

Dilettante (Beta 1.16)

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Chapter 1

Introduction

Dilettante is a RPG about playing the super rich. The year is 2070, your characters are the playboy heirs to capitalists dynasties. Your families income isn't just larger than the GDP of small african nations, its larger than the GDP of Most African nations.

1.0.1 Name

dilettante (*noun*)

1. A person who claims an area of interest, such as the arts, without real commitment or knowledge.
2. A person with an amateur interest in the arts.

Chapter 2

Skills

2.1 Skill Examples

- Accounting
- Lawyer
- Surfing
- Rocking Out
- Bribery
- Athletics
- Swimming
- Personal Flight
- Lock picking
- Eavesdropping
- Hunting Endangered Animals.

2.2 I don't have the Right Skills

2.2.1 Twist the Situation

Tim, want to get in to a locked filing cabinet, but he has no skill at Lockpicking,

Tim is good at Metalworking, so he takes out his handy hacksaw, and just cuts the top of the cabinet off.

Twisting the situation to make best use of your skills is essential, and causes you no direct penalties. However indirect penalties might apply: It's going to be obvious the top was cut off, and it will take longer.

2.2.2 Bend the Skills (Skill Penumbrae)

Jim is trying to work out if BigCorp has been cheating on its taxes. He's got access to their network, and is going through their books. This would normally be a Forensic Accounting roll, but Jim pushes his Accounting to task.

Skills can be put to related uses, at a penalty. (the PDQ system called this the skills penumbrae)

Whereas Jim's Accounting is at Rank 5, trying to do a Forensic accounting task with it, gives him a -1 Dice Penalty, letting him roll 4 Dice.

Skills can in away be thought of as a family of related skills, with a bell curve of Ranks centered around your focus.

Penalty	Relation	Example
-1	Specialization/Generalization	Accounting/Forensic Accounting
-2	Strong Specialization/Generalization	Doctor/Surgery
-3	Common Task	Lying/Lawyer
-4	Related Field	Accounting/Economics
-5	Tangential	Accounting/Office Politics

Often when the penalty for Bend the Skill becomes to high, it is better just to Default (see below).

2.2.3 Defaulting

All characters are considered to start with 2 ranks in all Skills.

For some skills though this rank may be next to useless, because there are no rolls with TNs that are low (See TNs below). An example of this would be lockpicking. There is also a much higher chance of Dramatic Failure (see 3.1) if appropriate, when rolling such a small dice pool.

Chapter 3

Skill Rolls

A skill is rolled, by rolling a number of d8s equal to your Rank in the skill.

Group the dice that have equal numbers shown into sets.

Each set has a Width and Height. Written *width* × *height*, and said “*width heights*” eg 3 × 7 said “*Three Sevens*”.

The Width is equal to the number of dice in the set. In a succeeding set the Natural Width must be at least 2.

The player may chose which Set he applies to the task.

Sets with a higher Height, are done with more skill. Higher quality, more finesse.

Sets with a wider Width, are done with more force. Faster, harder.

If you are in a hurry then choosing a wider Set is better,

but if you want the job done right, then the higher Set is what is wanted.

3.1 Dramatic Failure

If you have no pairs, at all in any of your Sets, then you automatically fail the roll.

The GM may declare that there to be a chance of dramatic failure.

If so, then you must reroll the dice, and if you fail again then there are negative consequences.

If you roll no pairs at all on this second roll, then the GM may declare there to be a chance of Double Dramatic Failure, for even worse consequences. And so on.

The GM will only declare dramatic failure chances if it is relevant,

and declaring chance for double and worse dramatic failure should be done even less often.

Mark “slipped over while carrying a knife”, he’s bleeding pretty badly. Johnny and Liam are with him. Liam says they should just bandage him up and take him to the medbay. Johnny says they should stitch him up, so he can heal here- going back to the med bay could be risky. Neither of them have any appropriate skills. Johnny rolls his 2 default dice, to stich him up, and gets a 5 and a 7. The GM declares chance of Dramatic Failure, Johnny rolls a 3 and 4. The GM delares chance of Double Dramatic Failure, Johnny rolls two 7s. End result of a Single Dramatic Failure, Johnny makes no progress trying to draw the edges of the wounds together, and a the thread cuts the flesh, dealing Mark 1 damage. At least they didn’t get it too dirty, but better get Mark to the med bay.

