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Design Goals

1. Have a mechanic in which a Character can be seen as 'consistent' based on their own defined 'Value/ideal/beliefs/morality/conscience'. - This means thoughtful engagement, not rigid adherence.
 - a. Enable this mechanic to create both Internal and External Conflicts within the Character/Player relationship - this should help drive Dramatic scenes in which conflict is inevitable between the Character in themselves, or with others. This should create internal/external conflict naturally based on the testing of values.
 - b. These Character traits should strongly, but without restraint, reinforce behavior.
 - c. Encourage both Aligning with your Character, and also encourage Challenging of your Character's Values - both should be interesting and enjoyable experiences. - Both adherence to and challenges of ideals should lead to meaningful story outcomes.
2. Ensure a clean separation between player and Character motivations, reinforcing that divide mechanically.
3. Not use mind control/remove total agency of the Character away from the player. Some loss is fine, total loss is not.
4. It must not use a currency of any kind (metacurrency, points, etc)
5. The mechanic should push values to the forefront of decision-making, always asking why Characters act: Make value-driven adventures central to the system, especially in how conflict is framed.

The Game system itself is a d100 Skill + Attribute system, roll under, roll high.

Opposed Tests are Skill+Attribute vs Skill+Attribute - you determine the winner by who has more Success Levels (SL).

If both sides of the Opposed Test fail, then the winner is determined by who has less Failure Levels (FL). SL and FL are determined by the 10's spot of the d100 - IE if I roll a 56, I have 5 SL. It being a SL or FL depends on if it is a Success or Failure. FL are counted away from the TN, SL are counted away from 0.

Ties are re-rolled.

Identity

Characters in [Game Name] have a shared set of mechanics that encompass who they are, and what they desire. These mechanics allow the Character to take on a life of their own, allowing greater freedom and more in-depth roleplay potential. To do so, Characters have an [Identity]. This is the term to refer to the makeup of a Character’s personality. The [Identity] is split into the following categories *Values*, and *Goals*. This section deals exclusively with Values for right now.

Values

Values represent how deeply your Character cares about aspects of their identity, shaping how they understand and act in the world. Throughout gameplay, Characters will face conflicts that test the meaning and importance of their Values. When two Values conflict, it triggers a special Test called a *Value Test*.

Values represent a shared set of traits that every Character in [Game Name] possesses. They shape relationships, spark conflict, or drive action, depending on how your Character engages with them. Each Value is measured like other Skills and Attributes in the system, starting at 1% (the minimum) and reaching up to 100% (the maximum). These Values are categorized into the following Strengths:

Strength	%
Weak	01-20%
Moderate	21-40%
Strong	41-79%
Defining	80%+

- **Weak** (01-20%) These Values are fleeting and hold little sway over your Character. They rarely motivate action or influence decisions.
- **Moderate** (21-40%) These Values offer a moderate push, providing enough drive to spur action but not enough to reshape your Character’s life.
- **Strong** (41-70%) These Values deeply influence your Character’s choices, guiding them with purpose. Shaping and providing fuel for their ambitions, shaping how they face challenges and relationships.
- **Defining** (71-100%) These Values are the essence of your Character’s being. They inspire life-changing decisions and give them the strength to achieve the impossible.

Values are also grouped under one of the two following categories, based on how your Character views that Value:

- **Bonds** This category primarily relates to how your Character views other people.
- **Ethos** This category primarily relates to how your Character interacts with Morality, rules, and structure.

Value Tests

A *Value Test* happens when a Character’s *Value Type* calls for it or in specific situations, like acting on a Trigger (e.g., ‘When you act with...’), facing moral dilemmas, or when the GM finds it narratively appropriate. Each Value has a specific Trigger word, chosen during character creation, that defines how it may conflict with others. Players may also request a Value Test when they feel a situation carries significant ethical or emotional weight.

When a **Value Test** occurs, the player declares actions aligned with each Value being tested. The GM and other players can offer feedback—supporting actions that align with the Value or questioning inconsistencies—but care is needed. A player’s view of their Character may differ, and exploring these differences is important. If disputes arise, the GM has the final say but should remain flexible to preserve Character integrity.

