

Rules Primer

Rolling the Dice

Singularis is a percentile dice based system. All rolls are between 1 and 100. When making a roll, players are attempting to roll below, or equal to, their skill plus the base skill. For example, when rolling to shoot someone with his sniper rifle, Darius will be trying to roll beneath his "Deadly Sniper" (20) plus "Perception" (30). So he is aiming to roll 50 or less. If a player does not have a skill suited for the required roll, they may always roll the most applicable base skill. For example, Boozey needs to make a roll to impress the local nobles with their dance ability. As Boozey does not have a skill related to dancing, they could roll either Presence or Athletics, depending on which the Facilitator feels is more appropriate.

Rolls can be broken down into several different outcomes:

- Divine Success (Result is 5 or less)
- Success (Result is less than, or equal to, the Target for the roll)
- Complication (Result is less than 95 and greater than the Target for the roll)
- Doomed Failure (Result is greater than, or equal to, 95)
- Catastrophe (Result is greater than, 100 minus the players Doom rating)

Divine Success

If a player rolls a total which is 5 or less, they have rolled a Divine Success. This means that the player succeeds exceptionally well at what they were attempting. In addition to this, the player also gains a point of Destiny.

Success

The player has succeeded at what they were attempting to accomplish with the roll, no more, no less.

Complication

If the player rolls above their Target, and the result is not a Doomed Failure, or a Catastrophe, they have simply failed their roll. When a player gets a complication, the action they are attempting can partially succeed, or succeed with unintended side effects. In the example above, Darius is trying to kill his target. If the roll fails, there is a good chance that Darius will still shoot the target, but not kill them. Alternatively, he does kill his target, but his location is exposed.

Doomed Failure

If a player rolls above 95, but below their threshold for a Catastrophe, then they have rolled a Doomed Failure. Whatever action the player was attempting fails outright. In addition to this, the player also gains a point Doom.

Catastrophe

If a player rolls a catastrophe, it means that everything has gone completely wrong. Not only do they not succeed at what they were attempting, they also cause massive problems for themselves and their group, potentially even harming themselves and those near to them. In addition to this, they also gain a point of Doom. Continuing with Darius and his attempt to assassinate his target, if he rolls a Catastrophe, there are many outcomes which could happen. His rifle backfires, causing damage to himself and any party member close enough to be hit by the blast. The perch he is on collapses underneath him, which also explains why he misses his shot. He successfully kills the target, only to discover that they were in fact being possessed by a demon which is now attempting to take control of Darius.

The degree of the catastrophe is dictated by the amount of Doom that the player has. The point of Doom that they gain from rolling the Catastrophe is added "before" determining the severity of the Catastrophe.

- 1-3: Minor set back or injury. Nothing insurmountable or permanent.
- 4-6: Significant complication or setback. Potentially severe injury, or long term hinderance. Can cause a player to gain a new Penalty.
- 7-9: Grave peril for the player, or group, potentially preventing them from achieving their current goal indefinitely. In deadly situations, there is the potential for death for the player who rolled the Catastrophe. Strong possibility of a new Penalty for the player, and potentially other members of the party as well.
- 10: The player's Doom has fallen upon them, there is nothing that can save them now, they will die in a spectacular fashion. This is going to get messy for the rest of the party as well, likely with a new Penalty being applied to the survivors of the Catastrophe's aftermath.

Focus Skill

Every character has a focus skill, something that they can do which is tied to their Schtick. For Darius, this would be his `Short Range Teleport` while Boozey's would be `One With The Bottle`. This skill behaves slightly differently than other rolls. After rolling the dice, but before determining the outcome, the player may choose to swap the result of the tens and the unit of the roll. For example, Darius is trying to get away from a guardsman that is chasing him, so he uses his `Short Range Teleport` and rolls a 95. Darius chooses to change this to a 59 which, because of the level of his skill and base skill, means that this roll is now a Success instead of a Doomed Failure. This means that if a character rolls their focus skill and gets a 10, 20, 30, 40 or 50 they can change that roll into a Divine Success.

Destiny And Doom

Destiny and Doom respectively represent the amazing potential that characters contain, as well as the impending disasters that await them. All characters start with 1 point of Doom. For each perk the character has, they start with an additional point of Doom. Characters start with 1 Destiny for

each Penalty that the character has. Should a character gain more Penalties during the course of play, they do *not* gain additional Destiny for it.

The only way a character can gain Destiny during the course of play, is by rolling a Divine Success. Characters gain Doom during the course of play by rolling a Doomed Failure, a Catastrophe, or as outlined in the next section.

Using Destiny And Doom

Any points of Destiny that a player has, may be used to perform specific actions. For each of these actions, should a player not have any Destiny available to spend, they may instead *gain* a point of Doom.

- *Before* rolling the dice, a point may be used to automatically succeed the roll, without needing to actually roll the dice.
- *After* rolling the dice, a point may be used to re-roll the dice.
 - This means that a 2 points may be used *after* a roll, in order to turn it into a success.
 - A Catastrophe can *never* be re-rolled.
- A point may be used to invoke a character's Perk for the rest of the scene. Once invoked, the character does not need to make any rolls for actions directly related to this Perk.
 - Darius is trapped in an alleyway with no hope of escape from the guards that are chasing him. His player uses a point of Destiny to invoke the perk 'Never Gets Caught' in order to ensure that there is a way for Darius to escape this situation. The interpretation of the perk is, as with skills, up to the Facilitator. In this case, the Facilitator reveals that some of the guards are on the payroll of a crime lord who wishes to gain Darius' service, so they reveal themselves and turn on the rest of the guards, allowing Darius to escape.