

Before rolling:

Only roll when it's interesting to. Before you roll, decide on a good or a bad outcome that could follow. Either outcome should be able to move the story forward.

Character creation:

Think of a character. Write a short description of them. Include two things they're skilled and/or experienced in, as well as at least one flaw.

CURLS

Casey's Universal Rules Light System

Condensed Rules Minizine

Detailed rules & other formats available as free downloads at caseygarfield.co.uk/curls

Have fun, be collaborative!

The GM has final say on the outcome of rolls and calls around whether someone has advantage, but everyone playing is involved in the conversation leading up to those decisions.

Anyone can suggest what falling with a 15 looks like, anyone can suggest reasons to give someone advantage, and everyone can join in with workshoping ideas.

It's more fun when everyone feels involved, and as a bonus, it takes some pressure off the GM.

Credit:

Thanks to Ettin64, whose game Ah, Dang! Mothman Won't Move Out introduced and inspired many foundational mechanics of CURLS. Find his work at linker.ee/ettin64

platonic kisses

A game by Casey Garfield
www.caseygarfield.co.uk
 PK03 - A Platonic Kisses publication
www.platonickisses.co.uk

Rolling:

Roll a d20. An even result is a success, and the good outcome happens. An odd result is a failure, and the bad outcome happens.

Within success and failures, outcomes can go well or badly. The closer a result is to 20, the better it goes. The closer a result is to 1, the worse it goes.

A 19 is the best you can possibly fail, a 2 is the worst you can succeed. 20 and 1 are critical successes and failures, the best you can succeed and the worst you can fail. Make these as dramatic as you like.

Succeeding badly looks like getting what you wanted, but at a cost. Falling well looks like not getting what you planned but avoiding disaster, or even getting an unexpected bonus.

How extreme this is depends on the number rolled. Examples and a more detailed explanation are given in the extended rules.

Skills & advantage:

If a player feels a skill/experience from their character description would give them an advantage in a situation, they should say so and explain why.

If they can convince the GM, they get to roll an extra d20 on that roll and pick the result they want.

If the GM feels part of a character description would give a disadvantage, they have disadvantage on the roll. If they don't also have advantage, they roll an extra d20 and have to take the worse result.

An odd number is always worse than even, regardless of how high it is. If they're both odd or both even, take the lower result.

If someone has both advantage and disadvantage, they cancel each other out and become a normal roll.