ENI Source Text, English
2652 Words. 2020.09.17
2841 Words. 2020.09.23

ENI

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In most role playing games, you, and possibly some friends, create and direct the main protagonists through a story that you weave as you play. It's like being the lead role in a popular movie for which no one has a script.

ENI is a simple framework for role playing games of 'any' kind. With just a few dice, simple rules, and your imagination, ENI lets you play the role you seek quickly and easily. You can play with or without a narrator. Either way, players are the main contributors to the shared story. You can include your favorite worlds, characters, and plot lines, or make it all up as you go along. If necessary, you can even add to the rules and make ENI your own.

This zine is also a coloring book and funded the planting of 100 trees.

ENI' is pronounced 'any' (English for any, all, one) and is a twist on the classic countdown digits 3, 2, and 1.

CORE RULES

In a game powered by ENI, you will probably play the role of a personal character (PC). Prepare about 6 dice (a D4, D6, D8, D10, D12, and D20) for your PC. These represent the PC's health and potential to resolve challenges.

A challenge is a likely but difficult test, like persuading or fighting. Say what your PC wants to attempt, then choose any one of your PC's available dice and roll it. Roll it good!

To succeed at a challenge, the result of the die rolled must be 4 or higher. The die rolled then becomes spent.

Higher results give better outcomes, lower results give worse consequences. See page 12 for a great success.

If your PC gets affected (injured, ill, drunk, cursed, etc.), you must spend one of their available dice. If they have none to spend, your PC is knocked out and needs help.

If not affected, PCs recover all of their spent dice after a full rest, or recover their lowest spent die after a quick rest.

Your PC may gain additional dice, items, abilities, and companions at an appropriate time during the game, like after training, finding treasure, or completing quests.

And that is it! Check out the optional supporting rules, tips, and inspiration in this zine, enjoy, and don't be a sausage.

SETUP

You will need imagination, courage, courtesy, a few coins, and lots of dice.

Invent a PC to play as. Name them or at least describe them with an adjective and a noun, like Big Dog, or Mad Druid. Think of why they are the way they are. You can add features to your PC as you play and slowly get to know them. See pages 18 and 19 for inspiration.

Optionally, come up with a special item your PC owns. Think of why they have it or lost it, what it does, and what it looks likes.

You will need about 6 dice per PC. A D4, D6, D8, D10, D12, and D20 work well. If your PC has good endurance, you might want more dice. If they are highly skilled, swap a D4 for a D6. Talk about it and choose whatever feels right.

To keep things manageable, you might want to grab a character sheet and pencil. At the very minimum, you need to track how many available dice you have remaining. A bag for your spent dice works well.

STORY

You, the players, are responsible for the story. Ask about the world and add to the world. Be open to new ideas (within reason), improvise as the game evolves, and always be respectful.

When you ask a good question or add a really important element to the story that is even better than your last contribution, you gain a Silver Eni. Use coins to track these. Enis may be spent to change die results (see page 12).

Your story will need a time and place, an objective, like opening a locked box you "found", some mystery, like what is in the box, and some pressure, like a group trying to steal it. Award a Silver Eni to the best suggestion for each, and go with that.

OTHERS

Villains, friends, and strangers appearing in the game are other characters (OCs).

Each OC is represented by a die a) chosen by everyone, b) determined by rolling a D6 and checking the table below, or c) chosen by the narrators in order to keep the OC's potential secret.

The higher the OC die, the more potential the OC has. OCs roll their current die during challenges but without spending it.

When an OC is affected, replace their die with a lesser die, like swapping a D6 with a D4. If a D4 OC is affected, they are knocked out and need help.

OC Table with Examples

1 D4 Drone, Cat, Rat, Carnivorous Plant, Bat

2 D6 Recruit, Merchant, Dog, Zombie, Robot

3 D8 Soldier, Fighter, Wolf, Skeleton, Swarm

4 D10 Elite Soldier, Knight, Sentinel, Tiger, Troll

5 D12 Jedi Knight, Vampire, Rhino, Dinosaur, Griffin

6 D20 Dragon, Gollum, Hurricane, Demi-God, Boss

INITIATIVE

Players participate at their own pace. Turn order is decided freely. It might help to say "Can I go next?" if the situation is exciting or chaotic. A player who describes what their PC does is simply taking their turn. If you don't jump in, others may skip you.

A turn might be doing a challenge that requires the player to roll dice, or something simple. A turn can be an action or reaction, or both, like "I dodge with a sweep kick!"

In order to keep the story realistic and relevant, any player may direct any OC to take a turn, at any time. Good narration helps here.

CHALLENGES

A challenge is not a simple action, but a likely but difficult test, like persuasion, acrobatics, singing, fighting, and knitting. You must state what your PC intends to do, then roll any one of their available dice to see if they succeed or fail.

Other PCs can help you with your challenge by rolling dice together. After rolling, any player may spend Enis to modify the result (see page 12).

