

Weird Tools

Each player should roll 2d6. A 5 or 6 is a success. For each 6, roll another die. Repeat until no more dice can be rolled. Count successes along the way. The player with the most successes starts the story.

At any time, the narrating player may offer the story to be continued by someone else. Then repeat the rolls of 2d6 to find out who goes next.

At any time, another player may interrupt the story and roll dice. Count successes.

- No success means that the story continues with the original teller, who must narrate an undesirable event that affects the interrupting player's character.
- One success means that the interrupting player takes control of the story, at the cost of an undesirable event (affecting any character) that is narrated by the original teller.
- Two successes mean that the interrupting player takes control at no cost.
- More than two successes mean that the interrupting player takes control and that a third player narrates an additional desirable event (affecting any character).

The number of dice that are rolled depends on whether the interrupting player's character has any tool relevant to the interruption. If the character does have a relevant tool, roll 1d6. If the character is competent in using the tool, roll 2d6. If the character has mastered the tool, roll 3d6.

Some exemplary tools:

- The Tongue – by speaking to another character, instill in the listener a firm belief that anything is true. How the listener responds to this new truth is a matter of their player's agency.
- The Ear – by listening to another character say anything, choose to learn one thing that the speaker believes to be true, even if that is unrelated to what the speaker says.
- The Eye – see what others miss.
- The Head – use reasoning and logic to figure out puzzles.
- The Fist – inflict injury with hands and feet.
- The Foot – move undetected, or quickly.
- The Heart – care for others' physical and spiritual needs.
- The Pot – make delicious food.
- The Mortar and Pestle – use common herbs to benefit or bane.
- The Bandage and Splint – tend to injuries.
- The Sword – inflict injury with weapons.
- The Sling or Bow or Gun – inflict injury at a distance.
- The Song or Harp – give others pleasure through music.
- The Shelter – withstand privation.
- The Snare or Vine – gather food.
- The Flagon – enjoy a good time among friends or strangers.
- The Coin – conduct business.
- The Hammer – make and build useful things.
- The Brush – make and build beautiful things.
- Add others that are interesting.

Each character starts as competent with three tools. If you want to randomize tools, try using Tarot cards.

When a character has seven successes at using a tool, they become competent, or if they already were competent, they master the tool.