

R · U · N · E · B · L · A · D · E

A game for three roleplayers

THE WIELDER

Since you picked up the blade, you have known no peace. You're not sure who is your true enemy: your own weapon, or the villain in whose plans you seem to be forever enmeshed. But you're trapped by Fate: you can't cast the blade aside; you need it (or at least its power), and it has chosen you. For now.

THE BLADE

You have an agenda, but need mortal hands to carry it out for you. You possess vast power to give to your wielder; you can also withdraw it when it suits you. You chose your current wielder and cut away all other bonds on your own edge. But to what end have you manipulated Fate and your wielder?

THE NEMESIS

Cruel Fate has thrown that wretch into your path for the last time. You would have long since achieved your goals if not for the magic of the fell blade aiding the meddler. Seizing the blade has become your obsession: you are certain that if you wielded the blade, you could rule the world... or reduce it to ruins.

THE WIELDER'S TRAITS

White: 4
Red: 3
Black: 2

BOON: Determination
You do not have to surrender failed white dice.

BANE: Blade-Bound
You may never refuse black dice.

THE BLADE'S TRAITS

Black: 4
White: 3
Red: 2

BOON: Time Is On My Side
At the end of a session, add a black die to your pool.

BANE: Cold Steel
You may only offer one non-black die to another player.

THE NEMESIS'S TRAITS

Red: 4
Black: 3
White: 2

BOON: Worldly Power
You set one additional narrative detail per scene or roll.

BANE: Spite
When you offer the Wielder red dice, you must offer an equal number of white dice.

TRAITS IN BRIEF

Each character has three pools containing different types of dice: white dice are keyed to the Wielder, red dice correspond to the Nemesis, and black dice are the domain of the Blade.

Each also possesses three descriptive attributes: two are predetermined - a Boon, which defines the character's foremost strength; and a Bane, which restricts or challenges the character. The third, Fate, 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 Blade's player decides who narrates the Denouement.

RULE OF SUCCESS: Six-sided dice (d6) are used. 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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