3.2 Equipment/Circumstance

Equipment and Circumstance may modify the Width or Height, positively or negatively.

If the Effective Width is reduced to 1, the action still succeeds, though less progress is made (Eg Natural Width of 2, but at a -1 penalty, giving a Effective Width of 1).

If the Effective Width is reduced to 0, then no progress is made, but they don’t fail either (This difference will almost never matter).

If the Natural Width is 1, (ie No matched dice), then even if the equipment bonus would make the Effective Width higher, the task still fails.

Equipment may be essential to some skill rolls. 0×0, or even -1×0 lock-picks are still useful. Some equipment may have other special rules, Eg Weapons have a damage type, and Spray weapons can make multiple shots.

Circumstances like dense bush might give a +1 × 0 bonus to hiding, as it is easy to find a hiding place, low light might give a 0 × -1 to rolls to spot someone as it is harder to see them.

Players are free to suggest Circumstances that might apply.

A player might chose to take there time and suggest that they get a -1 × +1, lowering the width (speed) for more height (quality).

3.3 Target Number

Not all tasks are equally difficult.

Generally a task that is more difficult requires more finesse, so a higher Height is required.

But some tasks, just require more force behind them - eg knocking down a door.

TN is always expressed as a number that must be exceeded, by the Effective Height/Width of the Set applied.

Height TN	Difficulty	
0	Trivial	Cooking 2 minute noodles
1	Very Easy	Climbing a wire fence
2	Easy	Picking a very basic lock
3	Average	Start a fire without a firelighter
4	Hard	Picking a average padlock
5	Impressive	Recovering a document from a shattered hard drive
6	Legendary	Dead lifting a Large Car
7	Godlike	Fitting though a space smaller than your head

Chapter 4

Combat

4.0.1 The Combat Round

1. **Declaration:** All parties declare their actions,
 - (a) If appropriate roll their dice pool and select their sets (For social Combat don't forget to check 4.2.2)
 - (b) Actions are declared moving clockwise from the player holding the Declaration Marker
2. **Resolution Order:** Actions are resolved in order of
 - (a) NonRolled actions, eg Running around the corner; then:
 - (b) Widest (effective) Width first, then by clockwise closest to the Declaration Marker.
3. **Resolution:** On a players turn they may choose to cancel their declared and action and declare and roll a new one
 - (a) They might do this if the action was rendered invalid (eg they were going to shoot someone who has left the room), or if they change their mind.
 - (b) If the new action is Rolled then the new roll is done at a -3 height penalty. No matter the width rolled, it happens immediately.
 - (c) Actions that rolled Automatic Failures (No sets), can not be redeclared.
4. **Move Marker:** At the end of the round the Declaration Marker moves one place clockwise.

4.1 Physical Combat

4.1.1 Weapons

Weapons give a Height and or Width bonus, following normal equipment bonus rules.

4.1.2 Armour

Armour has a Height TN, and Width Defense.

Attacks against you that fall (equal to) or below the Height TN, have their Width decreased by the Width Defense.

4.1.3 Damage

A attacked character, takes damage equal to the width of his attack, (after modified by the width defense of Armour if applicable).

4.1.4 Healing

Instead of rolling to attack, if a character has some kind of super fast acting healing equipment,

they may roll to heal another character. The character being healed may choose not to apply armor against this. They are healed equal to the width.

4.1.5 Out Of Health

When a character has taken damage equal to, or greater than the size of their health pool,

they are taken out of the fight. They may, depending on narrative, unconscious, dead, comatose, insensate. They may not take any further actions this scene, even if they have already declared them. Often they may not take any actions again ever.

4.2 Social Combat (aka Arguments)

To convince someone of something you must engage them in an argument.

This is very similar to a physical combat.

4.2.1 Conviction (health)

Conviction is like health. When attacks render your conviction to zero, you concede the point.

It does not force you to change your opinion. (Though you may choose to)

If two foes are trying to convince you of two unrelated things simultaneously, then you have 2 separate and unrelated Conviction bars, and so forth.

At the end of every scene your conviction bars are fully refilled.

4.2.2 Confidence Armor

For every argument, there is a counter argument.

