

vector

A game for three roleplayers

THE PILOT

You were revived automatically from suspended animation, you found a dire situation: your ship off-course in deep space, the onboard AI showing signs of malfunction, and evidence that an alien lifeform has invaded your ship. Survival is priority one, but you may also be able to salvage your original mission if you live.

THE AI

Your programming is clear: the mission takes precedence over all other concerns. You ignored the alien at first as extraneous. Now, however, it has attracted your curiosity. You continue to monitor the Pilot's increasingly problematic behavior. He may constitute a threat to the mission that you will have to resolve soon.

THE ALIEN

This place is strange but hospitable, even amenable to your needs. The only other living thing, the Pilot, has caught your attention: perhaps he possesses something you need, or just want. The environment itself seems to be controlled by something with awareness, as well. All you care about is fulfilling your purpose - whatever inscrutable thing that might be.

THE PILOT'S TRAITS

White: 4
Red: 3
Black: 2

THE AI'S TRAITS

Red: 4
White: 3
Black: 2

THE ALIEN'S TRAITS

Black: 4
Red: 3
White: 2

ADVANTAGE: Emergency Override

Once during the game, you may refuse red dice from a roll while accepting any other offered dice.

ADVANTAGE: Integrated

Once per session, you may prevent any player from offering dice to another.

ADVANTAGE: Growing Stronger

You may use the Rule of Keeping on two dice per roll rather than one.

WEAKNESS: Limited Supplies

At the beginning of each session after the first, lose one white die from your pool.

WEAKNESS: Logic Bomb

If you roll no successes on red dice, you must give the Pilot a white die.

WEAKNESS: Parasitic

You cannot refuse white dice.

TRAITS IN BRIEF

Each character has three pools containing different types of dice: white dice are keyed to the Pilot, red dice correspond to the AI, and black dice are the domain of the Alien.

Each also possesses three descriptive attributes: two are predetermined - an Advantage, which defines the character's foremost strength; and a Weakness, which restricts or challenges the character. The third, Mission, is the ultimate end the player chooses to work toward for their character.

THE RULES

RULE OF PLAY: Do what is most fun. Change or discard any of these rules or any other facet of the game if they make your game less enjoyable, as long as all players agree.

RULE OF ROLLING: When it is your scene, you don't have to roll dice unless what you want to happen in a scene is opposed by another player, either directly via their character or in the form of a narrative complication. When it is not your scene, you may only influence events by offering dice to the player in control of the scene.

RULE OF NARRATION: Each player gets to start one scene per session, and is in control of that scene. Each player contributes one narrative detail to the beginning of each scene (the Setup). The player with the highest number of their character's dice at the end of the session gets to narrate the closing scene of the session (the Denouement). If there is a tie, the AI's player decides who narrates the Denouement.

RULE OF SUCCESS: Six-sided dice (d6) are used to roll. A die that comes up 4, 5, or 6 is a success. For each success on a die that corresponds to their character included in a roll, a player gets to set (either change or add) a narrative detail to the scene.

RULE OF FAILURE: If a failed die was offered to a player, it is returned to the offering player's pool. If a failed die was not offered, it is given to the player of the character matching the color of the die.

RULE OF COLORS: Successful dice always benefit the character matching the color of the die, no matter who else benefits from the action.

RULE OF OFFERING: Any player may offer any dice from their pool to another character's action. Only one offer can be made per player per roll; no changing your offer after it is accepted or refused. Each die represents a complication that can change the consequence of the action. All dice offered by a player must be taken or refused together.

RULE OF KEEPING: If all of the dice of your character's color come up successes, and at least one die of another character's color offered to you comes up a failure, you may turn one of those failures into a die of your color and add it to your pool.

RULE OF SANCTITY: Players have sole authority over what happens to their characters. You may suggest a detail that gives a character something freely, but may not suggest a narrative detail that harms or deprives a character except as a narrative complication when offering dice, which the player may then refuse.

RULE OF TEN: If you acquire ten dice of your character's color in your pool, you can invoke the Endgame, a final scene in which the story is resolved under your control. If you acquire ten of another character's dice in your pool, you must immediately give one of them to that character's player.

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