

The main gimmick is that you don't roll to hit. You always hit. The question is how deadly is your hit, and do you hit first? Luck is the cypher for HP in this game. There are no ability scores or other stats. Try to please your demon-god to level up through love and teamwork.

Don't get too attached to living

When you hit, roll 2d6 (don't sum unless you have heavy metal) to determine damage and if you have critted. If they match, you have pulled off a crit! What number did you roll that matched? It decides the severity of your crit (the dice roller gets to decide particulars).

Ones: Describe some sort of extra combat maneuver that has a temporary or bonus effect, such as a trip, disarm, blood in the eyes, etc.

Twos: Sundering of a mundane armament.

Threes: Loss of a hand, foot, or tentacle.

Fours: Loss of a facial feature.

Fives: Organ failure. One final statement and one action before death.

Sixes: Death.

Seriously, get over dying already

Crits always deal damage like normal attacks in addition to their effects. If a PC reaches 0 Luck and is then hit, they get K.O.ed. If you are K.O.ed, roll 2d6 each round. If you get snake-eyes, you die. If you get matching twos or threes, you lose 1 Luck forever. If you roll matching fours or fives, you stabilize and can be shaken awake. If you roll matching sixes, you awaken with 1d6 Luck. If you get matching twos, threes, or no matches, you have to roll again next round.

The Quick and the Dead

Weapon choice matters to initiative and damage. Light weapon: +1 initiative (not damage), but your damage is the lower of your two dice. Medium weapon: normal initiative, and your damage is the higher of your two dice. Heavy Metal: -2 initiative, but your damage is the sum of your two dice. You cannot use a heavy metal weapon with a shield.

Whenever you want to act first in a given moment in a combat round, the higher combat roll—without

damage pluses for weapon size—goes first (if one is not attacking, they can sum 2d6 for their action and the higher roll happens first). If you tie, things happen simultaneously.

Classes

Each class has certain gifts. Luck is your hit points in this game, and you gain more as you level. Players may choose their own titles. For instance, one could choose to be a Tough barbarian, a Shrewd barbarian, or a Mad one. Whether a title has any mechanical effects or advantages, &c is the purview of the game Ref.

Tough class: can choose to wield heavy metal weapons. Can wear helms (helms shall be sundered). Get one extra attack every three levels. Can burn Luck to add it to damage rolls. Base Luck is 20; gets one more each level.

Shrewd class: has $\frac{1}{6}$ chance to succeed anyway at failed rolls for spotting secrets, disarming devices, and skulking. Can wield medium or light arms. This goes up each even level to a max of $\frac{1}{2}$. Can burn 1 Luck to reroll any die (including NPC dice). Base Luck is 15; gets one more every other level.

Mad class can cast spells. Can wield medium or light arms. Start with 3 magic words (can find more by raiding dungeons). Can burn Luck to add it to spell rolls, if you have 10 minutes to prepare a ritual for each point you want to burn. Base Luck is 10; gets one more every third level.

Checks

When someone tries to do a non-combat thing, including using a magic word they have, they sum 2d6 and the DM sums a number of d6s equal to the challenge of the thing (usually one, two, or three dice). If you either roll higher or roll doubles, you win, but if you rolled snake-eyes, there is a complication, unfortunate happening, &c that the game Ref will decide upon.

Kin

Each kin has their own mindset and gifts.

Human: Can level up indefinitely. +5 Luck at level 1.

Other-born: Has a maligned heritage (elf, vat-born, CHUD, &c). Can level up indefinitely as a Mad, but only to level 6 as a Shrewd or Tough. Adds an extra +1d to chances to do things as a Shrewd.

Smallkin: Must be a Shrewd. +5 Luck at level 1. Can

regain 1d6 Luck by eating a ration. Stops leveling at 10.
Robot: Must consume oil (oil for one meal takes up the same space as a ration) each day or seize up (conscious but helpless). Has -1 initiative. +10 Luck at level 1. Stops leveling at 7.

Inventory management

Everyone has 10 spaces in their pack, a scabbard if they want it, and a bandolier with three spaces. When combat happens, one loses initiative unless they spend a movement doffing their backpack (you can attack and use a movement each combat round). It takes a full round to fish something out of a backpack. There are [no torches in this game](#) (at least for adventurers); use a lantern. Lanterns consume one space of oil every hour. Adventurers consume one space of water and a ration every day. Shields/helms shall be shattered, so you may want to carry one; it robs you of a space in your bandolier though.

Luck (health) recovery

You heal up to full Luck each morning, provided you ate and drank in the last 24 hours. A ration is enough food for this. If you don't drink for three days, you die. If you don't eat for a week in a dungeon environment, you die.

Monsters

Foes come in a couple varieties. Always ask your Ref: are these mooks?

Mooks only do d6 for damage/initiative. They do something special if they roll a 6, but not crit-level special, just something typical for their species such as using venom, retreating into the shadows, &c.

Non-mook monsters roll dice like players. If players want to do certain things that are to be opposed by monsters, the Ref uses challenge dice as detailed above.

Leveling:

Your party chooses a party type based on one of the 666 god-demons that patronize adventurers. Once they have checked off everything for that type, they level up. Characters lower-leveled than any others have a 50% chance of gaining two levels. Parties may hold blind ballots to see if they want to change patrons after leveling up.

Party types:

Mammon's Mirthful Miscreants

- ☐ Found a treasure that was concealed behind a secret.
- ☐ Betrayed or tricked an NPC.
- ☐ Bought or expanded a party headquarters by spending 100 coin on it per average party level (material holdings require 100 coin per month per expansion to maintain too).

Kala Kala's Cunning Cutters

- ☐ Burned down a den of iniquity.
- ☐ Used clever teamwork to take down a boss.
- ☐ Converted a shrine or fane into a Kala Kala hearth.

Raqual's Repentant Rascals

- ☐ Undergo a torturous ordeal.
- ☐ Topple a tyrant, and establish a just order to replace them.
- ☐ Lose something dear.

Karn's Killer Queens

- ☐ Brutally bring freedom to oppressed women.
- ☐ Kill a king, and replace them with a queen.
- ☐ Bring fine riches to poor women.

Jumugudr's Japing Jackanapes

- ☐ Spend all coin on a fortnight of carousing.
- ☐ Humiliate a king by taking what is most dear to them.
- ☐ Topple strong foes in front of spectators.

Umannah's Undulating Uberdogs

- ☐ Bring forth something to the light that hasn't been in it for centuries.
- ☐ Transport a sacred mirror to one of the 36 mountaintop shrines.
- ☐ Guild a temple to make it into a brilliant beacon.

Pasperous's Parsimonious Popinjays

- ☐ Do acts most wanton under star-light.
- ☐ Install a crystal lattice in the dungeon (such a construction uses precious stones and glimmers with light as if it were one of the southern constellations).
- ☐ Infiltrate the foes, and take them down from within.

Rashtri's Roguish Revengers

- ☐ Avenge someone.
- ☐ Get violent revenge on someone who tricked you.
- ☐ Everyone in the party has won a one-on-one conflict (knife-fight, wizard duel, race through a gauntlet, &c) with an NPC.