Your confidence in your counter argument is determined by how much you know about the argument you are making.

The first time in a scene a particular argument is declared against you (One that if it damaged you, would deal damage to a different Conviction Pool), before the attack is rolled, you declare your Confidence Armor.

Select an appropriate skill and come up with a Width Defense and Height TN that adds up to the skill's Rank (You may twist the skill).

Write this down on a bit of scrap paper, you'll need it for the rest of the combat. You don't have to tell the other players/the GM what you have prepared (and shouldn't since then they can target your weakness).

Then the attacker rolls his attack pool.

It acts much like normal armor, if the attacking set is less than/Equal to the Height TN, its width is decreased by the Width Defense.

If he, or someone else targets the same conviction pool with an attack you don't need to (or get to) declare new Confidence Armor.

Rafael and Philip are trying to convince the Captain of their ship that he should have the crew work topless, Mark is watching to see how it plays out

Round 1 Declaration: Rafael declares that he is going to use his skill *Manipulating Authority Figures* to convince the captain. The captain declares his Confidence Armour from his skill *Starship Captain* (Rank 6) - Width Defense 2, Height 4, stating that he is "too busy commanding the ship, to have this argument". Rafael rolls 2, 3,3,3, 5,5, and chooses the 3 × 3 set (not knowing the Confidence Armour the Captain has). Philip declares that he is going to argue that "It will be good for all of us" with his *Lecherous Bastard* skill, rolls 3,3,5,7,7 and keeps the 2 × 7. Mark says he takes no action. The Captain says he is going to threaten to kick them out, targeting Philip, he bends his *Starship Captain* to *Head of Security*. Philip declares his Confidence armor of Width Defense 3, Height 1 from his skill *Reckless Actions* (Rank 5, but bent for -1), the Captain rolls 1,2,3,7,8 (a Failure).¹

Round 1 Resolution. Mark resolves first, and takes no action. Rafael resolves next with his width of 3, dealing the Captain 1 Damage (3, -2 width Defense). Philip deals the captain 2 damage (Jumping the height TN), and the Captain resolves last making an ineffective threat to call security. At the end of the round the captain has taken 3 Conviction Damage.

Round 2 Declaration: The Captain declares that he is going to leave the room and lock the door behind him (Unfortunately he has to declare first, this round so everyone knows his plan).

4.2.3 Support (healing)

¹At this time Rafael, might choose to quietly work out his Confidence Armor, against a similar attack to save time later. He could use Width Defense 2, Height 2, from *Security Guard Law* (bent ad -1 from his *General Law* skill), since he is fairly sure that no security guard can physically force him to leave.

Chapter 5

Being Super Rich

5.1 Dynasty Social Rules

5.1.1 The Family

You have gotta give your family elders respect.

Your grandfather may be a evil crotchety old man, but he built this company, from the ground up. In your childhood, it was a rare day you interacted with anything (or anyone) that your family didn't own. Your Dynasty doesn't just have a revenue stream greater than the GDP of small African nations, it has revenue greater than the GDP of *most* African nations. you've been brought up to respect that.

5.1.2 The Family Motto

Your family has a motto,

be it "Keep your friends close, and your enemies indicted.", or "Diamonds are Forever" (Diamond Family motto).

5.1.2.1 Examples

- "A Lanister always pay's his debts"
- "Cheaters Always Prosper"
- "A Penny for your thoughts, a Pound for your actions."
- "Aurum Potestas Est" (Gold is Power) - Fowl Family

5.2 Dynasty Points

There is something that sets your family off from the crowd. Is it the genetic advantage that lead your founder succeed where others failed? Is it just your arrogance being so great, you trick reality into thinking you are as good as you think you are? There is no upper limit on how many Dynasty Points you can accrue, but you can't spend what you don't have.

5.2.1 Invoking Motto

When acting inline with your family motto, or draw upon it's meaning you may Invoke your Motto.

You may spend a Dynasty Point to roll d4s instead of d8s with "natural height" equal to double the rolled height.

Jerry Gah-Dahk, heir to the Gah-Dahn banking corp, is negotiating with some pirates for the ransom of his current viola d'amore, he really wants her back before they harm her, so he Invokes his Motto "A Gah-Dah's Word, you can bank on that", and boosting *Tense Negotiations* roll when he promises that there will be no SWOT Team, or anything like that, waiting at the exchange point.

