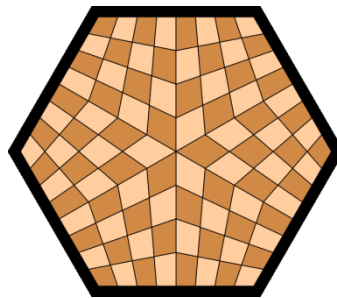# Whims

A Cypher System Dice Game
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Developed for the Fandible Actual Play Podcast Numenera Longshot Campaign
The following rules can be used in any RPG using the Cypher System Ruleset

In the Ninth World, the game of Whims, short for whims of battle or whims of fate depending on who you talk too, is played on a hexagonal board with a equal number of black and white hexagonal tiles painted on top of it. Sort of like a hexagonal chess board. Each player has a number of figures on the board with differing rules that I can assure you are both simple to learn but also very deep. What makes it unique however is that occasionally a random figure on the board will move on its own. Forcing both players to adapt to the change of circumstances.

Sadly, in our more mundane world, the game of whims is impossible for various technological and metaphysical reasons. Thus, here are some rules for your players to play Whims on their gaming table. Each player has 3 dice, all d10 and three tokens. You can use anything to represent the tokens. Poker Chips, Pretty Stones, Jelly beans.

In the beginning, all involved players roll all their dice, keeping their result secret from the other players and combine their numbers together to get a total. The players may choose to use their tokens to reroll any one dice to try to get a higher number, but the player must keep the new roll. You can reroll as many dice as you have tokens.

Additionally, before either player rolls, the players may choose to use effort to increase the number of tokens the player starts with. Specifically, from their Intelligence pool. The player gets one extra token for each level of effort used in this way.

When all players are satisfied with their result, they reveal their dice. The player with the highest total number wins the round. If both players have a equal total, it is considered a tie. The players then start the next round. The number of tokens each player starts with returns to three. With extra tokens gained thru the use of effort the previous round lost. The first player to win two rounds wins the game.

The rules for NPC's are slightly different. Instead of using effort, the NPC starts each round with a number of tokens representing both the NPC's skill level at the game as well as the NPC's intelligence. A average player starts with the minimum of 3 tokens while a grandmaster starts with the token maximum of 9.

Average NPC	**3 or 4** **Per Round**
Skilled NPC	**5 or 6** **Per Round**
Master NPC	**7 or 8** **Per Round**
Grandmaster NPC	**9 total** **Per Round**

Thats all you need to learn to play the game. I hope you enjoy playing Whims in your own Numenera or other Cypher System Adventure.