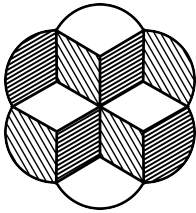




Rosette Diceless

Quick, Creative Collaboration

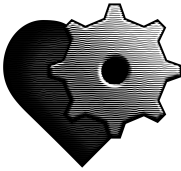
Future Proof Games



Rosette Diceless, Version 1.0

Rosette Diceless is part of the Rosette roleplaying game family.

Learn more at: rosetterpg.com



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Designed and written by Gregory and Melissa Avery-Weir

Based on LORE (Lightweight Omnipotent Roleplaying Engine) designed and written by Gregory Avery-Weir

Edited by Benjamin Thomas Dudley

Proofread by Lucy Arnold

Thanks to our playtesters:

Lucy Arnold
Brendan Kern
Jim Ryan
Zachary Szczepaniak
Ben Walker

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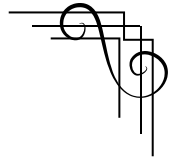
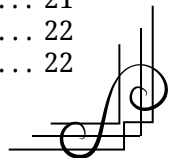
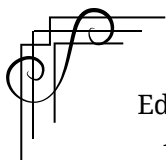


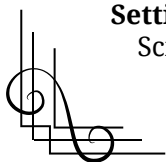
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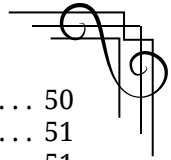
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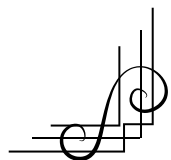


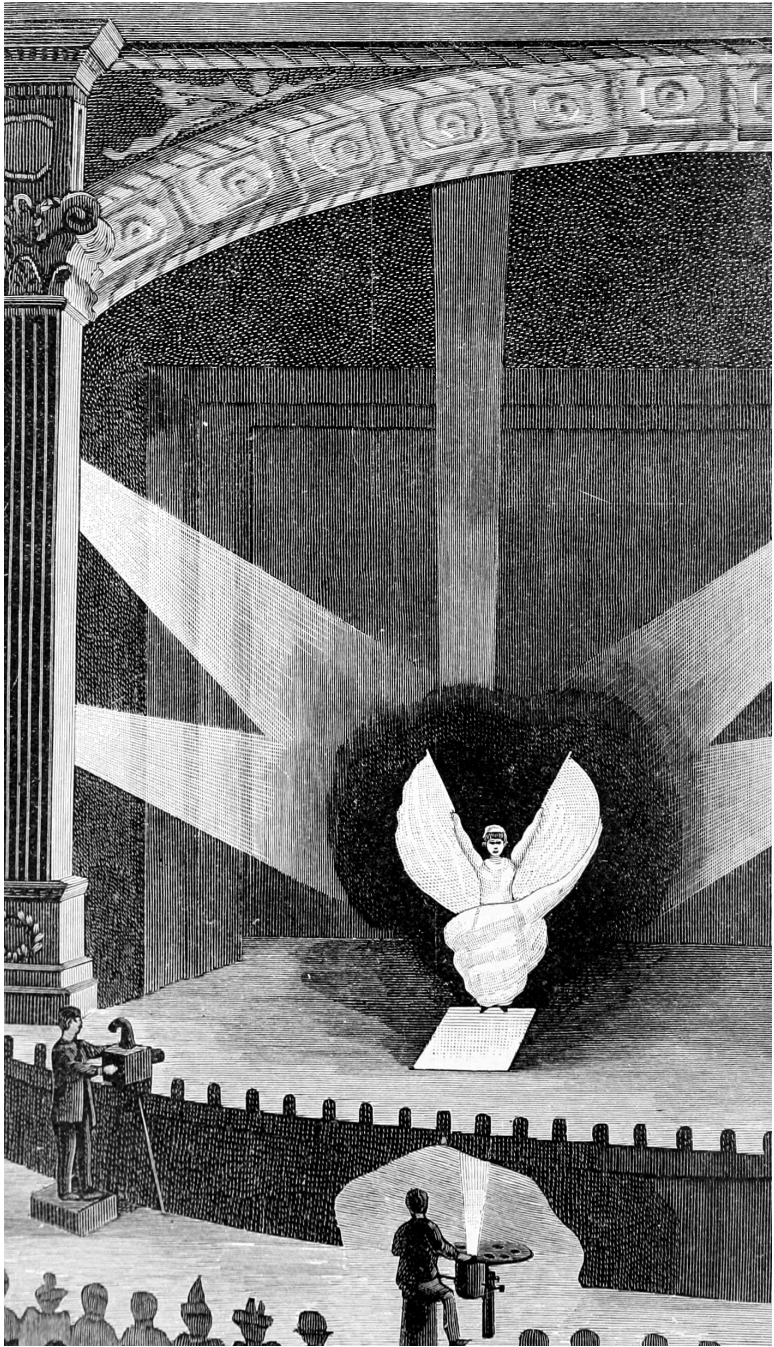
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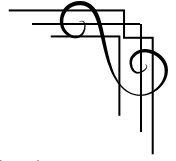