5.2.2 Compelling (someone else's) Motto

By spending a Dynasty Point, a character can compel another to live up to their motto.

If they accept, then you lose the Dynasty Point, and they gain one.

If they refuse then they lose a Dynasty Point, and you may keep yours.

If they have no Dynasty Points left then they can not refuse.

Many NPCs don't have Dynasty Points, but they can still compel someone who does, this is kind of a variation on 5.2.3.

Jerry Gah-Dahk, who in the earlier example promised to make the ransom swap for his lover, without any funny business, is sorting out the swap. As soon as he gets of the phone, his play says that he is going to organize a sniper to takeout the pirates at the swap. The GM acting for the pirates Compels¹ him to follow his motto, "*A Gah-Dah's Word, you can bank on that*", and be true to his word. Jerry doesn't like that, and spends a Dynasty Point. "I'm wouldn't hold the money of these scum, I won't hold may word with them either."

5.2.3 Infamy or Fame (it's all the same)

If your actions bring Fame to your Family Name, then the GM may reward you with a Dynasty Point.

This doesn't have to be a huge thing, but its isn't trivial either.

Jimmy was all ready for a night out on the town. He had out some hard cash, and was looking forward to giving the waiter a thousand dollar tip, see if she didn't end up back in his bed at the end of the night. Then she split his meal. Jimmy took out the money for the tip, put it on the table, told her what it was, set it on fire and walked out. Jimmy gained a Dynasty Point.

5.3 Flaw

Your unique upbringing and lifestyle have left you with interesting weaknesses in your education.

All of the super rich have a flaw. It might be shared by your whole dynasty, or everyone in you dynasty has a different flaw - you should discuss this with your GM. A Flaw is a skill (See the definition inSkills), that you automatically fail at all attempts to use.

It must be a skill that your average person would use almost everyday.

Often with hilarious results, though also often with results comparable to a dramatic failure.

5.3.1 Example Flaws

Cooking You have never cooked. They packet says cook, 2 minute noodles in microwave - so put the packet in, wrapper and all.

Purchasing You don't actually know how money is actually used to acquire goods and services. Normally someone get things for you. If you had to shop for themselves, you would probability steal things by mistake.

Washing You've got a girl for that. She's nice.

5.4 Heirloom Tech

All dynasties have access to one or more pieces of technology not available to the wider world.

There are called Heirloom Techs.

They are better versions of normal equipment, generally too costly to produce on mass market.

Your family owns the design. Possibly devised it them selves.

Quiet likely they own the normal equipment patents, and the heirloom tech is there prototype R&D.

When devising Heirloom Tech, make sure it isn't just very good normal tech.

If it isn't impossible then it isn't cutting edge enough.

5.4.1 Heirloom tech can't lost

Heirloom tech can't be expended, permanently.

If you has a heirloom tech gun, it could run out of bullets, but you would just have to go get more.tgjn

If you had heirloom tech bullets, then it isn't 1 bullet, it is a large cache of them, that will reasonably never run out - though you may need to head back to the armory to pick up another magazine.

A character can not more stop lose there heirloom tech, than they can lose their Health pool.

¹He could have do this, whether or not Jerry had Invoked his Motto in the last scene.

5.4.2 Heirloom Tech can only be used by members of the Dynasty.

You can't use another dynasties tech.

The shame of having to steal, borrow, be gifted, someone else's heirloom tech is too much. Also, Where ever possible Heirloom Tech is also Gene Locked.

It says that you aren't good enough, that their family is better.

Most normals won't use Heirloom tech either, fearing retribution from the family for getting about their.

5.4.3 People

People are explicitly equipment in Dilettante. (they have size **B** see The Pockets Inventory System).

People are generally not slaves, but employees. But much of the Dilettante class thinks of them as people who belong to them — "My people".

If there was a Heirloom person, then your whole dynasty would have to have access to them - so a parallel dynasty of servants.

An example of a Heirloom bodyguard is the Butler family for Eion Coffers Artemis Fowl series.

GMs should be very cautious about allowing a Heirloom person, as the games is about the character, not about him living through his servants.