To succeed at a challenge, the result of any of the dice rolled must be 4 or higher.

If successful, your PC does what they set out to do. If not, they don't. Either way, the dice rolled become spent and are unavailable. Set them aside for now.

Lower results have worse consequences. Higher results have better outcomes. The highest possible result also gives you a great success (see page 12).

For an epic challenge, like drunk landing a glider on a skyscraper at night, you might want to roll two dice. Both dice must succeed. Both are spent.

AFFECTED

Your PC's dice represent their health. Each time they become affected (injured, cursed, drunk, ill, etc.), you must spend any one of their available dice. If they have no dice to spend, they are knocked out and need help.

If a PC dies or leaves, you may create a new PC and rejoin at an appropriate time.

If all the PCs die or leave, the story ends. Share any closing thoughts and conclude the session.

RESTING

Spent dice (from challenges or from being affected) are temporarily unavailable. Your PC recovers all of their dice after they have a full rest, or just their lowest spent die after a quick rest. You decide what represents a full rest and a quick rest.

However, if your PC was still somehow affected when they took a full rest, spend their highest die (usually a D20) after the rest. This represents recovery over time and the PC is no longer affected.

Example: A PC was affected and then rested without any alleviation or medical treatment. If they had a quick rest, they only recover their lowest spent dice and are still affected. If they had a full rest, they recover all of their dice except their highest dice (they are no longer affected, but also not 100%).

TEAMWORK

If appropriate, other PCs may join your challenge by rolling any one of their available dice at the same time. Only one success is needed (2 for an epic challenge), but all of the dice rolled are spent.

Players can also help each other by spending Enis. Each Silver Eni adds +1 to any challenge die result after it is rolled. Spending a Gold Eni lets you re-roll any challenge die.

REWARDS

At an appropriate time, a PC may gain additional dice, items, abilities, and companions.

Depending on your session, setting, and story, this might be a rare occasion (for longer campaigns) or a frequent thing (or shorter campaigns), like when a robot gets an upgrade, a pirate finds a treasure, a vampire breaks a curse, etc.

Items may be anything, like a hat or a compass.

Abilities let PCs try cool actions like spell casting or teleporting. PCs must have a full rest before they can use each of them again.

Companions are OCs assigned to a PC, like an ally, pet, mount, or drone.

GREAT SUCCESS

During a PC's challenge, if you roll the die's highest result possible (before modifying it), it not only succeeds but in addition, your PC gains a bonus. Roll the spent challenge die again to see what you get.

1-3 Have a flashback

4 Have a premonition

5 Become charming

6 Become wise

7 Become agile/nimble

8 Become strong

9 Become intimidating

10 Become deadly

11 Gain 1 Gold Eni

12 Recover 2 spent dice

13 Recover 3 spent dice

14 Upgrade any die

15 Gain a D4 (spent)

16 Gain a D6 (spent)

17 Gain a D8 (spent)

18 Gain a D10 (spent)

19 Gain a D12 (spent)

20 Gain a D20 (spent)

5-10 are temporary attributes that last until the PC rests. If a challenge would benefit from a PC's attribute, the PC may roll an additional D4 together with thier challenge die. Only the challenge die is spent.

EXAMPLE

In this combat example devoid of narrative, Bob (your PC) has 4 dice and loses to a D10 robot (OC). This example is intentionally boring to show the core mechanic at work.

Bob shoots first. You pick 1 of their 4 dice and roll it. It's a success. The robot's die is downgraded to a D8. Bob has 3 dice left.

The robot shoots. You roll the robot's D8. It hits. You spend 1 of Bob's 3 dice. Bob has 2 dice left.

You roll 1 of Bob's dice to shoot. It's a success. The robot is now a D6. Bob has 1 die left.

The robot's D6 misses.

Bob uses their last die to shoot and hits. The robot is now a D4. 0 dice left.

The robot's D4 misses.

Bob has no dice and runs.

The robot's D4 misses.

Bob loses but escapes alive.

Depending on the player, a more interesting duel might include persuasion and deception, or good use of terrain, stealth, evasion, diversions, cover, traps, targeted shots, explosive barrels, and all the cinematic magic you can throw at it, because like in any good space opera - there are more droids where that came from! Pew pew! Pew!

THE SPIRIT

ENI is for anyone! But listen, this is important. FUN-da-mental particles in your brain tell you when you are being a sausage. If you feel them particles, follow these points and you are good to go.

1. Before you add to the rules, add to the story.

2. There are no winners, only great storytellers.

3. Don't be a sausage. Be fun, relax, and enjoy.

This... is the spirit of ENI.

ENI is for anything goes... Yes, but to a point. PCs are limited by the number of (crazy) things they can do. If it doesn't ruin the story, let them enjoy it. It won't last long.

As players, avoid coming up with ideas that affect the rules, like recovering dice, adding dice, or modifying results. Contributions should be story-worthy material, not game-changing stuff.