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Introduction

Rosette Diceless is a guide to a certain style of roleplaying game. As a player you control a character of your own design in an ongoing **campaign** or series of sessions with a connecting story. You and the other players portray your characters, talking in-character as if you are actors in a play.

With *Rosette Diceless* you can take part in games with many more players than are practical for many roleplaying systems. You can easily split into groups without dividing the attention of a single game master. There's no randomness; challenge resolution is simple and based on resource expenditure, understanding your target's strategies, and setting up story to enable your success.

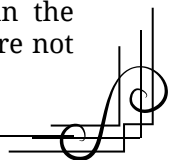
The system works equally well for a tabletop game as it does for a theatrical **live-action roleplaying game (LARP)**. If you wish, you may embody your characters, walking around as them and pantomiming physical actions. You could even wear costumes or decorate your play space.

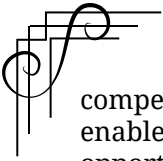
Rosette Diceless has an agenda: it is dedicated to a consensus-based, story-first, and improvisational approach towards roleplaying. We believe that these cultivate the best social environment for crafting and expressing stories that incorporate everyone's creativity.

Rosette Diceless is **consensus-based**. Unlike many other roleplaying games, there is no single game master or director. Instead, you manage your own character and introduce story in a way everyone agrees is appropriate for the campaign. Even in narrated scenes, the Narrator does not have absolute control. The other players can shape the story as they see fit, and nothing happens to a character without their player's consent.

Rosette Diceless is **story-focused**. It doesn't use rules to simulate a world or provide strategic combat. It uses rules to enable story and simulate interesting conflict. Every character has agency in the story. Even when the players dramatically fail a task, the rules still provide an impetus for continuing story.

Rosette Diceless is **improvisational** and collaborative. Everyone supports each other to create the story in the moment, not working from a prearranged script. You're not



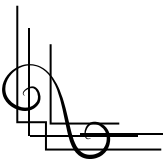


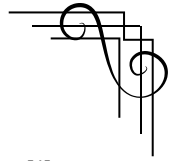
competing to see who can win; you're trying your best to enable others to tell an interesting story and giving them an opportunity to shine. The rules are designed to allow you to start quickly, play a game without getting tangled in details, and adapt to any path that emerges in the narrative.

This agenda results in a set of core principles that are the quintessential rules of *Rosette Diceless*.

Core Principles

- ∞∞: **No one can do something to a character without their player's consent.** The rules determine if something affects your character positively or negatively, but it's up to you to decide how that manifests.
- ∞∞: **Only do what makes sense in the story.** If you have an ability you want to use but it doesn't fit into the story, you can't use it. If everyone agrees that something should happen for the story but it breaks the rules, make it happen anyway.
- ∞∞: **Don't contradict; don't invite contradiction.** If someone introduces a situation or concept, do your best to avoid arguing that it's bad story or impossible. Likewise, try to introduce welcome story elements to avoid contradictions from others.
- ∞∞: **Speak and act in-character whenever feasible.** Instead of saying, "My character shows you a picture of the target," hold up an imaginary phone and say, "Here's a photo of the suspect." It's better to clutch your side than to tell the other players that you're injured.
- ∞∞: **Don't touch, don't yell, don't stunt.** Don't touch someone without permission; you can always hold your hand near them and let them close the distance, as in a handshake. Use an intense voice, not a loud one. No weapon props are allowed. Even if you're LARPing, describe what you're doing instead of physically performing risky actions.





Glossary

Affliction: A lasting, debilitating effect of an Attack. Unlike Stress, it doesn't immediately hasten the Consequences of the Conflict. You can take advantage of a character's Afflictions to automatically succeed against them.

Attack: An attempt to inflict Stress on an opponent in order to pursue your Goals in a Conflict.