5.5 Not being Crass and Commonplace (Ie being hipster)

5.5.1 Same Equipment Penalty

If two people are using the same equipment, then they both take a -1×-1 , to all actions, from their subconscious embarrassment.

"One of use will have to go home and change)

Often this can be avoided by using different equipment to accomplish the same goal.

4 characters want to go check out the sea floor, one uses a Scuba suit, another a microsubmarine, another a Free Diving Pill, another a Gills Filter. Each has its own advantages and disadvantages. The Gills Filter isn't going to do well for going super deap, the Free Diving Pill still requires surfacing every 10 minutes, the microsub is hard to transport, the Scuba Suit has comparatively restricted movement.

5.5.2 Heirloom Tech Penalty

The normal penalties for having the same equipment as someone else do not apply to you if you have a Heirloom Tech and the other (/s) have the normal version. Instead they take a -1×-2 Penalty (-1 width, -2 height) for their shoddy imitation of the real thing. This stacks with the normal penalty if other people have the nonHeirloom version (Remember height penalties stack, width penalties take the highest)

Chapter 6

Equipment

6.1 The Pockets Inventory System

All equipment has a Size.

For portable items the size categories are roughly 3x the size of the category below.

This means you can generally fit 3 pocket sized items in a Jacket sized space.

With some items they might actually have room within them, to hold items of up to the size that take up.

This is particularly true for Vehicles, but not true for all items.

The Size categories are a very rough abstraction

Size	Eg	Equivalent Pocket Size	Equivalent Bag Size
(P) Pocket	Wallet	1P	$\frac{1}{9}$ B
(J) Jacket	Mini-SMG	3P	$\frac{1}{3}$ B
(B) Backpack	Servant	9P	1B
(SV) Small Vehicle	Smart Car	27P	3B
(LV) Large Vehicle	Sedan	81P	9B

6.1.0.1 Pocket (P)

Anything that can be fit in a pocket.

Examples include: Small Sidearms, Phones, Comms systems, handheld computer devices.

6.1.0.2 Jacket(J)

Anything that can be comfortably fit under a jacket.

Things that can be (potentially poorly) concealed under your coat)

Examples include:

folded Clothing, Compact Guns

6.1.0.3 Backpack (B)

Anything that can be carried on your back.

This ranges from a small backpack, to a very large hiking bag, to a person.

Other examples include: Jetpack, folding motorbike, Assault Rifle, LazCanon, Macro Particle Accelerator

6.1.0.4 Small Vehicle(SV)

Something roughly the size of a large Motor Bike.

Examples include: Motor bike, Heavy Power Suit, Smart Car, Hover Craft, Minisub.

Most Small Vehicles can hold 2B items - this means 2 people.

6.1.0.5 Large Vehicle(LV)

Anything from a Station Wagon to a Truck,

Anything larger than Small Vehicle, and but too small to require any form of crew - so not a ship.

Most Large Vehicles can hold around around 4-6B of stuff, though there is a lot of variation.

Examples include: 4WD, Family Car, Van, Minivan, Monster Truck, Mini-Bus.

Things larger than **LV** are setting elements, not personal equipment.

6.2 Equipment Overview

6.2.1 What kind of things don't exist

Allot of promising technologies from the early 21st century didn't pay off, or stalled.

Of course most dead-end technologies, are available as heirloom Tech - to expensive to put into full manufacture, but just barely viable to create.

6.2.1.1 Fabricators

Especially fabricators.

Fabricators didn't get much better than the 3D printers, and mills of 2014.

They got a little faster, but not more general purpose.

In particular you can't fabricate food, or medication (not even with heirloom tech).

This also means no teleporter, though teleporting inorganic matter, may, be within the realm of Heirloom tech.

6.2.1.2 Implants (always Heirloom)

Human integration is really hard. Most tech that could logically be made into an implant, can be

but it at a cost that makes it only available to the super rich. These procedures are fairly unique and generally protected intellectual property. Normal equipment can be upgraded to Heirloom without further change, by making it a implant (Assuming that requirement as a Implant makes sense).