A **Value Test** is resolved in two possible ways:

Value Test Chart		
	SL of the Value Test	Effect
1. The first is if a <i>Value Test</i> is triggered via a Single Value. This means that the Value’s Type calls for a Value Test, and no other competing Value is also triggered. This is resolved as a Skill Test, checking for Success and Success Levels.	Critical Success with 5+ SL	For the remainder of the Scene, Improve any Test’s TN by +40 while following through with your chosen course of Action.
	Success with 5+ SL	For the remainder of the Scene, Improve any Test’s TN by +30 while following through with your chosen course of Action.
	Success with 3-4 SL	For the remainder of the Scene, Improve any Test’s TN by +20 while following through with your chosen course of Action.
2. The second is if a <i>Value Test</i> is triggered via multiple competing Values. This means that two or more Value Types have called for a Value Test. This is resolved as an Opposed Test.	Success with 0-2 SL	For the remainder of the Scene, Improve any Test’s TN by +10 while following through with your chosen course of Action.
	Failure with 0-2 FL	For the Remainder of the Scene, Improve any Test’s TN by +5 while following through with your Chosen course of Action. Reduce the Value by 1d4.
	Failure with 3-5+ FL	For the Remainder of the Scene, Improve any Test’s TN by +0 while following through with your Chosen course of Action. Reduce the Value by 1d6.

In either case, compare the results to the following Chart for the outcome. The Value that wins the Opposed Test is considered dominant, revealing what the Character believes to be the correct course of action. To determine the results on the table. From there, the player faces two choices:

1. **Act With their Values**
If the player chooses to have their Character act in line with the winning Value, they proceed with the declared course of action. In doing so, compare the winning Value’s results with the Value Test Chart, from the Opposed Test. Your Character gains that bonus while they pursue the chosen course of action, for the remainder of the scene.
2. **Act Against their Values**
If the player opts for their Character to act against the dominant Value, they may select an action aligned with any other Value in the conflict. However, you do not gain any other bonus, unlike Acting with your Values. You cannot Act Against your Values if you only have one Value triggered.

Assigning Values

During this step of Character Creation, you will add three core Values, though more may have been generated in previous Character creation steps. These Core Values are generated by the Player, choosing for the Character. These should be emotional ties, and working with the other PC's is suggested. Each Value is crafted using specific Types tied to its corresponding category, which explain what kind of Value it is, alongside what triggers it, the *Type*. These **Types** carry inherent triggers that define when and how the Value comes into play, so careful attention must be given to both their selection and how they shape the Character's internal drives. The thoughtful construction of these Values will resonate deeply in gameplay, guiding choices and fueling conflict.

"Defining"	3d10+55
"Strong"	2d10+45
"Moderate"	2d10+30
"Weak"	2d10+5

To begin, assign a Defining, Strong, and Moderate Value to each of these - you'll roll these dice to determine how well that Value resonates with your Character. You must assign them to these three of your starting Values, before rolling them.

After you assign the dice, then write out a *Value Statement* for each of your chosen Values. Whenever you create a new Value, you'll write one of these. A **Value Statement** describes how your Character views and understands that Value and helps shape their perception and potential changes over time. The statement is unique to your Character; this Value Statement must modify, and relate in some way to the Value. A bad Value statement is one that does not relate to its Value, clarify how the Character views that Value, or prompt action.

Finally, your GM will provide you a list of 'Campaign Values' - these should be things that your Character has an opinion on, a strong feeling (positive or negative), and so on. The GM should provide three additional core Values. Assign a Strong, Moderate, and Weak Value to those.

Value Types and Triggers

Each Value is defined by its **Type**—concepts such as Loyalty, Duty, Love, Integrity, and others. These Types represent distinct facets of how your Character perceives the world and reacts to it. In addition to shaping your Character's perspective, each Type carries a specific mechanical function, referred to as a *Trigger*, which dictates when and how that Value comes into play.

A Value's **Trigger** serves as the catalyst for its activation. This occurs automatically when certain conditions are met, prompting a Value Test. Each Trigger is uniquely tied to its Value, meaning multiple Values can be activated by the same action or event, depending on the situation. Triggers are concise phrases designed to encapsulate these moments, such as, 'When you take a Risk driven by Loyalty,' or 'When Hatred clouds your judgment.' It is the Player's responsibility to recognize these moments and activate the corresponding Values accordingly.

