

## Cranium Rats/W.(M).D.R

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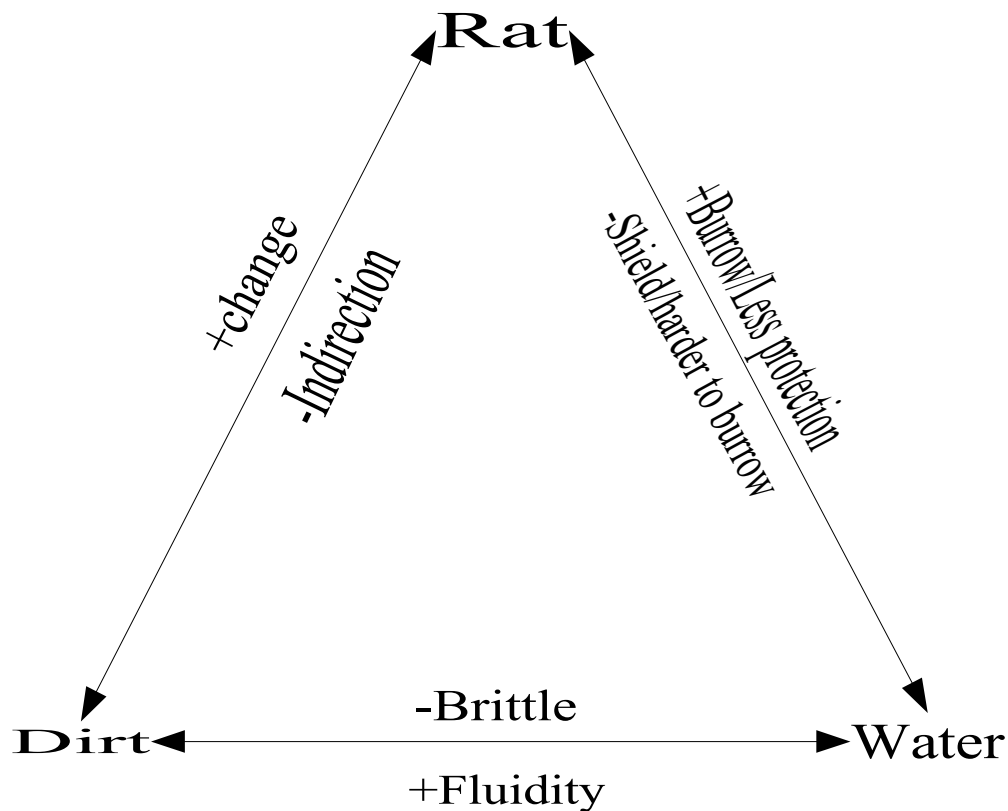
8/01/06

Cranium Rats, to feature Rat and Mud, with the added element of Water. Flood and Rainbow scenes, flexibility, burrowing, mind control, artificial day cycles, dreams.

11/01/06

Rats as Lemmings. Sinking Ship Rats. Bacteria and Single Cell creatures as Rats as Rats are to people. More mind control. Relation between Water and Rat. Triangular relations and non-relations.

3/03-4/03 /06



More Dirt and Rat initiate more Change, the downside is Indirection. Less Dirt/Rat cause stasis and lack of direction.

More Dirt causes brittleness, more Water causes Fluidity.

More Water makes Burrow for Rat easier but gives less protection. Less water means the body provides more protection but it is harder to burrow, in or out. Locked within its own armour.

Rat is **Animal**.

Rat is *Urges*.

Rat goes up: Change, Base.

Rat goes down: Timid, unfeeling.

As Rat goes up you become more bestial, more prone to act by urges.

Mind/Dirt suppressed. Water is controlled.

Dirt(Mud) is **Drone**.

Dirt is *Mind*.

Dirt goes up: Change, High.

Dirt goes down: Uncaring, lack of thought.

As Dirt goes up you become more cerebral, more detached from your body and emotions.

Rat/Urges suppressed, Water unflowing

Water is **Meltdown**.

Water is *Freedom*.

Water goes up: Infirmness.

Water goes down: Rigidity.

As Water goes up you become free, you become loose. You change into the stable form, the path of least resistance

Rat flushed out, Dirt loses form.

Dirt and Water give **Clay**.

Dirt and Rat give **Person**.

Rat and Water give **Instability**.

//Comments following "/" are meant as reasons. Explaining the setting behind the system. While I love DitV's depth is discovered in time, I'd like people to comment on if the system reaches the setting goals, which is much easier if you tell them how it is done.

