

Dulcimer Hall

WORKING DRAFT

Love the clear communication fostered by conflict resolution? Love the straightforward "what do I do?" handling of task resolution? Have both!

Hybrid Resolution

Task Resolution mechanics

A conflict starts when players (possibly including the GM) don't agree on what should happen. A player defines a Goal (e.g. "dominate the conversation"). Players then take turns, as follows.

Intent: The player whose turn it is defines what they will be attempting.

Initiation: The player decides a Target Number for the task, to represent how difficult it is (for this character, in these circumstances). If the Target number would be zero or less, the task may not be attempted.

Execution: The player rolls a die. If they roll their Target Number or below then they succeed. Succeed or fail, the die goes into their Effort Pool with its value unchanged. If they don't succeed they may spend a reroll to roll another die. They may keep rolling as long as they have unrolled dice, can narrate an appeal to their Self-Beliefs, and have not yet succeeded. All the dice they roll go into their Effort pool.

Effect: If the player eventually succeeds in the roll then the character succeeds in the Task. Otherwise they fail. If and only if they succeed, the player may apply their success (at right).

Conflict Resolution mechanics

First, a player whose character succeeds at a task may do one of two things:

Create a Goal: They may create a Goal that will be either achieved or thwarted by someone during the course of the scene.

The first goal to be created is simply placed on the table. All subsequent goals, however, must be placed in sequence in the "stack", relative to other Goals. The Goals will be resolved in the sequence they are arranged. A player creating a new Goal may place it first, last, or anywhere in-between. Players may not reorder Goals, though they may insert a new Goal between two existing ones.

Resolve Goal: They may choose to separate any number of Goals from the top of the stack, and then resolve them in order. When each resolves, the player with the most dice in the side with the current highest total on that Goal narrates what happens, and applies any mechanical reward. Sides trade their dice, giving away the dice they spent to their opposition. The Goal is then removed from the table entirely.

After doing one of these two things, the player may also **Bid on Goals:** They may choose (or establish) a side of any Goal, and add any number of dice from their Effort pool to that side. All dice on a side must have the same value (e.g. all 3s, all 5s, etc.) A new side may be created by adding a die to a Goal of a value not currently bid on it. This means no more than six sides may exist on any one Goal.