

Doublecross

A game for three roleplayers

THE AGENT

You are alone in foreign territory: your superiors are out of touch, and your contacts compromised. The Femme Fatale is a mystery, but an alluring one. The Officer continues to play along with your "gentleman's agreement", but something has to give soon, and you can't complete your Mission without finding out what he knows.

THE AGENT'S TRAITS

Black: 4
Red: 3
White: 2

ADVANTAGE: Dead Drop

In lieu of offering dice to a roll, you may propose to exchange up to three dice with another player. Both players choose their dice secretly.

WEAKNESS: Paranoia

You may not offer more than one black die to another player.

THE FEMME FATALE

Double agent, mole, plant... You're not even sure of your own loyalties these days. The Officer is a bumbling fool, but you can use him. The Agent represents an opportunity for you, but for what? To get out for good? To switch sides? To advance yourself? Does it even matter now?

THE FEMME FATALE'S TRAITS

White: 4
Black: 3
Red: 2

ADVANTAGE: Persuasion

If a player refuses an offer from you, you may change your offer and make a second, final attempt.

WEAKNESS: Duplicitous

White dice must outnumber all other colors in any offer you make.

THE OFFICER

Sometimes you wonder if you're addicted to the chase; that must be why you haven't arrested the Agent yet. You tell the Bureau you need further proof, but it's an open secret while you continue your cat-and-mouse game. The Femme Fatale could be the Agent's downfall - if you think you can trust her.

THE OFFICER'S TRAITS

Red: 4
White: 3
Black: 2

ADVANTAGE: Eyes Everywhere

Red dice in other players' rolls succeed on a result of 3-6.

WEAKNESS: Indecisive

Another player may permanently discard a die of their character's color; you must then discard a red die and may not invoke the Endgame this session.

TRAITS IN BRIEF

Each character has three pools containing different types of dice: black dice are keyed to the Agent, white dice correspond to the Femme Fatale, and red dice are the domain of the Officer.

Each also possesses three descriptive attributes: two are predetermined - an Advantage, which defines the character's foremost strength; and a Weakness, which restricts or challenges the character. The third, Mission, is the ultimate end the player chooses to work toward for their character.

THE RULES

RULE OF PLAY: Do what is most fun. Change or discard any of these rules or any other facet of the game if they make your game less enjoyable, as long as all players agree.

RULE OF ROLLING: When it is your scene, you don't have to roll dice unless what you want to happen in a scene is opposed by another player, either directly via their character or in the form of a narrative complication. When it is not your scene, you may only influence events by offering dice to the player in control of the scene.

RULE OF NARRATION: Each player gets to start one scene per session, and is in control of that scene. Each player contributes one narrative detail to the beginning of each scene (the Setup). The player with the highest number of their character's dice at the end of the session gets to narrate the closing scene of the session (the Denouement). If there is a tie, the Femme Fatale's player decides who narrates the Denouement.

RULE OF SUCCESS: Six-sided dice (d6) are used to roll. A die that comes up 4, 5, or 6 is a success. For each success on a die that corresponds to their character included in a roll, a player gets to set (either change or add) a narrative detail to the scene.

RULE OF FAILURE: If a failed die was offered to a player, it is returned to the offering player's pool. If a failed die was not offered, it is given to the player of the character matching the color of the die.

RULE OF COLORS: Successful dice always benefit the character matching the color of the die, no matter who else benefits from the action.

RULE OF OFFERING: Any player may offer any dice from their pool to another character's action. Only one offer can be made per player per roll; no changing your offer after it is accepted or refused. Each die represents a complication that can change the consequence of the action. All dice offered by a player must be taken or refused together.

RULE OF KEEPING: If all of the dice of your character's color come up successes, and at least one die of another character's color offered to you comes up a failure, you may turn one of those failures into a die of your color and add it to your pool.

RULE OF SANCTITY: Players have sole authority over what happens to their characters. You may suggest a detail that gives a character something freely, but may not suggest a narrative detail that harms or deprives a character except as a narrative complication when offering dice, which the player may then refuse.

RULE OF TEN: If you acquire ten dice of your character's color in your pool, you can invoke the Endgame, a final scene in which the story is resolved under your control. If you acquire ten of another character's dice in your pool, you must immediately give one of them to that character's player.

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