

The Narrative Dice

In *Genesys*, dice roll results are determined using a unique set of dice with an equally unique set of symbols for faces instead of traditional numbered systems. In *Genesys*, it is uncommon to fail a task whilst still having something advantageous occur, as well as succeeding in a task only to have something minor go wrong.

To help facilitate using a proprietary dice format on an online medium, you can use:

[This Online Dice Roller](#)



[This Discord Bot](#)



The Symbols

Success  & Failure 

tl;dr: (Success, opposed by Failure, determines whether or not a check Succeeds or Fails.)

Success & Failure symbols are critical for determining whether a skill check succeeds or fails. The more Success symbols you roll, the more likely the check succeeds.

Mechanically, **one Success symbol is canceled by one Failure symbol. If at least one Success remains in the pool after all cancellations have been made, the skill check succeeds. Otherwise, it fails.** The more Success after cancellations have been made, the greater the magnitude of the success (*the more damage dealt, the more people persuaded, or the more wounds healed*).

Advantage & Threat

tl;dr: (Advantage, opposed by Threat, determines additional positive or negative effects which are independent of the check actually succeeding or failing.)

The Advantage & Failure symbols indicates an opportunity for a positive or negative side effect, regardless of whether or not you succeeded at the task.

Remember, **Advantage symbols do not have a direct impact on success or failure; they only affect the potential side effects of the roll. Just like Success & Failure, one Advantage symbol is canceled by one Threat symbol.**

The GM generally resolves Threat effects (*although when a npc generates some Threat, the players can and should suggest to the GM some ways that the Threat may be spent. Some abilities even directly allow the players to play off of the enemy's generated Threat.*)

Triumph & Despair

tl;dr: (Triumph & Despair are rare symbols that only appear on Proficiency and Challenge dice respectively. At that, they each only appear on one face. They represent extremely potent effects comparable to a "crit", or a "crit fail".)

The Triumph & Despair symbols indicate a significant extreme in beneficial, or detrimental outcome. Each Triumph & Despair symbol provides two effects:

First, **each Triumph and Despair symbol also counts as one Success and Failure respectively, in every way Success and Failure has previously been defined. This means that the Success generated by a Triumph symbol, or the Failure generated by a Despair symbol, could be canceled by a Failure or Success symbol generated during the same skill check respectively.**

Second, you can spend a Triumph symbol to trigger incredibly potent effects. You could think of this as a "super Advantage", although sometimes the effects are so impressive that no

amount of Advantage could trigger them. These effects may be determined by your GM or defined by the environment, an adversary, or a special character ability.

You gain both effects with each Triumph symbol, so you don't have to choose between the Success and the special-effect trigger. Although the Success aspect of the Triumph symbol can be canceled by a Failure symbol, the second aspect of the result cannot be canceled. Multiple Triumph symbols are cumulative; each Triumph adds one Success, and each can be used to generate its own special effect. The inverse is true with Despair and its own effects. **Unlike the other symbols, Triumph and Despair do not cancel each other out.**

The Dice



Ability is represented with green eight-sided dice. Ability dice form the basis of most dice pools rolled by the players. They represent your aptitude when making a skill check. These dice possess the positive, beneficial symbols. Ability dice are opposed by Difficulty dice.

Difficulty is represented with purple eight-sided dice. Difficulty dice represent the inherent challenge or complexity of a task your character attempts to accomplish. In simplest terms, the more Difficulty dice in a dice pool, the harder it is to succeed. Difficulty dice possess the negative, harmful symbols.



Proficiency is represented with yellow twelve-sided dice. Proficiency dice represent the combination of innate ability and training. They are most often used when your character attempts a skill check using a trained skill. Proficiency dice can also be added to a pool when you spend a Story Point for an important skill check. These dice possess a greater likelihood of success, and they are the only dice that feature the potent Triumph symbol. Proficiency dice are the upgraded version of the ability dice.

Challenge is represented with a dark red twelve-sided dice. Challenge dice represent the most extreme adversity and opposition. These dice may be featured in place of Difficulty dice during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice can also be added to a pool when your GM invests a Story Point for an

important skill check. These dice feature primarily negative, obstructive results, such as Threat and Failure, but they can also feature the potent Despair result. Challenge dice are the upgraded version of Difficulty dice.



Special advantages, or “boosts”, are represented with light blue six-sided dice. Boost dice represent benefits gained through luck, chance, and advantageous actions. They reflect your possession of some sort of benefit or advantage, such as having ample time to complete the task or having the right equipment. Boost dice and Setback dice are thematic opposites of each other.

In *Genesys*, certain complications, or “setbacks”, are represented with black six-sided dice. Setback dice represent problems or minor obstacles during task resolution. Setback dice represent relatively minor conditions that impair or hinder you, such as poor lighting, obstructive terrain, or insufficient resources. Setback dice are not as potent as Difficulty dice. Add them to represent additional circumstances or environmental effects that would not in and of themselves increase the base difficulty of the task. Setback dice and Boost dice are thematic opposites of each other.

Other Key Elements

Terminology

“Once-Per-Session”

In *Genesys*, you will see the term “Once-per-session” used a lot. “Once-per-session” is a loose term that defines a limitation to using or activating something to once per real-time, sit-down-and-play style session. While this is great for real-time formats, it can be confusing for play-by-post formats.

Rather than change every single usage of this common phrase, it is a good practice to instead assume the in-game time passage of a real session. That is to say, “Once per session” roughly equals once per in-game day, or two days, or *DnD*-equivalent Long Rest, as determined by your GM.

Story Points

You and your GM can both tap into destiny by spending Story Points. Players spend Story Points from the player's pool, and GMs spend Story Points from the GM's pool.

When a player spends a Story Point, they remove it from the player's pool and add it to the GM's pool. Likewise, when a GM spends a Story Point, they remove it from the GM's pool and add it to the player's pool.

The point gets moved after you have resolved the action in which you spent the Story Point. This way, players or the GM cannot immediately spend a Story Point that has been added to their pool; they have to wait for the next chance to spend a Story Point.

Another limiter on Story Points is that you can only spend one Story Point during a single action (*unless an ability specifies otherwise*). Likewise, your GM may only spend one Story Point per action.

Skillcheck Upgrades

Players may spend Story Points to upgrade any skill check they attempt. You may spend one Story Point to upgrade the ability of your character's starting dice pool once. In other words, you may upgrade one Ability () into the superior Proficiency (). Your GM may spend a Story Point in this way to upgrade an NPC's dice pool.

Inversely, Story Points may also be spent to upgrade the difficulty of an opponent's skill check. You may spend one Story Point to upgrade the difficulty of any NPC's skill check once. This refers to upgrading a Difficulty () into the more potent Challenge (). Your GM may spend a Story Point in this way to upgrade difficulty in a PC's dice Pool as well.

Talents & Special Abilities

Many powerful [Talents](#) and the optional [Special Abilities](#) allow your characters to spend Story Points for various effects.

Luck & Deus Ex Machina

You can also use Story Points to introduce "facts" and additional context directly into the narrative. Your GM already does this by managing and directing the story, but this use of Story Points allows players with a means to make contributions as well.

Examples may include; stating that you indeed remembered to pack a breathing apparatus when arriving to a hostile atmosphere, finding a first aid kit when scavenging through an abandoned building, or proposing a terrain feature that your characters can duck behind for cover. If the GM agrees, the Story Point is spent, and the suggestion becomes a true statement.