

Rules Art Games Stories (RAGS)

An SRD by Alice the Candle

The Rules

- Play with a GM or without.
- Start with 1d6 tokens each. When the story begins, write down the time.
- Spend a token any time you show vulnerability or folly, or bad luck strikes.
- Gain a token any time you transform a situation to your advantage.
- After each hour of play, roll 1d6 (exploding). Roll above your number of tokens to elude a disastrous fate. If you fail, your fate strikes within five minutes.

Advanced Rules

- Once per play session, one of the characters may survive their disastrous fate (barely), with the agreement of all players.
- Once per play session, one player may accept another player's disastrous fate for themselves.

Glossary and Clarifications

- **SRD:** A System Reference Document, meaning a set of bare bone rules that are just enough to play a game, or can be used as the basis for others to create their games.
- **GM:** Game Master, also known as a Dungeon Master, Narrator, and so on. If there is one, they have the final say on whether an action costs a token, earns a token, or is neutral. If there isn't a GM, each player decides for themselves, advised and guided by the group.
- **1d6:** One six-sided die.
- **Exploding:** If you roll a 6, roll the die again and add it to your original score. If you roll a 6 again you can roll a third time, and so on. In theory there's no limit to how high you can roll.
- **Token:** Whatever you want to use to track your status. Emeralds, playing cards, milk snakes. There is no limit to the number of tokens you can hold. You cannot hold negative tokens. Your token pool is your own and tokens don't transfer between players.
- **Disastrous fate:** Depends on the context of the game. It probably includes death.

Hack Ideas: Tokens act as Hit Points. / Don't roll every hour, use some other trigger. / Track Harm instead of risking disastrous fate. / Start with 0 (or 1 or 1d4 or 10) tokens. / Tweak probabilities. / Roll exactly your tokens and (something happens). **Acknowledgments:** Inspired by Bully Pulpit's *Fiasco* and Avery Alder's *Belonging Outside Belonging*. **License:** Creative Commons CC BY 4.0