

YOUR INVESTIGATOR


Name



Profession












STATS

Circle a die for each Stat (all different). Current Level starts at die's highest face (e.g.,  starts at 10).

Sanity
(Mental)

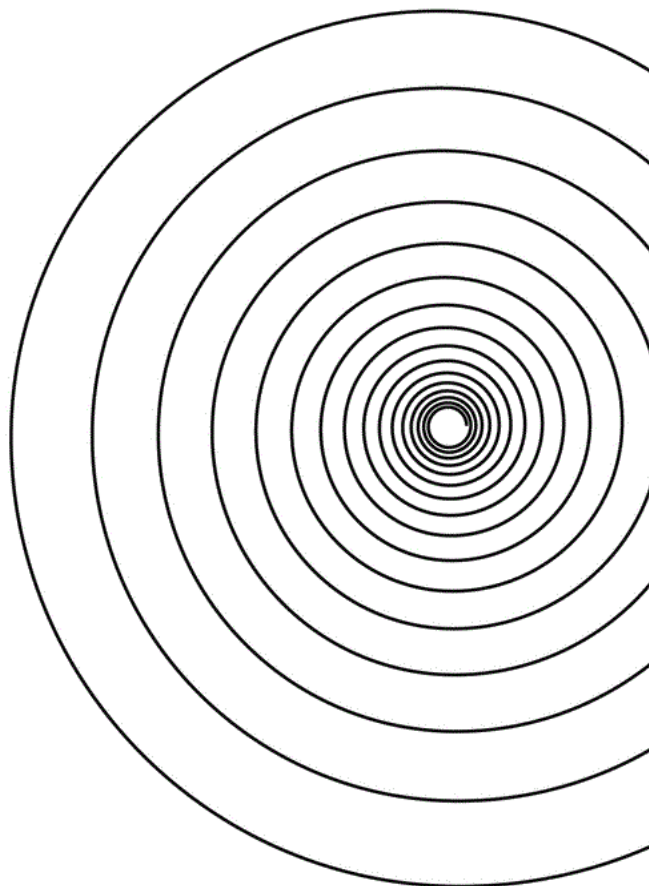
Stamina
(Physical)

Standing
(Social)

		
		
		
Current Level	Current Level	Current Level
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Notes

SPIRALIS



**A Roleplaying Game of Eldritch
Mystery and Cosmic Horror**

By Aaron M. Sturgill

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CREATING YOUR INVESTIGATOR

First, choose a **Name**. This gives you a **6** for Action rolls that are *within human capabilities*.

Next, choose a **Profession**. This gives you another **6** for Actions that fall *within your professional expertise*.

STATS

For each Stat, circle a die. Each Stat must be different, so you'll have one at **4**, one at **8**, and one at **6**.

Stat levels will fluctuate during play, but each Stat begins at the highest face of the circled die (e.g., if you circled an **8** for Sanity, write "8" in the Current Level box).

PLAYING YOUR INVESTIGATOR

The following three rules are each player's Agenda; pursue them in play, to ensure a focused and balanced narrative for everyone.

- 1. Play the Mood:** Support an atmosphere of tension, discovery, and dread; think twice before cracking a joke.
- 2. Seek the Mystery:** Why is your Investigator motivated to risk life and limb in search of terrible truths? Give motivation to this pursuit.
- 3. Share the Fiction:** Help the Keeper shine the spotlight on each Investigator equally. Notice a player who doesn't speak up as much? Ask her how her Investigator feels about something odd, or how she thinks the group should proceed.

THE GAME

There are two types of dice rolls in *Spiralis*: **Actions** and **Stat Checks**.

ACTIONS

When you're investigating or attempting something challenging, build a small dice pool (one to three dice) as follows:

- ▶ Take a neutral-colored die for your **Name** (**6**) if the Action is *within human capabilities*.
- ▶ Take a neutral-colored die for your **Profession** (**6**) if *your expertise applies* to the Action.
- ▶ Take one of your colored **Stat** dice (**4**, **8**, or **6**), but only one, if *you're willing to risk it to succeed*, and it makes narrative sense to do so.

The highest number you roll produces the indicated result (see table, below). If the high die happens to be a Stat that you risked, you must immediately make a Stat Check (below).

STAT CHECKS

When the Keeper calls for a Check, roll the Stat die in question. If the result is lower than the Stat's current level, you lose a level. (If the result is equal or greater, you're safe.)

Action Outcomes

Mixed Success	Success	Critical Insight
1, 2, or 3	4 or higher	6, 8, or 10*
You barely succeed and at a cost, or you get the barest amount of information necessary for the investigation to proceed (even if that is nothing).	You succeed thoroughly, or discover everything that a competent detective would.	You succeed completely and impressively, and glimpse hidden secrets of the cosmos.

* - Critical Insight occurs whenever a die rolls on its highest face, whether that is 6, 8, or 10 (Action rolls only, not Stat Checks).

DEATH, INSANITY, ETC.

When one of your Stats is reduced to 1, your Investigator is removed from play, either immediately or very soon. This is an important moment, and should occur in a narratively relevant manner, based on the Stat in question. (**Sanity**: insanity; **Stamina**: death; **Standing**: indigence.)

FAILURE

If any player thinks it would be interesting for a player to fail an Action roll, they may roll a failure die based on how difficult they perceive the action to be (**6** = common, **8** = difficult, and **4** = extreme). If the failure die rolls higher than any of the acting player's dice, the Action fails, and the player who rolled the failure die may narrate its outcome. Ties go to the acting player.

Restrictions:

- ▶ A failure die may not be rolled when the Action will uncover a vital clue.
- ▶ If the acting player feels that their fictional input is being obstructed (i.e., if the suggestion of failure is not considered constructive by all parties), do not roll.

When failure occurs, it is up to the Keeper, and/or the challenging player, to suggest an interesting and relevant consequence of the failure, so that the fiction doesn't simply grind to a halt.

COOPERATING AND COMPETING

When Investigators work together, everyone rolls an Action pool, and the highest die overall determines the outcome. Stats may be risked as usual. When Investigators are at odds, they each roll an Action pool, and the highest die wins. Ties are resolved at the Keeper's discretion.

MAGICK

If you wish to perform some dark ritual, your Keeper will describe the **tools**, **tomes**, and **time** required to perform a given spell, as well as a dire consequence your Investigator must suffer. For instance, a weak spell might require a simple Sanity Check, a moderate spell could cost an automatic loss of level in a certain Stat, and a powerful spell could cost you your Profession or even your Name die (permanently).