

LAST (WIP Draft)

Premise: Characters must be the last to survive a harrowing event by controlling both themselves and the environment to destroy other players. Players also race the clock, as the event repeats from the beginning after a certain duration of play. The system is PvP and player-narrated, using tokens for intensity, and dice for success.

Fourth-wall translucency (the actual framing of which is still up in the air: Supernatural powers? Luck? Metagaming?) is introduced by the fact that players and their characters are at least somewhat aware of their abilities to control the environment, and are fully aware of the recurring nature of the situation.

General Mechanic/Play Explanation:

Before the game, players agree on a scenario (be it by consensus or a pre-written story). A timeline of immutable events is created. The timeline needs only two actual points--the starting scene and the reset point (and even the reset point is optional)—but there may be more added for flavor. The points and details are plotted on the Storyline:

Storyline: Terrorist Attack

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Starting Scene: An office building on a regular humdrum day. Characters start in the middle of a morning staff meeting.

1: Fire alarms go off and there are reports of a small explosion on the first floor

2: A gigantic explosion rocks the building

Reset: The structure collapses catastrophically and the scene restarts.

After each complete round of play, the position in the story advances one place. At the Reset scene, the setting restarts back at the beginning, with everyone but the player-characters unaware of what has transpired.

The goal of every player is for their character to be the last of their PC compatriots alive at the conclusion of the final round. To achieve this, characters may attack other characters directly, or players can use their narration role indirectly to cause harm to befall other players.

Narration is handled by each player on their turn. During a player's turn, they are in charge of narrating:

- Non-player characters
- Environmental events of their choosing
- Their own character

This is not to say that a player is omnipotent during their turn—in fact, any action of any consequence that they take must be met by a systemic expenditure of points and a die-roll to determine success.

The Character Sheet

A player-character is defined, apart from their basic attributes (name, disposition, etc.) by traits which determine their both their state and abilities. Each trait is defined, generally, as a positive trait

- Physical
- Composure
- Willpower
- Attention
- Humanity
- Game Traits (Customizable counters that may be desired to fit the story)

Physical Health



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X	X	X	X	X	X	X	X	X	X	X	X								
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½ 1 1½ MPD

Each trait contains both an offensive multiplier and a defensive pool. The offensive multiplier can be either ½ (the minimum for any offensive multiplier), 1, or 1½. The defensive pool is a number of checked boxes from 1 to (20?), and can be exhausted as successful attacks are committed against you. The multiplier and pool are selected separately during character creation, and are not necessarily related.

The stat also has the MPD, or Max Personal Damage number. This is the maximum amount of offensive damage a player’s *character* can inflict upon other characters. In story terms, if the statistic is “Physical Health,” the MPD would represent the character’s strength or fighting ability. If a player wishes to inflict damage above and beyond the MPD number, they must use environmental damage to achieve it. Their character is simply not effective enough.

Aside from stats, each player also has a pool of *points*, (usually small-denomination coins or chips) which are used to bid up the value of an effect.

Narration

There is no constant narrator, GM, or storyteller in *Last One Standing*. Roles are as follows:

The **Narrator** is the person whose turn it currently is. The **Opponent** (or opponents) are the other characters who the Narrator may be currently attacking, or defending against. **Onlookers** are any other player-characters. The various players have the following narration privileges:

- **Storyline:** Any Storyline occurring during the turn must be followed as scheduled, and those facts may not be changed.
- **Narrator:** The Narrator (the current player) can narrate any NPCs, as well as any environmental effects. They may overrule flavor text given by other players. Any consequential narration they give must be backed by point expenditure and a roll.
- **Opponents:** Opponents, generally, can only narrate their own characters inconsequentially during another Narrator's turn, or in reaction to the Narrator, unless the Narrator's roll has resulted in a Half Effect or Botch, in which case they may narrate their successful mitigation of the attack against them.
- **Onlookers:** Any other players may narrate inconsequential NPCs or environmental flavor text, although the Narrator may override or augment the descriptions.

While the Narrator has wide-reaching powers, their ability to narrate goes only as far as the points they spend and the results of their roll.

Conflict

The conflict roll goes as follows:

- The Narrator selects one or more Opponents and Effects. The Narrator bids a number of Points that should achieve the effect. The offensive value of the attack is (*Points bid* × *Environmental Penalty* × *Offensive Multiplier* × *Roll Multiplier*)
 - *Jim (the Narrator) bids three points Physical Damage and one Composure Damage in an attack against Bill. Jim's Offensive Multiplier is 1 for Physical and 1½ for Composure, so this is a three-point attack.*
- The Narrator narrates the expected attack.
 - *"While Bill's back is turned, I'm going to shove the firecrackers down his pants. Three points against Physical, 1½ against Composure."*
- If the attack is environmental, instead of personal (*"An explosion blasts through the wall near Bill."*), the damage is halved. While this increases the number of points needed, there is no "Max Personal Damage" cap as in personal attacks, and the Narrator's character does not suffer Social Damage.
- The Narrator rolls 1d6:
 - Roll 1: Botch. The Opponent narrates an effect against the Narrator's character at ½ damage to the same stat (minimum 1 point).
 - Roll 2: Miss. The Opponent may narrate their escape if they wish.
 - Roll 3: ½-damage hit, rounded down. The Opponent may narrate their mitigation if they wish. (*"I notice something out of the corner of my eye, ducking out of the way just as the bat grazes my shoulder"*)