It's important to note, the Aspects do not try to achieve Ascension, but to further their power over the Character and through him increase their presence in the world. There is a tension between the character's goal and the Aspects'.

#### Basic Glossary:

Aspects: Rat, Dirt and Water. Game end at Aspect 10/0, all Aspects combined cannot surpass 16, 15 for UnSeeking.

Traits: Physical, Social, Mental. No Trait can go above 5.

Dot: Rating at an Aspect/Trait.

Dice Reservoir: Current reservoir of dice left in an Aspect for bidding.

Dice Pool: The dice you are rolling for the current conflict.

UnSeeking: Those who are not on the road to enlightenment, includes most NPCs.

Seeking/Seekers: Those who are on the road to Enlightenment. Pcs belong to this group.

Enlightened: Those who have reached Enlightenment. Also the name for the GM.

Character Generation: (6/03/06)

Each Character is composed of the three Aspects, each of which is played by another player.

The following will be carried out by the Dirt player with input by Water and Rat.

Come up with Character name and concept.

Set each Aspect at 5, spread 8 Dots between the 3 Traits, minimum 1 and maximum 5. Pick 3 character Specialties which will help in skill rolls, these include hobbies, professions, areas of knowledge, social status, wealth and other temporal things. No personality traits are to be included as these will be covered by the Aspects.

Rat and Dirt will each come up with a goal fitting its nature. Water may come up with a Goal only if it wishes but it is entirely optional. Rat may want to bed that woman he met at the bar yesterday while Dirt will want to show his boss that he's smarter. Once a goal is met pick another Goal for the Aspect.

Immediately after Character Generation ends begin a Flood scene for the character, where each Aspect gets one free die. If this Scene would end in a Rainbow scene, roll again between the tied players.

//covering his moment of Enlightenment and his foray into imbalance and internal strife//

There will be footnotes on every page ala Nobilis/Mr. Strange and Jonathan Norrel. Specific ones I have in mind right now will be about Star of David and how it lead to Solomon being a demon summoner, who "They" are, Id, Ego and Superego. Game text to begin with text about Buddha going out of his garden. To include a story about Sunken Ship Rats, the Metaphysics of Rat and Enlightenment.

Resolution:(6-7/03/06):

Advantages: To each roll each side will add +1 per advantage, for example, in a sword fight having a sword compared to the other side's dagger, having superior training, the higher ground, the sun being in the other side's eyes etc. Only advantages suggested by the Players will be added, final okay from the GM is needed. In a way the Specialties are important advantages that occur again and again in the character's life.

Resolution will be done by way of deciding on an Aspect, setting a goal, deciding the appropriate Trait and Aspect, rolling an amount of dice equal to the Aspect plus 1 for applicable Specialties, each dice coming up as equal or under the relevant trait is considered a success. If the result that the number of successes is a multiplier of the relevant Aspect, double the number of successes, not including when Aspects are at 1. For example, if Guy has Rat 3, Mental 2 and 1 Advantage die and his 6 die come up as 1, 2, 2, 3, 4 and 6 he has 6 successes, 1 for each of the dice coming up as 2 or less and double that because 3 is a multiplier of 3.

//The lower your Aspect is the higher a chance you have of it, the Aspect pushes harder as it goes down, especially when it manages to resonate with the Physical side//

The relevant Aspect may add one die to the roll per die used from the Die Reservoir, other Aspects may help at the rate of two dice from their Reservoir per one die added to the roll.

Success on the test results in the goal being accomplished, as agreed and narrated by the Enlightened/applicable Aspect. Final resolution is under the Enlightened's decision.

//Your drive is limited by your material world abilities/Enlightenment is limited by humanity.//

If two Aspects are applicable and one will not yield then bidding may be initiated. If one wants to go against the basic concept/personality of the character(a coward faced with a mugging at a supermarket trying to negotiate things instead of staying in the background/escaping>Rat is the default choice but would be Negotiation is carried by Dirt) then the taking over Aspect has to initiate a Bidding which the winner of will declare the Goal.

Every test won results in the Aspect associated with the victory gaining one die, further asserting its control over the character. All Dice over the Aspect Dots are considered Phantom Dice and cannot be used, if any dice are used from that Aspect's Dice Reservoir then all Phantom Dice disappear(the spent dice come first from the Phantom Dice and only then from the normal Dice Reservoir).