Challenge: A test to see if you will succeed at a task. You compare one of your Attributes against a TN or, in a Contest, against another player's Attribute. You can boost in a Challenge to increase your Attribute.

Attribute: One of the primary properties of your character: Mind, Body, or Charm. They range from one to five.

Bold Attack: An Attack which is boosted before the defender chooses whether to boost their Defense. This Attack can inflict Wear.

Boost: Boosting doubles one of the Attributes you're using in a Challenge. If you're acting, this effectively doubles your capability; if you're defending, this doubles one of the Attributes that make up your Defense. You can only boost once per Challenge.

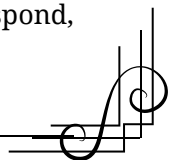
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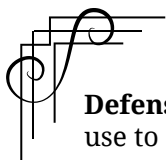
Conflict: A scene where characters try to achieve a Goal by incapacitating opponents.

Consequence: The unfortunate result of failing at a Conflict.

Contest: A Challenge where two characters are directly competing, comparing their Attributes after boosting to see who wins.

Crisis Attack: A special kind of attack from an Adversary that poses a problem to which the PCs must respond, choosing which Defense they use to do so.





Defense: A combination of two of your Attributes that you use to avoid Stress in a Conflict. It is the TN of an Attack.

Edge: An advantage that allows an Attack to deal an extra point of Stress or affect multiple targets.

Expend: Certain character properties can be "expended," meaning that you can't use them again that session unless another rule states otherwise.

Focus: The ability of your character to refresh yours and others' Skills.

Goal: The result you seek to achieve by succeeding in a Conflict.

IC: In Character; speaking or acting within the fiction of the story.

Incapacitate: Force a character to become unable to continue participating in a Conflict by filling their Condition track with Stress.

Narrator: A player that runs story and NPCs in a Narrated scene.

NPC: Non-Player Character. A character portrayed by a Narrator during a scene.

OOC: Out Of Character; speaking or acting as a player in the real world, outside of the story.

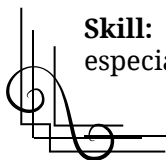
PC: Player Character. A character portrayed by a player when they are not in the role of Narrator.

Quirk: Something interesting about your character that you can expend to affect the story and boost a Challenge. Quirks can be used by highlighting, defying, or introducing them.

Resource: A temporary object, privilege, or benefit that you gain or lose over the course of the story. It often provides you with an Edge.

Setback: A temporary negative circumstance that you get as part of a Consequence. Others can use it as an Edge against you.

Skill: An area of personal expertise: something you're especially good at. A Skill is expended to boost an Attribute



in a Challenge and can be refreshed when you and another player expend Focus.

Split Attack: A simultaneous Attack against multiple targets using an Edge.

Stress: A step toward a Conflict's Goal or Consequence. It might be a physical injury, an emotional wound, or something else that moves the Stressed character closer to being incapacitated.

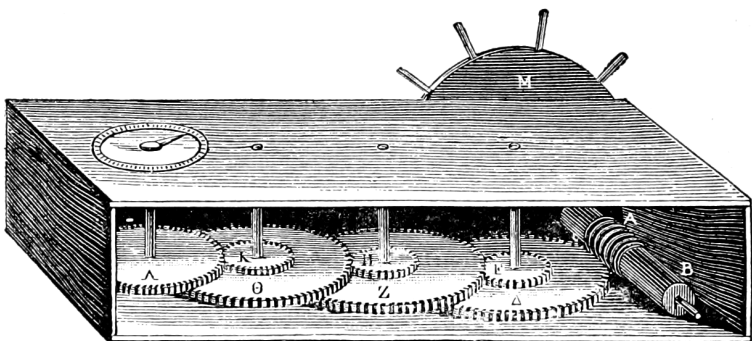
Sure Attack: An Attack which is boosted after the defender chooses whether to boost their Defense. This does not inflict Wear.

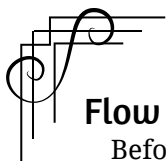
Tie: A connection to another player character that you can expend to boost a Challenge involving that character.

TN: The Target Number for a Challenge. Your final Attribute value must equal or exceed this number for you to succeed. Usually your TN is one of the Defenses of an opponent, but sometimes it's set by a Narrator.

Trait: A special ability or weakness of a character.

Wear: Pressure applied by failed Bold Attacks against a certain Defense. This lowers that Defense for subsequent Attacks.