- Roll 4-5: Normal-damage hit, rounding down. The action happens as described.
- Roll 6: Critical Success. Full effect plus one point, rounding ½-points up. No half-damage penalty on environmental attacks. Narrator may describe additional effect.
- Nominations for Exceptional or Poor Form
 - If a narration was particularly adept, engaging, clever, hideous, or whatever other qualities the group appreciates, another player may nominate the narrator for Exceptional Form points. If a further player concurs, the Narrator gets two points which they may further apply to their action (as if they were bid in the beginning), or save for later.
 - If a narration was exceptionally poorly done-- outside the realm of possibility, seemed to be metagaming or “gaming the system” at the expense of story, or there was generally unfair play, another player may nominate the Narrator for Poor Form. Another player must second, then a voice vote is taken among all players present (including the Narrator and any Opponents). If the Poor Form vote passes, the Narrator’s action is nullified, no points are returned to anyone, and that Narrator’s turn is over. This is an extreme measure and should not be considered a strategic part of play, but instead a check against lazy storytelling.
- Social Damage
 - If the attack was Personal, offensive, and in public company, the Narrator may take Social Damage. The Narrator may opt to take points of Social Damage themselves, or if they do not, an Onlooker may feel it necessary to Nominate them for Social Damage. (One nomination, one concur)
 - *“Since that was such a bastard move, I’m taking 1 point Social Damage to Leadership”*
 - A player character may also perform an act to recover their own Social Pool. The narrator may award these points if they wish, or other players may nominate and concur under the same rules as Social Damage. A Narrator may not award their own character Social Points without a nomination/concurrence.
- If the Narrator has any points remaining, they may narrate another Effect. Otherwise, they pass control to the next Narrator

Damage and Depletion

When your character takes damage from a Narrator, remove the points from the appropriate Defensive Pool. Remember that only whole points are removable. Half-points are rounded down, unless the Narrator’s roll specified otherwise.

When an entire Defensive Pool is gone, you are said to be Depleted in that trait. You should roleplay accordingly—If your Composure is gone, you run around in a panic, unable to make calm, rational decisions. When Depleted, you cannot make Personal

attacks as the Narrator. You must either make Environmental attacks, Heal, or do nothing.

If your Physical Health pool is Depleted, you are dead—and lose your Narration turn—until the next Reset. While this does mean that you are incapable of Healing, it also means you are invulnerable to any other attacks that may lead to your Ultimate Death. A Depleted pool may be restored by spending a turn to Heal. Healing can be done on multiple pools simultaneously, but this does increase the risk in the case of a botch. You may not narrate any other actions during a Heal turn, although you may narrate the method of your healing if you wish. (Run to the first-aid kit, an NPC slaps the hysteria out of you, or the like.) A Heal roll is similar to an attack roll—determine which of your pools you wish to improve and spend points, on each, then roll to determine effect. The maximum effect from a Heal is ½ the amount of your MPD, unless you roll a Critical, in which case the limit is 1 × MPD.

If you botch a Heal roll, you deal additional damage to yourself. Apply the total points you spent on the Heal to damage against any pools you choose, using the Offensive Multiplier for each trait.

A Depleted pool is restored to the Restore rating (usually 3) when the Storyline resets, as long as you have not reached Ultimate Death.

Social Pool

Congeniality	X	X	X	X	X	X	X	X	X	X										
Credibility	X	X	X	X	X	X	X	X	X	X										
Courage	X	X	X	X	X	X	X	X	X	X										
Competence	X	X	X	X	X	X	X	X	X	X										
	Unreliable (-2)					Average (+0)					Notable (+2)									

A person’s Social Pool represents a player-character’s reputation, and how willing other players may be to help (or, possibly, harm) the player. Social Pool modifiers are taken into account whenever a Narrator requires assistance or sympathy from NPCs. When a player’s character makes a egregious personal attack, or fails spectacularly (botches) in the presence of others they may lose Social Pool. Players can gain Social Pool by their characters doing actions which would endear them to others, in the presence of NPCs. *Social Pool points are only gained or lost for personal actions which others know about. Social Pool points are not gained or lost in Environmental actions, nor in actions done in secret.*

Losing Social Pool points can happen by:

- The Narrator's character takes an egregious action, in the presence of others, which the Narrator openly admits. The Narrator may take their own Social Pool points as they wish.
- The Narrator's character takes an egregious action, in the presence of others, but does not remove social points themselves. Another player Nominates them for Social Damage, and another player Concur.
- The Narrator's character must take at least one point of appropriate Social Damage in the case of any character action that publicly Botches.
- Players may choose to deal Social Damage in some other cases, as well, such as a rumor or misconception that may have arisen about the character. This is done through a Nominate/Concur.

Gaining Social Pool points can happen by:

- Performing actions that raise their stature in public or with public knowledge. The Narrator or player may ask for such points, but they must be granted by Nominate/Concur.
- Players get one point of an appropriate Social Pool in the case of a character action that is a Critical Success.

Ultimate Death

If at any time **three** traits (not Social Pool) are simultaneously Depleted, you are Ultimately Dead. The game, for you is over. You have either gone dead, off the deep end, or irrevocably catatonic, and you will not be coming back.

When attacking an opponent, remember that Depletion of Physical Health will remove them from the rest of that Storyline, which means they are incapable of receiving other types of damage until Reset.

An Ultimately Dead player who is still actively following the game *may* nominate, concur, or vote in Exceptional Form nominations or Poor Form votes, but may not nominate or concur in Social Damage nominations.