//Enlightenment and growing power is hard. You need to win, yet you can't bid or increase your chances by using your slowly accumulating power. Internal Strife, have we said that already?//

Every test lost results in the associated Trait gaining one mark, to denote “damage”, once a Trait is marked a number of times equal to its rating it goes one down.

//The inhuman Aspects gain from victory, but it is life and the living that lose from failure driven into by the Aspects.//

In case of a bid for control over an action, the player who rolled the most 6s narrates the outcome, if no 6s are rolled then the one who rolled the most 5s, and successively down from there. He must take input from the controlling player if it is not the same person. The GM can override the narrative rights of the player, but is to be sparingly.

### Bidding:

Once Bidding begins(and at all other times besides) Aspects may negotiate between themselves, however, all deals must be carried out in the open. No going to another room to get the jump on the other players.

In Bidding each Aspect begins with zero dice, with the number to roll under or equal being 3.

Each die may from the Die Reservoir may be used to buy another Die.

2 Dice may be spent to give another Aspect 1 Dice or “steal” 1 dice from another Aspect, giving you one and taking one from them, to a minimum of 1.

At the Flood scene which concludes each Character Generation every Aspect gets one free die. It is impossible to go below 0 dice in the Die Reservoir by bidding them.

At Aggressive Flood scenes where is trying to be overtake another Aspect the defending Aspect gains one free die.

When it comes to Task Resolutions the side which would normally get the control gets one free die.

At Flood scenes where one lost a die he gets a free die.

In Task Resolution Bidding ending in a tie the control remains in the original controller's hands.

When an Aggressive Flood scene ends with a tie, the defending Aspect keeps his die.  
When a Flood scene ends in a tie, the unclaimed Dot are put aside, not lost but not claimed.

When a Flood scene ends with all Aspects being equal, it is called a Rainbow scene, raise one Trait by one and mark it on the sheet.

This moment of Satori gets you closer to Enlightenment. 5 Rainbow scenes means the character had been Enlightened. Let the Water player narrate the character's ascent, descent, opening revelation or whatever else. This character is now removed from the game, its tale is finished.

//This is hard, the Aspects all want to rule, but what the Character needs is balance.//

When an Aspect loses enough dice to put him under 0 dice, a Flood scene follows, where he goes down to the Dot under his current rating, his Die Reservoir is considered full, and bidding begins for this Dot. Those who win this Bidding gain one Dot to their rating, and their Die Reservoir is filled to its maximum.

//High risk, high gain, for others. If the original loser risks all and gains then he's off better, but if he doesn't?//

When an Aspect's Phantom Die equal his Dot Rating he can either begin a bid for an unclaimed Dot or try to takeover a Dot from the highest(or next highest if he's ranked first) Aspect.

When an Aspect would gain a Dot, he can instead put it in the unclaimed region and increase one Trait by one.

When a Trait would go to 0, the Highest Aspect will put one Dot in the Unclaimed region and the Trait would be marked at 1 again.

//The Aspects still live and are dependent on the body//

When an Aspect Dot would go to 0, one Die from the unclaimed region is given to it instead. If the unclaimed region is empty(unlikely, as it'd mean both other Aspects are at 8) then the highest Aspect gives it one Dot.

//They need the balance(strife?) given by the other two Aspects to exist//

If there's a Tie between the highest rated Aspects, roll one die for each, the one who rolls highest gives a Dot, in case of a tie, roll again.

When an Aspect reaches 10 the character's quest for Enlightenment is over, and failed. The character had lost an integral part of his or her humanity and can no longer even see the goal. At Rat 10 the character acts only upon his instincts. At Drone 10 the character is an uncaring, unimaginative and dull drone, only following his routine. At Water 10 the character had undergone a complete meltdown; No change or thought is possible and he is in a vegetative state.

11/3/06

#### Example of Play:

Remember, it should be run with scene framing, moving to the interesting bits, tying things up, ala Unknown Armies, Guy Ritchie and Quentin Tarantino flicks.

Quentin is the Enlightened, GM in other games. The Character taking central scene is Paul, whose Rat is Guy, Dirt is Michael and Water is Klail. Paul has Water 7, Rat 5 and

Mind 4, Physical 1, Social 3, Mental 4 and works as a programmer as a wage-slave.

Quentin: Guy, I see your Goal is to hit on the girl working the grocery next door and bed her, how about we set the following scene there?

Guy: Sure thing man, sure thing.

Klail raises an eyebrow, wondering what could happen that'd be of any interest there, and knows he'll be expected, knowing Quentin.

