

senechal

an experiment unfrozen from 1974

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scaffold rules

A bare minimum on which to hang subsystems for testing.

character (role)

A character has two stats: the answers to “what are you good at?” and “why are you here?” Extend this to suit the needs of your subsystem under test. Whoever wants to play a character should invent one.

core System (game)

When an external resolution is required (that is, there is no consensus on what happens next) the player invested in the outcome rolls 1d6. If their character is good at this, then they succeed on a 2 or better. Otherwise they succeed on a 3 or better. Extend this to suit the needs of your subsystem under test. If they have no character then wonder why they are so invested in this scene. Why are they even here at the table. Perhaps they are observing and should be invited to play.

scenario and motivation (playing)

Everyone should pay attention to everyone else’s “why are you here” and narrate stuff that leans into those answers. If there’s a ref, they should pay special attention. Challenge it – make why they are there a problem. Make it difficult. Make it a moral dilemma. Make it require resources. Kick it in the nads.

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Our game will take place in the world of Senechal, a place populated by sentients of many descriptions, all at a level of technology such that the world (its shape, its size, its very nature) is a mystery. Right now all peoples know only themselves and their immediate surroundings. They haven't the means to travel far and fast and there are not yet pressures demanding expansion...but that is on the visible horizon.

Once a week the ref will publish a statement and ask what you do about it. You will invent your response and email it to the ref. It can be as long or as short as you like. It can contain any amount of detail you like but should culminate in an **order**: a clear indication of what you want your people to get done in the coming turn.

If the ref determines that we need some new rules (or if you do, then tell the ref) then a **symposium** will be declared. The symposium is a scheduled chat in Discord about the rule additions. Afterwards a new rulebook will be published.

begin

To start, send the ref, bjmurray.halfjack@gmail.com, your people information: your people's name, an answer to the question "what are your people you good at?" and an answer to the question "what do your people want?" Send more detail if you like, of course!

senechal rules

As our rules evolve, the changes will go here and forward.

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