

Descriptive Engagement

The Director sets the scene, then the Acting Player:

1) Describe his Character's Action, including what Description and Gear his Character will use.

2) Ask for Help, with each appropriate helper adding +1 Hit.

3) Roll Description Dice. The Player rolls a single Description's Rating in Dice per Action. If you do not roll any Hits, report rolled Errors to the Director, and she will skip to step 5b.

	HIT!	TRADEMARK OR AREA EFFECT HIT!	ERROR!
DECO			
JUDGE			
DICE			

4) Adjust the total with Gear, Helper Hits, Distress, and report the Adjusted Hit Total to the Director. The total Hit Adjustment may not exceed the Acting Character's Description Rating: a 3 Rating means a +3 limit.

Creative Outcome

5) The Director reports the result:

5a) Player Wins! Announce Bonus, Create Outcome! The Director reports your success, and the Player relays any Bonus (from Gear or Scale). The Player describes the outcome, either placing the opponent in a difficult situation or delivering Distress Points.

5b) Player Loses! Danger Rating Or Distress & Moxie Check. The Director will tell the Player his degree of failure, and he can then opt to reroll. If he doesn't, or he's still losing after a reroll, the Director will either describe his new situation (with a Danger Rating equal to the degree of failure), or hand him Distress Points versus which he'll make a Moxie Check based on the appropriate Dice. If he fails the Moxie Check, the Character is out of the fight.

5c) A Tie! Everybody Loses! If both sides have the same Adjusted Hits, both sides make Moxie Checks.

Distress Points

Distress Points come in three flavors: Physical, Mental, and Social.

Each Distress Point reduces all rolled Hits by one: you continue to roll the same number of Rated Dice, but subtract the Distress from your Hits. This may result in a negative number.



Moxie Checks

Players immediately make a Moxie Check when their Character receives Distress Points, and must roll at least one Adjusted Hit (**exceed to succeed**) using appropriate Dice (Physical, Mental, or Social) to stay in the fight (remembering to include the penalties for the Distress just received). Failure means the Character is out of the action, and must wait the number of Rounds equal to the degree of failure before making another Moxie Check. On future checks, at least one Adjusted Hit will allow the Character to return to the action, though the Character remains Distressed.

Recovery Checks

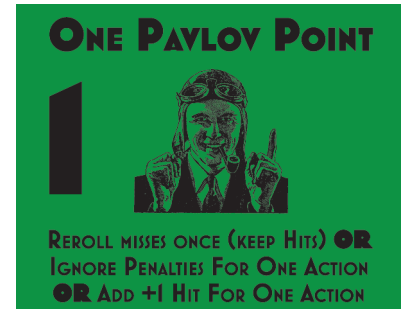
Recovery Checks remove Distress Points. Characters make a Recovery Check using appropriate Dice, **exceed to succeed**. Each Adjusted Hit (after applying the Distress Point Penalty) removes one Distress Point. The Director will let you know when you may make Recovery Checks.

Repair Checks

A Repair Check aids Recovery Checks. Roll appropriate Dice for the Character making the Repair Check. Each Adjusted Hit (including Gear and Helpers) gives the Distressed Character +1 Hit when making the Recovery Check. Only make one Repair Check per Recovery Check.

Pavlov Points

The Director awards Pavlov Points for entertaining roleplay.



Using Pavlov Points

Players may spend Pavlov Points to **reroll misses (keeping rolled Hits), ignore all Penalties, add +1 Hit, or add Dice to a Description.**

Players may do **each** of these **once per Action**. For example, a Player could spend a Pavlov Point to ignore Distress Penalties and then spend another to reroll Misses in the same Action.

Adding Ranks To A Description

Permanently add one or more Dice to a Description by spending your DECO Number in Pavlov Points. Players may do this at any time. Players may also create an entirely new Description. When adding a Die to a Description, Players may change that Description's Trademark.

Pavlov Strategies

Reduce Or Avoid Distress or Danger: The best way to avoid a Moxie Check is to avoid Distress. If the Director hands you Distress, spend a Pavlov Point to reroll your misses. Even if you don't win the Action, you'll still probably have less Distress (or face a lower Danger Rating).

Don't Spend Points Too Early: Pavlov Points handy can be a life-saver, so don't spend them too soon on increasing Dice or non-critical rolls.

Use When Recovering: Ignoring Penalties on a roll comes in very handy when making Recovery Checks, guaranteeing you will remove as many Distress Points as you roll Hits.

Suggest Awards: If you think someone else deserves a Pavlov Point award, mention it to the Director.

Players create a Character by dividing DECO Dice between Descriptions and selecting Motivations and Hooks.

DECO Number

The DECO Number represents the maximum number of Dice per Description and how many Pavlov Points it costs to add a Die. The DECO Number increases *after* buying the Die that bumps up the DECO Number.