Quentin: So there you are, talking to Daphne, hitting on her, when all of a sudden this unshaven grizzly of a man bursts into the grocery, sawed-off in his hands and yells, "Nobody fucking moves!", he shoots the nearesy bystander to pieces to make his point clear, the bystander explodes into a red shower.

Everyone: Oh shit!

Michael: I have Paul do nothing, considering he's the type who sits in the background and does nothing. I think the best thing would be for him to stand in the background, not attracting attention.

Guy: I could have him run away out of fear, but fuck that shit, Daphne is here, this is my chance, this is my day. I'm going to have him jump over Grizzly bear and take his gun away!

Quentin: That's a Bidding, Michael is going to get one free die.

Guy: I bid my 4 Dice, I want this!

Michael: I won't bid, I have 3 Phantom dice, grrrr.

Michael rolls a 6 with his free die, Guy rolls 2, 3, 3 and 5, 3 successes. Guy will control Paul, but Michael will narrate the results.

Quentin: Physical test. If you succeed, you will take the shotgun away from him, if not, he'll knock you with the butt of his shotgun and laugh at you.

Guy: Hmmm, I have 5 dice, need to roll a 1, I don't know if I can. Klail, how about you give me some dice?

Klail: Why should I? You put yourself into this mess, deal with it! If you'd fail, Daphne won't give a rat's ass about you, where would your goal be then?

Guy: You're the highest Aspect, Physical is at 1, if I fail you'll lose a whole Point.

Quentin: Don't forget, he gets one extra die for having the advantage of the gun.

Klail: Damn you, take 3 dice and be done with it.

Some rolls later, Guy wins and manages to take the gun away from the robber.

Michael, narrating: Paul jumps him, he's surprised and I manage to wrest the gun from his hands as I knee him. While the gun is still clenched in his hands he manages to shoot though, spraying a young girl standing nearby.

Quentin: Guy, take another die, and we're through with Paul for now. Now we move to Terrance, as he gets a phone-call, telling him his sister died in an attempted robbery..

13/03/06

#### Alternate Rule and Reasoning:

I already have one optional rules change, before any play of this game was performed.

Skip to the last Paragraph if you wish to see the end result.

The Phantom Dice increase seemed to me to become heavy and unlikely, as well as an invention of another rule. When you can't bid or use dice you're unlikely to get rolls (supposing the other players can somehow tie the actions in questions to their Aspects, and most could and would) and thus unlikely to advance. Here is what I came up with, and how.

The thought I had in the back of my mind as I did this was: Minimal amount of general rules, specific rules should be applications of these general rules.

Perhaps I should use Die Marks, like I do with Traits? When a roll is won, give it a mark, when Marks=Aspect (figure could be modified if you want to lengthen the game, perhaps Mark\*2 like Dice\*2, will need playtesting to verify) you can initiate a Flood Scene.

But then, there is no choice, you will always try to roll, because unlike before when you couldn't bid, you can bid, and since it doesn't come out of your dice then it's all easy, bid bid bid, gain marks, go up.

Losing in a roll causes you to lose all Marks, that's the solution. You must enter Action rolls (using Traits) in order to gain Marks, but each roll is a chance for you to go back to square one, when you get too high your fellow Aspects may give Dice to the opposition to block you (albeit at a 2-for-1 ratio. Though, like we see in the example, they are still forced to help you if Trait=1).

Kept the die added to the Die Reservoir, to replenish it and keeps the action going.

End result: When a Trait roll is successful, the Aspect involved in the Roll gains a Mark and a Die to the Die Reservoir. When a Trait roll is unsuccessful, the Aspect involved loses all Marks.

When Aspect=Marks the Aspect may initiate a Flood Scene.

When an Aspect goes up or down it loses all Marks.

15/3/06

#### Aspect Relations:

-/+# refers to Dice at Dice Pool.

If Water>Dirt then Rat+1 when Defending, -1 when Attacking(Initiating).

If Dirt>Water then Rat-1 when Defending, +1 when Attacking.

If Rat+Dirt>Water\*2 then +1 to Initiator.

If Water>Rat+Dirt then -1 to Initiator.

If Rat>Dirt then +1 Social, -1 Mental.

If Dirt>Rat then -1 Social, +1 Mental.

//This will cause different Aspects to support/oppose other Aspects depending on what bonuses they wish to occur or prevent. Also shows the effect when Imbalance is reached.//