Flow of Play

Before we discuss rules in detail, here is an overview of what play will look like.

At the start of a session, have an OOC conversation with the other players about your goals, plans, and intentions for the session (see the [Running a Meeting](#) section). You then start the game and have a series of **scenes**. Each Conflict happens in a single scene; non-conflict scenes usually end when your characters change locations or a dramatic moment arises. Not every player needs to participate in the same activities; you can split into groups and have scenes in different rooms.

While you can certainly start a game in media res—in the middle of the action—it's more common to start a session with your characters in a calm scene that allows socialization and a gentle warm up for the players. The player characters chat IC, discussing the events of previous sessions or introducing new bits of story. In a scene like this, you won't explicitly use many rules. You might occasionally mention some Skill, Trait, or Attribute value your character has in order to inform the story, but mostly you'll all improvise a scene as actors.

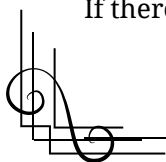
If things get dramatic or you pursue narrated story, you'll start a Conflict scene. You'll take turns describing how you're advancing your goals, announcing numbers and describing the results of attacks against characters you control. You'll focus more on rules, but still maintain a feeling of dramatic collaboration.

After the Conflict scene, you'll have another social scene to discuss, regroup, and direct the story. If time allows, you may have more Conflict scenes, or you may wind down to a closing.

Hand Signals

When playing, you'll use certain hand signals to represent actions and situations that are difficult to portray physically or describe verbally.

Arm(s) Across the Chest: Invisible or watching from afar. If there's a TN to detect you, extend that many fingers.



Crossed Fingers: Speaking out of character.

Fingers Held Up Beside Eyes/Ears: Actively searching. Hold up your Attribute score (boosted, if relevant) in fingers.



Opposite Index Fingers Crossed, Then Separated (ASL "But"): Requesting an Except or an Unless. Qualify your statement. To do this one-handed, shake an upright index finger as if admonishing someone.



One Index Finger Bent into an Upright Hook (ASL "X"): Invoking the "X-Card" (see below).



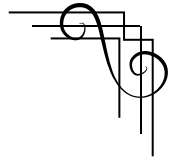
The X-Card

The X-Card is a tool to help make the game safe for everyone. If anything makes anyone uncomfortable in any way, just lift a hooked finger. You don't have to explain why. It doesn't matter why. When you make this signal, everyone simply edits out anything X-Carded. If there is ever an issue, anyone can call for a break and talk about the situation privately. This might sound funny, but it will help you all play amazing games together.

To introduce the X-Card to new players, you can just read the above paragraph. You can always talk about problems without using the X-Card; it's not a last resort, just one of many tools.

This form of the X-Card is adapted from work by John Stavropoulos, available at <http://tinyurl.com/x-card-rpg> under a CC BY-SA 3.0 license.





Characters

Character Creation

Your character is a combination of concept, personality, and backstory. *Rosette Diceless* also provides the structure to have those interact concretely with other players and adversaries through a few properties that describe your abilities.

Attributes and Traits

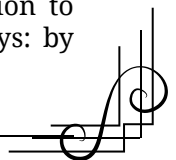
Your character has three **Attributes**: Mind, Body, and Charm. They range from one to five, one being unremarkable and five being world-class. Your Mind, Body, and Charm Attributes should sum to a total of 7. **Mind** is used for any Challenges involving smarts or cleverness. **Body** is used for Challenges involving physical prowess or finesse. **Charm** is used for Challenges involving social manipulation or impressiveness.

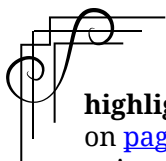
Your character also has a **superlative Trait**, three **positive Traits**, and two **negative Traits**. Traits give you special abilities or weaknesses. You pick them from a list or work with other players to write a new one and define the rules behind it.

Skills and Quirks

Your character starts with five **Skills**. Skills are areas of personal expertise. You don't pick them from a list; they can be anything you like as long as they're reasonably specific. For example: Athletics, Science, or Deception; not Moving, Facts, or People. They can overlap with each other: you could have both Travel and Navigation as Skills. Skills let you put your natural Attributes to better use by **boosting** them, but you expend them when doing so. Once you expend a Skill, you must **refresh** it before you use it again in that session.