Type	Description	Trigger	Examples
Bonds			
Bonds define how your Character perceives and engages in their relationships with others. These can range from deep connections with family, friends, or allies, to complex entanglements with rivals or enemies. Bonds reflect the emotional weight and significance your Character places on these connections, shaping how they respond to loyalty, betrayal, love, and conflict within their interpersonal world.			
Loyalty	This Type captures your Character's commitment to someone or something, driving them to act out of fidelity and duty. It applies when they prioritize or protect a bond, regardless of personal cost.	When you take a Risk motivated by your Loyalty... When your Loyalty forces you into a difficult choice...	<i>"I am Loyal to the King"</i> <i>"The Prince demands my Loyalty"</i> <i>"My loyalty can be bought with a drink."</i>
Love	This Type denotes a deep affection or emotional connection, whether familial, romantic, or platonic. It applies when your Character acts out of love, prioritizing the wellbeing or happiness of those they care for.	When you take a Risk motivated by your Love... When your Love clouds your judgment...	<i>"My wife is the light of my life."</i> <i>"My friend is my greatest treasure - I love him like my own flesh and blood"</i> <i>"The Love of the Fey is a path to ruin"</i>
Hate	This Type reflects a powerful animosity or resentment, driving your Character to oppose, harm, or defeat the target of their hatred. It applies when they act out of hostility, vengeance, or disdain toward another.	When you take a Risk motivated by your Hate... When your Hatred consumes your reason...	<i>"Count Robert must be humiliated and brought low."</i> <i>"Criminals murdered my parents - I'll have them all brought to justice."</i> <i>"The only good Gnome is a dead Gnome."</i>
Ethos			
Ethos represents your Character's internal moral compass, outlining their core beliefs, values, and principles. It defines how they view right and wrong, justice and injustice, and the ethical framework that guides their actions. Beyond just external morality, Ethos also speaks to their self-image—how they perceive themselves in the world and the personal code they live by, whether noble, pragmatic, or conflicted.			
Authority	This Type focuses on personal freedom and the use of power, be it societal or personal. It emphasizes the importance of understanding how you use your own abilities.	When you attempt to exert control over a situation... When someone threatens your control of a situation...	<i>"Power should be wielded with precision and purpose."</i> <i>"Freedom is a precious right that must be fiercely defended."</i> <i>"I should strive to make sure that I do not infringe upon others' rights to exist."</i>
Duty	This Type emphasizes duty, accountability, and fulfilling obligations. It focuses on how you handle responsibilities and what action on what you think is right.	When you take a Risk to fulfill a duty or obligation... When you act to take responsibility for your actions and their consequences...	<i>"I accept the weight of my obligations with resolve."</i> <i>"I must protect the innocent."</i> <i>"If someone trusts me, it is their own fault."</i>
Integrity	This Type centers on personal moral principles and ethical considerations. It highlights the importance of adhering to one's values and maintaining consistency between beliefs and actions.	When you take a Risk to uphold your ethical principles... When you confront actions or decisions that compromise your moral standards...	<i>"My principles are my guide, even when they lead me down a difficult path."</i> <i>"Consistency between my actions and beliefs is crucial."</i> <i>"Morality is a crutch put upon us to shackle ourselves to society."</i>

Change in Values

Characters in [Game Name] do not remain the same people that stepped out on their journey - they have experienced new things, and been forever changed through their encounters. A Value will not remain the same, if it is fed and built upon, it will grow beyond its confines, and likewise, if a Value is neglected, it will wither and die.

During play, your Values will strengthen and worsen, all due to the actions of the Character. A Value is only strengthened when it is tested by fire, and so a Value must undergo testing to be determined true. A Value grows in strength, or weakens in the following ways:

- Whenever you take a Value Test, if you Critically Succeed with a Value - increase that Value by 1d6.
 - Each Test taken during a Scene, while benefiting from a Value, if it is a Critical Success, increase that Value by 1d4
- Whenever you take a Value Test, if you Critically Fail with a Value - decrease that Value by 1d6.
 - Each test taken during a Scene while benefiting from a Value, if it is a Critical Failure, decrease that Value by 1d4
- Each time you *Act with your Values*, increase the chosen Value by 1d6.
- Each time you *Act Against your Values*, increase the Value you have chosen to instead act with by 1d10, and decrease the Dominant, winning Value by 1d10.
- Instead of increasing a Value, you may choose to alter the Value Statement. The Value Statement must stay the same Type, and this alteration must fit the original confines of the Value Statement, though in extreme cases may cause a reversal. (Love to Hate)
- Whenever you decrease a Value, you may reduce it by a further d4 to alter the Value Statement, as described above.
- Instead of increasing a Value, you may instead choose to gain a new Value, of the same Type, related to the 'parent' Value. This Value begins at ([Willpower Score] + [1/4th the parent Value]).
- Each time a Value increases to a new Strength for the first time, gain 5 XP. Additionally, you may change or replace a Personal Flag associated with this Value. If you do not have one, you may gain a Personal Flag of your choice associated with that Value.

[Mark dots for Bonds, Ethos, can increase any Value by spending the dots?

Acting With Dots just increases, Acting Against dots increase at cost of other Values?]

