

# Ninefox Gambit RPG: cheat sheet

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## Premise and Goal

Players roleplay hard choices serving the despotic Hexarchate. This can end in three ways: rebellion against the Hexarchate, attempts to reform the system, or assimilation.

## Materials

- plenty of six-sided dice (d6's) for each player and GM
- optionally, a d20 per player to track experience points (XP)
- optionally, a standard poker deck

## Safety

This game includes upsetting content (e.g. genocide). If you're playing this, it's probably because you want to engage with such themes. Still, you ensure no one is pushed farther out of their comfort zone than they want to be.

I recommend a formal safety tool such as John Stavropoulos's X-Card, Emily Care Boss's Lines and Veils, or Beau Jágr Sheldon's Script Change.

# Characters

Players should discuss and agree on a **Party Goal**.

Each character starts as Rank 1 in their faction and gains the faction technique.

- **Andan** (diplomacy, finance, culture): *The way of the rose*: +2d6 when targeting an Edge in combat.
- **Kel** (military): *The way of the hawk*: +2d6 in physical combat
- **Nirai** (science, technology, medicine): *The way of the moth*: Once per session, wind up or wind down the party clock or your personal clock.
- **Rahal** (legislation, justice): *The way of the wolf*: +2d6 when investigating someone's Edge.
- **Shuos** (spies, assassins, intelligence): *The way of the fox*: +2d6 when attempting to deceive someone/something.
- **Vidona** (law enforcement, inquisitors, early education): *The way of the stingray*: +2 damage in unarmed combat

Your character has three **Personal Traits**: two **Edges** (advantages/skills) and one **Heresy**. You can tag an Edge for extra dice when attempting a task. One of your Edges is also your **Signifier**. Tagging your Signifier Edge gives you extra experience. Your **Heresy** pits your character against the Hexarchate's tyranny.

In general, a character has a number of Edges equal to their Rank + 1. Each Edge starts at 8 points (the maximum). If an Edge reaches 0 points (the minimum), it is **knocked out** and can't be tagged until restored. Each time a character's Edge is knocked out, they gain a **Complication**.

Each character starts with 8 Health (the maximum). At 0 Health (the minimum), the character is incapacitated/unconscious. You don't die (unless you want your character to)! The real threat is **Assimilation** (your character becomes a true believer of the Hexarchate's tyranny and passes over to GM control).

# Clocks

Your **Personal Clock** starts at 1 and has a minimum of 1. When you roll a check, any 1's are successes. If your Clock is 3, then 1's, 2's, and 3's are successes.

If your Personal Clock ever reaches 6 or above, you have been **Assimilated** and control of your character passes to the GM.

The **Party Clock** starts at 1 and has a minimum of 1. When you roll a check, any 1's are successes. If your Clock is 3, then 1's, 2's, and 3's are successes.

If the Party Clock ever reaches 6 or above, the party has been **Assimilated** and the game ends.

The **Hexarchate Clock** starts at 6. If it ever reaches 12 or above, the party has been **Assimilated** and the game ends. If it ever reaches 0 or below, the Hexarchate has been overthrown and the game ends.

At various points, you will have the option to **wind up** a clock (add 1 to its value) or **wind down** a clock (subtract 1 from its value).

**You may wind down your Personal Clock at any time by spending 1 XP.** The Party Clock can be wound down for 4 XP and the Hexarchate Clock can be wound down for 60 XP, but **only at the end of a session.**

# Checks and Tagging

## Individual checks

Base: 3d6. If your Personal Clock is 2, then any 1's and 2's are successes.

+1d6 (Edge) for each non-signifier Edge you tag.

+2d6 (Signifier) if you tag your Signifier Edge.

+1d6 for each Location Trait you tag.

+1d6 for each Edge of a friendly NPC you tag (once per test).

0 successes = failure, GM narration.

1-2 successes = succeed, but at a situational cost, player narration.

3-5 successes = easy success, player narration.

6+ successes = astonishing success, player narration.

If you succeeded (1+ successes) and you tagged your Signifier, **mark 1 XP**.

If you succeeded and advanced the party goal, **mark 1 XP**.

If you confronted or revealed your Heresy, *regardless of whether the action succeeded*, **mark 3 XP**.

If you succeeded and **you rolled any 6's**, **wind up** either your Personal Clock, Party Clock, or the Hexarchate Clock. 6's are always failures, even for an Assimilated character (e.g. an Assimilated NPC).

Group Checks work like Individual Checks, but use the Party Clock instead. The Edges of any PC involved can be tagged for dice.

Opposed Checks work like a regular check, but you may tag the opponent's Complications once per test for +1d6. Success is determined by margin of victory (e.g. Cheri rolls 9 successes, Jedao rolls 5 successes, Cheri succeeds by a margin of  $9-5 = 4$ ).

If the winner is a PC and they rolled any 6's, they must **wind up** their Personal Clock, the Party Clock, or the Hexarchate Clock.

# Combat

**Physical combat** is an opposed check. The winner deals 2 damage to the loser's Health. The loser may take some or all damage to an Edge or Edges of their choice instead, distributing it as desired. In a tie, both sides take 1 damage.

**Edge combat** is an opposed check targeting an Edge that is known or has been guessed. If the person initiating combat wins, and they know or *successfully guessed* the opponent's Edge, they deal 2 damage to that Edge; if they tie, they deal 1 damage to that Edge. If they lose the roll or guessed wrong, no damage is dealt.

If you reach 0 Health, you are unconscious/incapacitated. Gain a Complication decided by whoever inflicted the damage.

If an Edge is **knocked out** (reduced to 0), it can't be tagged until it's restored above 0. Gain a Complication decided by whoever inflicted the damage.

# Healing and Recovery

To **recover** 4 points of Edge/Health damage (distributed as desired), play out your Heresy or a Complication in a way that another PC witnesses or is involved in.

# Advancement

At any time, you may spend 1 XP to wind down your Personal Clock. This includes doing so immediately to keep from being Assimilated.

At the end of the session, you may spend XP as follows:

4 XP:

- change an Edge, with GM permission
- change your Signifier to a different Edge
- wind down someone else's Personal Clock, with their permission
- wind down the Party Clock. **Special:** multiple players may pool their XP for this.

12 XP:

- gain a rank in your faction. Each time you do so, gain an Edge as well.
- remove a Complication, with GM permission

60 XP:

- wind down the Hexarchate Clock. **Special:** multiple players may pool their XP for this.

## Notes

Special thanks to adurna0 for suggesting a quickstart guide/handout, and thanks to everyone for their support!

You can order the full RPG from Android Press (epub, softcover, hardcover) or via Android Press on itch.io (PDF).

Yours in calendrical heresy,  
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