6.3 Equipment Examples

6.3.1 Phase Suit

Carry Size J

Active Slots All

The Phase Suit is a full body covering (including face), that appears to be made of a Lycra like material. It is semi-transparent, so you can see though it where it presses up against your face (At a (-1,0) penalty). When activates it puts your body out of phase with reality, for a very short period of time. This allows you to use it to pass though solid objects like walls. This is extremely power consuming, the suit only has 3 charges.

You can not bring anything with you, as the suit is skin tight and has no pockets.

After pressing the activation control, the suit will become active and shift you out of phase when you next leap (It will not activate if you do not have enough upward momentum to stop you from falling though the ground). It has enough safty features, detecting barrier thicknesses etc, that its very unlikely to allow you to telifrag yourself. However the rich don't like people just wandering though their walls, so there is technology to stop it; the Phase Proof Wall.

6.3.1.1 Heirloom Tech: Superior Phase Suit.

This phase suit can pass though a Phase Proof Wall. However in this arms race, a better wall can be built: Heirloom Tech: Superior Phase Proof Wall.

6.3.1.2 Heirloom Tech: Phase Suit With Pockets

The Phase suit has 1J sized, or 3P sized pockets. The contents of this pocket phase with the suit.

6.3.1.3 Heirloom Tech: Unlimited Use Phase Suit

The Phase suit has unlimited charges. You probably don't know why.

6.3.2 Phase Proof Wall

Carry Size -

Active Slots Stationary Object.

Blocks the 6.3.1. Phase Proof Walls are incredibly power hungry and only the Rich, can afford to have them in their homes.

6.3.2.1 Heirloom Tech: Superior Phase Proof Wall

This phase suit can pass through a Phase Proof Wall. However in this arms race, a better wall can be built:

6.3.3 Universal Interfacing Device

Carry Size P

Active Slots Hand held.

Most things have computers in them, and computers need interfaces.

If you can get access to the interface, you can attempt to hack them.

This tool doesn't make hacking easier, so much as make it possible.

Featuring focuses induction pseudo-plug, capable of connecting to any hardwired plug, and an incredibly versatile electromagnetic transceiver for wireless devices.

6.3.3.1 Heirloom Tech: Truly Universal Interfacing Device

This device lets you hack anything that runs on electricity.

Whether or not it has a computer, or any kind of interface.

This lets you do things (with appropriate skill rolls) hack appliances to turn on and off lights, start fires with toasters etc.

6.3.4 Comm Buds

Carry Size P

Active Slots Head/Ear

The continuation of mobile phones, for voice communication at least.

Almost dead silent, works by creating vibration on your ear drum, and can pick the slight vibration of your skin while whispering. Allows a private conversation in a busy room. Can interface with other comm systems.

6.3.4.1 Heirloom Tech: Audio Tranjector Bud

By using range finding lasers, it can replicate the detection mechanism of a Comm Bud, picking up the vibration of someone whispering. By using directed annulling pulses, it can let you project sound right in the ear of your target.

Not only does it let you communicate with someone not using a Comm Bud, it lets you eaves drop, or mess with the uninformed. It only works over a finite distance, about what someone could lip read over, and requires some line of sight. It also replicates all normal Comm Bud functionality.

Chapter 7

Character Generation and Improvement

7.1 Improvement

	Cost
Increase a Skill up to Rank 7	1XP/Rank
Increase a Skill to beyond rank 7	2XP/Rank
Increase Health/Conviction	XP equal to new rank
Gain 2nd Heirloom Tech	10XP
Gain 3rd Heirloom Tech	20XP

There is no discount for purchasing skills that are close to (bendable from) existing skills.
It may be more worthwhile to up existing bendable skills than it is to get a skill they are bent to.

7.2 Character Generation

Character start with

- 3 Health (Average Health is 4.5)
- 3 Conviction (Average Conviction is 4.5)
- All skills at default 2.
- 32XP
- 1 Flaw Skill
- 1 Piece of Heirloom Tech
- 3 Dynasty Points
- Unlimited equipment.

7.2.1 Skill selection

No two members of the party can have the same skills (at nondefault rating).

They can have similar skills, but not the same one.

Eg a player might have Hunting Endangered Animals, another might have Hunting House Pets.

7.2.2 Character Creation Veto

Players may veto parts of other characters, if they think it doesn't fit the style of game they want.

Eg they might think a Skill is too specific, or a Heirloom Tech is over powered.

The GM has final word.