Gaining new Values

The primary way of gaining new Values in [Game Name] is when increasing a Value, you may gain a new Value related to the original Value, as listed above. Additionally, under the following circumstances, you may generate a new Value. This list is not exhaustive, and is intended to be a set of generalized mechanics to represent the various ways one can gain a new Value.

- Witnessing a personal or community tragedy, losing a fight, defeating a powerful enemy,
- Forming deep relationships, falling in Love, Marriage, adoption or having a child,
- Swearing an Oath,
- Divine Communication,
- Joining a new Political Faction, a Knightly order, reaching the social rank of nobility,
- Being told about ancient myths, acts of heroism, or learning about historical enemies may instill new Values
- Social Actions, such as [Instill] may create a Value
- Players can propose new Values during play to reflect their character’s growth and emotional investments, especially after significant moments.
- In response to story events, the GM can assign new Values to a character, especially if the situation calls for it
- Downtime Actions can create new Values, such as meditating on your recent actions

In any case, new Values are always generated with a minimum equal to the Character’s Willpower Score. An additional modifier is added based upon the circumstances, assigned with good judgment based on the circumstance. Additionally, certain in-game effects can dictate additional ways of generating new Values.

“Intense”	3d10+25
“Dominant”	2d10+20
“Notable”	2d10+15
“Restrained”	1d10+10
“Momentary”	1d10+5

Spending Values

After completing a [Goal], you may spend your Values to gain XP. After a Goal has been completed, you may choose to spend any Value [with a dot? That was used? Something] at a 1:1 rate of the Value to XP, reducing that Value. You may only reduce a Value to a minimum of your Willpower Attribute. When you use a Value to buy XP, mark it with a tally. If you spend that same Value for XP again in the future, increase the minimum amount to which the Value can be reduced by 10 times the number of tally marks. Over time, this may cause the Value to become ‘locked’, preventing it from being spent for XP, though you can still adjust the Value up or down as usual.

As an example, if the Goal is completed, and you have a Value at 75%, and your Willpower is 30, you may spend that Value down to 30%, gaining 45 XP.

Example of Play

Aric the Knight has the following Values:

- **Bonds** (Loyalty): "My loyalty to the King is unwavering." (83%)
- **Ethos** (Duty): "I cannot stand by and let the innocent suffer." (73%)

Aric and his companions arrive at a village that's being terrorized by a powerful, corrupt noble. The villagers have been wrongfully imprisoned for defying outrageous taxes, and Aric is faced with a difficult decision. The noble has the law on his side, but the villagers are innocent, and if Aric takes action, it will be seen as treason. Aric's loyalty to the King is in conflict with his personal code of condemning evil and protecting the innocent. He knows the noble is acting unjustly, but standing up to him could have grave consequences.

The GM sets the stage for a Value Test as Aric prepares to confront the noble in the public square. The Duty Value trigger is activated: *"When you take a Risk to fulfill a duty or obligation..."*

Aric's player declares, "I'm going to publicly denounce the noble's actions in front of the entire town, exposing his cruelty and corruption."

The GM asks for a Value Test between Aric's Bond (Loyalty) and Ethos (Duty). Aric's player declares that his course of action for Duty will be to denounce the noble, and his path with the Loyalty Value will be to restrain himself. The player rolls for both competing Values. His first roll for Loyalty is a 78, which is under his Value of 83%, giving it 7 SL. His Duty Value Test rolls a 39, which is still a Success with 3 SL, but it does not beat the Loyalty's 7 SL, so Loyalty wins the Value Test.

Aric's Loyalty to the King wins the test. The player has two choices:

Act With His Loyalty: Aric would have to support the King's law, despite his personal beliefs, gaining +40 to all Tests for the remainder of the Scene.

Act Against His Loyalty: Aric could still choose to publicly condemn the noble, but this would cost him mechanically, reducing his Loyalty and gaining no immediate bonuses.

The player decides, "Even though Aric is loyal to the King, he can't ignore the suffering of these people. I'm going to act against my Loyalty and denounce the noble."

Aric steps forward, calling out the noble's cruelty in front of the townsfolk and his own companions, despite knowing this will be seen as an act of defiance.

Because Aric acted against his Loyalty, he reduces that Value by 1d10 (rolling a 6), bringing it down from 83% to 77%. However, Aric's Duty Value grows stronger by 1d6 (rolling a 4), increasing from 73% to 77%.

The noble, infuriated, calls for Aric's arrest. The townspeople, however, rally behind the knight's words, their hope rekindled by his courage. The situation grows tense, and Aric must now face the consequences of his actions. Will he fight the noble's guards, or find another way to protect the villagers without losing his honor entirely?