ENI is for any way. There is no right way to run ENI as a player or narrator, so here are some tips:

Don't plan that far in advance. But make use of the items and knowledge that has been established.

Always have something to discover or return to. Ask "What's behind the door?" Award an Eni to the best answer and go with that.

Even if you have a better idea, save it and say yes to whatever anyone says.

Count down from 5 to 0 before a big plot twist or action. Give players time to act or intervene (not think).

Surprise others when they are strong and shepherd them when they are weak. All this so that our PCs can live another day!

When unsure about the rules, decide what to do based on your group and your experience.

The narrator might not get to play a PC, so help them do their story-building job. Trust them, and support them. They are an ally, not an opponent. Narrators have the final say.

IDEAS

Don't get stuck choosing a name or item. Just pick one from each column and combine them freely.

If you want fewer choices, roll a D20 and optionally add or subtract 1 to your result for each of the columns.

Alternatively, roll once for each column or each table.

Cross out the ones you use to skip them next time.

Items

1 Wooden Parts

2 Metal Instrument

3 Gold Pin or Needle

4 Copper Jewellery

5 Glass Bottle or Flask

6 Silver Ring

7 Illegible Book

8 Ancient Letter

9 Blue Ink Pot (full)

10 Invisible Clothing

11 Heavy Rope

12 Long Tube

13 Strong Key

14 Old Net

15 Tangled Feather

16 Fresh Tusk

17 Local Ingredients

18 Rare Seeds

19 Tiny Hourglass

20 Delicate Model or Toy

Names

1 Fox Aria Cord

2 Han Lotus Del

3 Hirak Faye Entex

4 Ignor Genera Xia

5 Bolt Curia Dash

6 Drake Endua Eight

7 Gree Indigo Flex

8 Guns Kai Gear

9 Hill Kasumi Helo

10 Jor Lana Hex

11 Mill Tessa Naimon

12 Nur Yola Rey

13 Orin Nao Zen

14 Spike Ezil Razor

15 Xavier Issa Junker

16 Skulls Lake Chen

17 Titan Toam Tuchi

18 Pog Olen Shub

19 Nolf Kalim Skidz

20 Rukus Uki Oleru

Looks With

1 Huge Fang teeth

2 Plump Silver skin

3 Stout Hairy limbs

4 Athletic Many limbs

5 Grimy Massive limbs

6 Handsome Stone skin

7 Striking Wings

8 Stern Gills

9 Cold Blue skin

10 Dark Tentacles

11 Rough Dark eyes

12 Sad Scale skin

13 Fierce Animal features

14 Fair A featureless face

15 Delicate Glowing hair

16 Worn Many eyes

17 Hunched Mechanical parts

18 Metallic Fiery tails

19 Bright Horns

20 Cheerful Colourful hair

Doors

1 Solid Locked

2 Guarded One-way

3 Normal Pull or push

4 Disarming Small

5 Fake With a projectile trap

6 Enormous Gilded or Gold

7 Unusual With a floor trap

8 Hidden With a poisoned handle

9 Broken Double

10 Bloody With a note

11 Old Wooden

12 Leaking Stone

13 Frozen Metal

14 Warm Marked with a rune

15 Discrete Sliding

16 Ornate Talking

17 Loud Lifting

18 Familiar Teleporting

19 Painted With a window

20 Vanishing Iron gate

Weapons and Tools

1 Expandable Cannonball

2 Silent Stick

3 Fiery Taser

4 Gasoline Chainsaw

5 Hand crank Drill

6 Inaccurate Pistol

7 Living Spear

8 Glowing Dagger

9 Crystal Sword

10 Ultralight Canon

11 Limited use Rifle

12 Arcane Grenade

13 Studded Glove

14 Sharp Shield

15 Lucky Shovel

16 Explosive Axe

17 Ice Hammer

18 Ageing Whip

19 Infinite Darts or Shuriken

20 Guided Arrows (with bow)

Character Types

1 Wise Seeker

2 Lazy Rival

3 Bold Thug

4 Lost Criminal

5 Master Inventor

6 Patient Enforcer

7 Insane Maker

8 Friendly Creature

9 Wanted Trickster

10 Jealous Outsider

11 Invisible Healer

12 Arcane Spirit

13 Clumsy Messenger

14 Cursed Time traveler

15 Shrewd Leader

16 Creative Trader

17 Needy Lover

18 Perfect Robot

19 Brave Adventurer

20 Undead Hunter

Motivations

1 Restore Reputation

2 Create Myth

3 Revive Legend

4 Defeat God

5 Worship Demon

6 Feed Dragon

7 Keep Secret

8 Steal Treasure

9 Return Light

10 Travel to Star

11 Find Home

12 Raise Family

13 Protect Hero

14 Investigate City

15 Plan Wedding

16 Inspire Murder

17 Prevent Uprising

18 End Flood

19 Survive War

20 Revenge Death