Rating Descriptions

The Character starts with 3 times his DECO Number in Dice, dividing them between Common Descriptions (Physical, Mental, Social), and Uncommon Descriptions (which show the Character's background). Each Description must receive at least one Die, and **no Common Description may exceed the Character's highest Uncommon Description.**

The Players then select **Trademarks** for each broad Descriptions. Any Physical action can use Physical Dice, but Trademarks narrowly focus on the Character's specialty within that Description.

What Do Ratings Mean?

A Rating of 2 in a Description means you roll 2 Dice when you apply it. But what does that 2 Rating represent?

Rating	FUDGE	Experience
1	Poor	Student
2	Mediocre	Trained
3	Fair	Experienced
4	Good	Veteran
5	Great	Elite
6	Superb	Hero
7	Legendary	Legendary

Career Rating Examples

Rating	Baseball	Naval Officer
1	Sandlot	Midshipman
2	Bush League	Ensign
3	Minor League	Lieutenant
4	Major League	Commander
5	All Star	Captain
6	MVP	Commodore
7	Hall Of Fame	Admiral

Descriptions & Trademarks

Not having Shooting doesn't mean you can't use a gun—but having that Trademark will roughly double your chance of success. The Trademarks in *italic* apply to Recovery Checks. Feel free to create your own Trademarks!

Physical	Mental	Social
Balancing	Accounting	Acting
Brawling	Calculating	Bamboozling
Climbing	Concealing	Carousing
<i>Enduring</i>	Decoding	Charming
Escaping	Drugging	Cursing
Flying	Exploding	Disguising
Lifting	Fixing	<i>Disregarding</i>
Piloting	<i>Focusing</i>	Interrogating
Roping	Healing	Leading
Running	Navigating	Misdirecting
Shooting	Scrounging	Persuading
<i>Sneaking</i>	Shadowing	Reassuring
Swimming	Spotting	Shouting
Throwing	Tracking	Singing
Tumbling	Tinkering	Translating

Uncommon Description Examples

Airshipman	Hobo	Politician
Balancing	Laboring	Bamboozling
Climbing	Rail Riding	Lawmaking
Sewing	Scrounging	Shouting
Shouting	Wheedling	Speechifying
Circus	Human Fly	Postman
Balancing	Balancing	Marching
Juggling	Climbing	Navigating
Riding	Leaping	Reassuring
Tumbling	Roping	Sorting
Cowboy	Hunter	Reporter
Ropin'	Shooting	Carousing
Ridin'	Spotting	Interviewing
Shootin'	Tracking	Sneaking
Wranglin'	Trapping	Spotting
Crackpot	Magician	Scientist
Bamboozling	Escaping	Calculating
Experimenting	Hypnotizing	Experimenting
Shouting	Misdirecting	Researching
Tinkering	Prestidigitating	Speculating
Detective	Mechanic	Socialite
Accounting	Fixing	Carousing
Interrogating	Reassuring	Driving
Shadowing	Sabotaging	Flying
Spotting	Tinkering	Riding
Doctor	Newsy	Soldier
Drugging	Brawling	Brawling
Healing	Calculating	Scrounging
Operating	Shouting	Shooting
Reassuring	Throwing	Spotting
Dog	Occultist	Spy
Acting	Decoding	Disguising
Herdng	Researching	Forging
Hunting	Speculating	Shadowing
Tracking	Translating	Shooting

Mission, Motivations, & Hooks

A Character's Mission, Motivations, and Hooks help the Player earn Pavlov Points, which can improve the Character's odds of success.

Motivation

The Character's Motivation is the Player's touchstone to deciding what the Character would do in a given situation. It is their primary source of direction, overriding their other drives: it is what makes them tick. You can take a sample Motivation and make it into a Hook: in that case, it is still a drive, but it isn't the Character's primary drive.

Sample Motivations

Booster: Promote something.

Cause: Enact a major change.

Defender: Protect the weak.

Exemplar: Someone of the Character's background (race, sex, age, nationality, or family) can make a great (something someone of his background usually isn't) professionally.

Other Motivations: Collector, Curiosity, Daredevil, Fame, Family, Fellowship, Glory, Honor, Hunger, Independence, Influence, Loyalty, Membership, Obsession, Predictability, Redemption, Revenge, Romantic, The Strenuous Life, World's Greatest.

Hooks

Hooks break into three categories: Appearance Hooks, Backstory Hooks, and Behavioral Hooks. Motivations may also be used as lessor Behavioral Hooks. Note that most of the Disadvantages/Hindrances/Quirks from other role playing games can also be used as Hooks.

Appearance: Build, Distinctive Dress, Famous, Memorable Feature, Ripping Yarns.

