

Kingdom Come

Tabletop Rules

Against Heaven

Against Hell

Against **Themselves**



"What was the highlight of our relationship? When you broke up with me or when I killed you?"

Chason: Buffy

"Abashed the Devil stood and felt how awful Goodness is"

The Crow: J-bird

Kingdom Come tabletop

The Kingdom Come core book works well for tabletop as written. Some gaming groups will want a bit more bite to their rules and rolls, so presented below are some additions to the core system.

Duel Dice System

In the core book, the player with the most Advantages rolls the die. In the tabletop system, player characters always roll (and they will roll 2 or sometimes 3) d6. The challenge process remains the same so players will need to figure out who has which Advantages. The only thing that changes is the test itself.

When making a test, players will roll, by default, two dice. What is important is that one die will represent a Favored Die and one will represent an Opposed Die.

It is advised for players to pick two dice with strongly contrasting colours, such as Blue and Red or Black and White. One will be Favored and one will be Opposed. If your character is Moral, the lighter coloured die will be Favoured and the darker will be your Opposed Die, and vice versa for Immoral characters.

Relying

When rolling pay attention to the results of both dice. Choose one die to 'rely' on, or the die which determines whether your action succeeds or fails. The other die may still factor into supplementary results but not necessarily towards their success or failure.

When you rely upon your Favored die for success, there is no negative consequence. However, when you rely upon your Opposed die, you encounter a Complication.

Reckless

You can do most anything Reckless. With a Reckless action you get to roll an additional Opposed Die (thus increasing your odds). You **must** Rely on an Opposed die if it would allow you to be successful. Thus while you increase your odds of a success, you also increase your odds of giving a Complication token to the Storyguide.

If you are Reckless without any Complications you could cause a Disaster (see below).

Complications

Every player will may have up to 3 tokens that represent potential Complications. These tokens generally do nothing in the hands of the player. However a player must surrender a Complication token to the Storyguide whenever they choose to rely upon their Opposed die.

The Storyguide will use Complications to essentially wreck havoc on a character's life. Generally these will be used to create automatic successes for NPC's but, like Drama points, they can govern a lot of things outside the normal boundaries of the rules.

A player, therefore, must choose carefully whether they want success in the short term or to avoid giving their opponents too much of an advantage later. That being said, the Storyguide is under certain obligations to use Complications as a vessel to make the story better.

When a Storyguide uses a Complication it is returned to a character, preferably the character to whom the Complications applies to the most. However when the Storyguide returns the Complication, they must do so to a player who has less than 3.

Disaster

Lingering Complication

When a player has run through their 3 Complications and still wants to use their Opposed die they may do so. However, they are asking for the Storyguide to generate a long term complication called a Disaster.

These are not to be taken lightly. The Disaster will be very personal and with severe (but hopefully) story related consequences.

A player may only opt for Disaster once in a chronicle or until the current Disaster comes to a suitable close. That being said, players who ask for Disaster at the end of a chronicle are essentially begging for their characters to die in some horrible fashion.

Momentum

A feature of the tabletop system is Momentum. A player can earn Momentum tokens that allow them to keep the pace going. Momentum tokens are like temporary Drama points in a way, however they are earned during the game and used a few different ways, including things that Drama points cannot normally do.

Things Momentum can do:

- > *Re-roll a challenge*
- > *Buy a one-shot Maneuver*
- > *Refresh*

RE-ROLL CHALLENGES

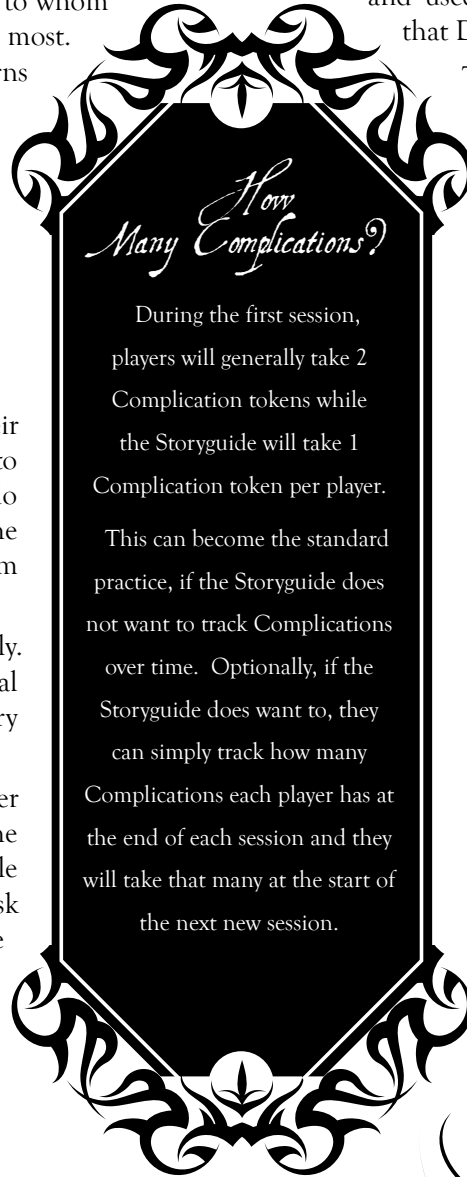
Simply put, you can spend a Momentum to re-roll a challenge. You must abide by the re-roll.

BUY A MANEUVER

You gain a Maneuver as needed, but it needs to be Spent immediately.

REFRESH

You can Refresh a Spent (but not Exhausted) Trait appropriate to the situation. So a character in a social situation couldn't Refresh a Maneuver or combat related Technique rank but a Profession or manipulating Technique would be fine.





Challenge Results

With the Duel Dice System, there can be 3 possible results:

Favored Die Succeeds – Opposed Die Fails

➤ *Success!*

* *In this case, your character has succeeded at their action and quite well but perhaps not exceptionally well.*

Favored Die Succeeds – Opposed Die Succeeds

➤ *In this case, you must make a decision on how well your character is going to succeed.*

* *You may rely upon the Favored Die, which allows you to succeed and gain 1 Momentum token.*

* *You may rely upon the Opposed Dice, which allows you to succeed and gain 2 Momentum tokens (but don't forget to give a Complication token to the Storyguide).*

Favored Die Fails – Opposed Die Succeeds

➤ *In this case you fail or do you?*

* *You may rely upon your Opposed Die but you have to give up one of your Complication tokens.*



Designer Notes:

One of the goals of KC was to design a LARP that would function as well as a tabletop RPG. The end result was a meaty LARP system with a lite tabletop system.

As a Storyguide, I like a simple system for the players (too much dice rolling can bog things down) and a little bit more control than just throwing the dice around. I enjoyed systems where as a Storyguide you could try to 'bribe' the players to conform to the story. It was effective and subtle but, after a while, I found it a touch unreliable. Players god bless/damn them, will often do some crazy and unexpected things in a game. One of those things is to not accept your bribes.

The duel dice system and complications was designed to combat that. The bribe is right there when the player rolls. Do they want to use their Opposed die to get success in the short term? I mean, it's *right there*. Just take it!

When they do use their Opposed dice, they accept and understand that they are taking a short term gain, for a future failure. They are, in essence, giving the Storyguide permission to mess with their character. They know they are going to pay for it but they accept it because, well, they agreed to it.

