physical test, but Dakota's player argues that their



skill in the DIABOLICAL allows them to know exactly what will work, and they also spend a PP to find a stock of supplies.

Their final dice pool is 6 6 8 6

Dakota's result manages to just beat the GMs, so they succeed.



Dakota cobbles together the Molotov and tosses it at the beast. The shoggoth is now on fire and distracted enough to let Dakota get away.