Backstory: Buddies, College Boy/Girl, Nationality, Race, Religion, School of Hard Knocks/Silver Spoon.

Behavioral: Attitude, Catch Phrase, Chivalry Isn't Dead, Impulsive, Loves/Hates/Fears, Short Fuse, Soft Touch, Sucker For A Pretty Face.

Understanding Your Gear

Every piece of Gear has these qualities:



Hits show what you add or subtract to reach your Adjusted Hits when using the Gear.

Bonus adds to Distress or degree of success **AFTER** winning an Action with Adjusted Hits.

Reliability represents how well the Gear bounces back from Distress or malfunction, or if experimental Gear will function at all.

Price combines the broad price tier of the item and the difficulty of acquiring it.

Load represents the weight and bulkiness of an item. Each Load point represents about five kilograms or ten pounds.

Era reveals when the item was commercially available within broad time bands.

Gear Abilities



Area Effect Gear Hits on a 3, 4, 5, or 6 on each Die. If you attack multiple targets, you divide your Hits and Bonus between them. Examples of Area Effect Gear include machine guns, flame throwers, and fire hoses.



Armor allows the Character to suffer one less Distress Point per point of Armor per Action. Armor should not be limited to Physical Distress. For example, a stylish, well-tailored suit could provide Armor against Social Distress.



Burn Gear continues to add Distress on subsequent Rounds, doing one less Distress per Round until reduced to zero Distress or until the Burn source is neutralized. Burn represents effects like fire, acid, or poison.



Explosive Gear does not divide Hits between multiple targets: everything in the blast radius rolls against the same number of Hits. Bonus also indicates the initial full Distress blast radius in meters. Each additional multiple reduces the Distress by 1.



Smoke uses the Explosive rules, but instead of Distress it creates an area of thick, obscuring smoke.

Hollow Gear Symbols

Hollow Gear symbols indicate expendable Gear. Each hollow symbol shows the quantity included for that Load. Examples include grenades, dynamite, and rockets.

Carrying Load

Barring a more appropriate Uncommon Description, the Physical Rating is used to calculate a Character's Load Capacity. For larger Scale Creatures or Characters, multiply the Load capacity by the Scale Rating.

Purchasing Gear With Resource Checks

DECO does not encourage tracking dollars and cents, so a Resource Check against the Price Rating of an item simulates the Character's difficulty in acquiring the item.

Scale Effects

If two opponents of different Scale contest an Action, *after* deciding the winner and after calculating total Distress Points, the larger opponent receives the difference in Scale as either Armor if they lost or a Bonus to Distress done if they won.

Creature Scale & Fear Effects

Creatures and Vehicles may also induce a Fear Effect due to their Scale. If the Character attacks a Creature or Vehicle with a ranged weapon, this Fear Effect could be how the target counterattacks.

Creature & Vehicle Scale Examples

Mod	Lbs/kg*	Examples
-5	2+/1+	Rabbit
-4	5+/2+	House Cat, Fox
-3	10+/5+	Small Dog
-2	25+/10+	Medium Dog, Coyote
-1	50+/25+	Large Dog, Wolf
0	100+/50+	Man, Very Large Dog
1	250+/100+	Motorcycle, Gorilla
2	500+/250+	Early aeroplanes, Tiger, Horse
3	1k+/500+	Model T, Sopwith Camel, Camel
4	1 ton+	Model A, Bristol F.2B, Crocodile
5	2 tons+	Armored car (1920s), Rhino
6	5 tons+	Renault Tank, Elephant, T. Rex
7	10 tons+	<i>Bodensee</i>
8	25 tons+	Mark V Tank, Whale, Brontosaurus
9	50 tons+	<i>China Clipper</i>
10	100 tons+	<i>Hindenburg</i> , Blue Whale
11	250 tons+	
12	500 tons+	Great War Submarine
13	1k tons+	Great War Destroyer
14	2k tons+	
15	5k tons+	Cruisers
16	10k tons+	Dreadnought
17	25k tons+	Battleships
18	50k tons+	Titanic
19	100k tons+	
20	250k tons+	

*Aggressively Rounded. Not for real world applications.

Speed Ratings

Apply differences in Speed Rating as you would differences in Scale.

Rating	KPH+	MPH+	Example
0	0	0	Man, Early Tanks, Wright Flyer
1	20	12.5	Horses, other quadrupeds
2	40	25	Birds, Model T, Pre-War Planes
3	80	50	War Planes, Zepps, Model A
4	160	100	Late War Pursuit Planes
5	320	200	20s Speed Planes
6	640	400	30s Speed Planes, Early Jets
7	1280	800	Mach 1 (1235 KPH/768 MPH)
8	2560	1600	Mach 2