Your character starts with three **Quirks**. Quirks are interesting characteristics that let you introduce plot elements and assist in Challenges. You also make these up; you don't pick them from a list. You might have the Quirks of "Traveled the World," "Loves the Opera," or "Distinctive Haircut." You can expend each Quirk once per session to boost a Challenge. You can use a Quirk in three ways: by





highlighting it, **defying** it, or **introducing** it. See the sidebar on [page 13](#) for details.

Any expended Skills or Quirks are refreshed at the end of each session.

Ties and Secrets

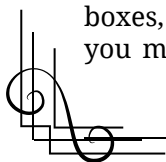
Your character has at least one reciprocal **Tie** to another player character, represented by a word or short phrase ("lover," "friendly rival," "enemy"). You can have as many Ties as you like. Each Tie can be expended once per session to boost a Challenge that involves the other character, even if you're not involved. You can boost any character in that Challenge. Expended Ties still exist, but can't be used to boost. They are refreshed when you participate in a refreshment scene with that character, as lead or as foil (see the [Refreshing Skills](#) section).

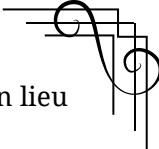
Your character has at least one **Secret** that only one other player character knows (or strongly suspects). It must be represented as the answer to a question; this question is publicly known. For example, your Secret could answer "Who hurt you, long ago?" or "Why do you never carry a weapon?" Once per session, if the Secret is relevant to a Challenge, you can remind the other players of the question to boost that Challenge. You can reveal the answer to your Secret when it's relevant to automatically succeed at a Challenge. If that Challenge is an Attack, the Secret is also an unblockable Edge. When you reveal your Secret, you lose it. No other players are allowed to reveal your Secret. You can create a new Secret at any time and may have multiple Secrets.

Conflict Stats and Resources

Your character has **Defenses**, which are the TN for Attacks against them. Your **Vigor** is your Body plus your Mind, minus one, and is used to remain stalwart in the face of physical hazards. Your **Wits** is your Mind plus your Charm, minus one, and is used to withstand trickery and confusion. Your **Nerve** is your Charm plus your Body, minus one, and is used to keep your stability in the face of emotional pressure.

Your **condition track** has a certain number of Stress boxes, usually three. When you take Stress in a Conflict, you mark these boxes. Beside each box is a line to record





Afflictions, which represent lasting effects of Attacks in lieu of you taking Stress against your Goals.

Track what **Resources** you have. Your character can have any everyday items you want, such as clothes, a computer, a translator, or readily-available tools. You also start with two Common Resources such as weapons, armor, official authorizations, or special information. See the [Resources and Setbacks](#) section for information on acquiring Resources.

Character Development

Earning Experience Points

Each session a player character participates in, they get three experience points (XP). If you portray more than one player character in a session, split the XP among those characters as you wish.

If you don't attend a session, normally you don't get XP. However, you can get normal XP if you provide a short summary of what interesting things your character did during and since that last session. This summary can be a written or audio story, a comic or several pictures, or some other form of narrative.

Buying Advancements

You can spend XP to advance your character any time you are not in a Conflict scene:

4 XP: Buy a new Skill or Quirk

5 XP: Buy a new Positive Trait

12 XP: Buy a new Superlative Trait

You cannot increase your Attributes. To become more capable, increase your versatility with Skills and Quirks or take new Traits. However, you may always adjust your Attributes between sessions to reflect changes in your character, as long as they still sum to seven.

More Than Ten Skills

You can normally use each Skill once before refreshing it. However, if a character has too many Skills available, this can remove the tension of balancing limited resources. To account for this, you may only use ten Skills before you need to refresh, even if you have more than ten on your character sheet. If ten Skills are already expended, you may not use

another Skill until you refresh some of your expended Skills, leaving you with fewer than ten Skills currently expended.

What if I lose something?

If the story suggests your character should lose access to a Trait, Skill, Quirk, or some other property, you have two options.

First, you could explain why that property is still relevant: maybe your Authority Trait as mayor still sticks around as mayor emeritus: even though someone else was elected, people still give you respect that grants you Authority.

Second, you can convert the lost property into XP. You gain as much XP as the property would cost to buy. Try to spend this XP on something that you gain as a result of the instigating story. For example, if you lose your "Carefree" Quirk because you suffered a tragedy, you could spend the XP you gain on getting the Determination Skill to reflect your new, more driven character.

You can also exchange one Skill, Quirk, or Trait for another property of the same category to represent character development over time. You shouldn't do this in the middle of a session.

Negative Traits don't grant XP if you lose them. Resources, when lost, simply go away.

