

All In is a system based around a group of spies who have been driven to work together by mysterious circumstances.

It is a simple system, based around four attributes that describe all activities, without the need for extensive fiddling or character building. This is accompanied by a streamlined and extremely open-ended advantage system, which allows people to define their character exactly as they want them.

The main feature of the system, however, is the inherent risk in most large moves: every significant action requires a player to bet chips, a precious narrative resource the loss of which will lead to being unable to meet the Antes of certain moves, eventually leading to an All In situation in which your character's very existence is put on the line.

Game Masters should understand the intended atmosphere of the game, and in order to keep the slick spy film atmosphere, they should seek to follow these principles:

- Creative License: the game should never devolve into arguing about rules or technicalities, narrative hiccups should be ironed out to keep the play of the game frantic
- All In is at times a silly system, meaning that players should not be overly cautious about betting their chips.

Character Creation Steps

While the character creation steps can generally be done in any order suited to a player's vision, a suggested order is given below:

- Since All In is a looser system, the best initial step to do is to visualize a character and then start building around that.
- After this, you distribute 11 points among the four base statistics.
- Begin with 20 chips.
- Choose perks for your character, sample ones are listed below
- Choose a Patron. One sample patron, the Government, is listed below.

Jarold wants to create a character called James Bomb.

He envisions James Bomb as a grizzled bomb squad veteran who has impeccable sense of style, but one who has made various enemies within his organization due to his tawdrier past.

He assigns James the following statistics: 3 Physical to reflect the character's gritty past, 2 Suave to represent a social ineptitude, 5 Wits to reflect an expertise in technical tasks, and 1 Resources to reflect an adversarial relationship with his patron government.

Jarold picks James' patron to be a British intelligence agency, reflecting his silver screen namesake. This is represented by "The Government" archetype of patrons.

Stats (1-9):

- Physical
 - Represented by Spades
 - Sets a character's physical ability, both in trained combat and raw strength, as well as their physical dexterity with
- Suave
 - Represented by Hearts
 - The character's ability to manipulate social situations and charm other characters
- Wits
 - Represented by Diamonds
 - The character's intelligence, memory, pattern recognition.
- Resources
 - Represented by Clubs
 - The character's material backing by their loyalty, as well as the information they know and the general sphere they are likely to know

Perks:

Every character has unique perks, one of which they can pick during character creation and others they can earn otherwise through spending cards.

Patron:

Every character in All In is, for the most part, working on the behalf of a larger organization. This is the organization where they gain their resources from, as well as their initial personal mission. Every patron gives a special power and an optional special perk, which provides a mechanical difference to them. Sample patrons are listed below.

Government Agency

The classical international espionage background. Your character is contracted by or permanently in the employ of a state-sponsored intelligence program (CIA, MI6, KGB), which hopes to advance its own geopolitical interests on the global stage. Sample missions include learning information about the movements of terrorist groups, assassination or removal of key enemy assets or rabble-rousers, or the subtle influencing of a political situation.

Characteristics:

- Far-reaching: government agencies are usually very well-funded, and often have impressive payrolls and connections and abilities that other organizations may not, as well as being able to provide a large database of previous information and even other agents within a location.
- Bureaucratic: government agencies often employ a complex hierarchical system to determine the chain of command, and mission reports, files, and briefs must often be submitted and received through an opaque machine of paperwork, which might leave agents frustrated
- Vast: government agencies often have many irons on the fire, meaning that your agent's mission is usually only a single domino in a larger scheme. Other agents are working

in parallel, and your agent may not be high on the priority list.

- Patronizing: government agencies often care more what happens to their agents than certain less palatable organizations, and are often willing to provide assistance or a bailout in case something should go horribly wrong

Perk: Handler

- Once per scenario, you can call on your handler for a piece of information that would reasonably be available to them, but out of reach otherwise. This could mean something about the blueprints of the building that you are in, information on a certain individual, or information about the political situation in a certain country.
- +1 Wits

Rolls

Every roll is made with two six-sided dice and is associated with a specific statistic, and every roll in the game is made with your value for a statistic adding to a roll of the dice.

This gives a range of possible results from 3-21.

Before each roll, the GM sets a DIFFICULTY LEVEL (DL) that the player must meet or exceed in order to be successful, else failing in whatever task they have chosen to accomplish.

The Game Master also sets an ANTE for each roll. This is the number of chips that a player must bet to undertake the action. This mechanically represents the risk involved in the action. Sometimes the risk involved is obvious, such as abandoning cover in a gunfight for a better shot. Other times, the loss of chips indicates a more narrative complication, such as a sudden drying up of an agent's resources due to an enemy within an agent's organization.

The principle gameplay, therefore, is the player's attempts to gauge the risk involved in various actions.

Success on a Roll

When a character succeeds on a roll, they gain chips at the GM's discretion and succeed in their goal for that roll.

Failure on a Roll

When a character fails a roll, they lose the amount of chips they bet.

Negotiating with the Dice

While failure in All In is often devastating, there are several ways that characters can seize fortune by the scruff and prevent their failure at a task.

- **Discarding Chips:** A character can increase the total roll of their dice by discarding chips (from their reservoir, not their bet) at a one to one ratio. A Player cannot use up all of their chips, meaning that at least one has to remain in their reservoirs at all times.
- **Advantages:** A character's chances of succeeding on a roll can be improved by an advantage, either by allowing them to roll more dice or allowing them to better ascertain the DIFFICULTY LEVEL of a roll.
- **Helpers:** a character can get help from another character on any roll they make, though that character has to use their turn in combat to help. If the helping character has a value in the used attribute lower than or equal to the character making the roll, +1 can be added to the roll.

When to Call for a Roll

Rolls are dramatic events. They require characters to potentially sacrifice some of their power to interact with the world, and characters sometimes engage in behaviour that does not warrant risk. In these cases, player characters should roll without betting anything, and the Game Master can openly disclose the DIFFICULTY LIMIT.

All In

When a character is called to make a roll but they do not have the chips to meet the ANTE, they have two options:

- Choose to decrease their relevant stat by the ANTE of the roll, if such a thing would leave a stat at least at 1. Taking this course means that a character does not gain any of the benefits of success but avoids the consequences of failure.
- Betting all of their remaining chips, also known as going ALL IN. When a character does this, failure for them takes them into the MISSION FAILED stage, see below. Success implies a great feat against all odds.

Mission Failed

If a character loses all of their chips, they enter the MISSION FAILED stage. Here, the control of the specific details of the narrative shifts into the player's hands, and they are allowed to narrate a final scene in which their character's story ends.

This can be simple and tied into a character's final failed roll, such as a character simply being taunted by their archenemy while they struggle against falling off the wing of an airplane.

This can also be more elaborate, such as a montage where a character's reputation turns against them, and they call every friend they have to empty ringtones, and a final moment in which police arrest them and drag them to an embassy.