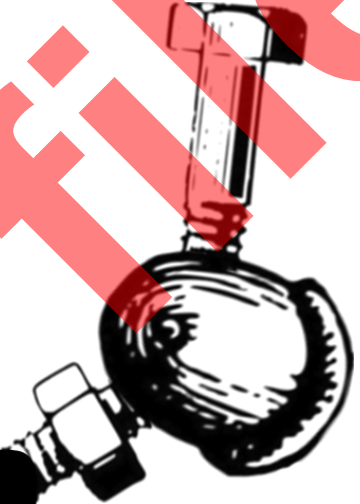


Nuts & Bolts



System Reference Document v1.0

Based on *No Nut November*

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Table of Contents

Credit & Licensing.....	<u>i</u>
Table of Contents.....	<u>ii</u>
Introduction.....	<u>1</u>
Mechanics.....	<u>2</u>
Dice & Hits.....	<u>2</u>
Stats.....	<u>4</u>
Energy.....	<u>4</u>
Injury & Death.....	<u>5</u>
Special Abilities.....	<u>6</u>
Additional Rules.....	<u>6</u>
Going Beyond.....	<u>8</u>
Safety Tools.....	<u>8</u>
Final Thoughts.....	<u>9</u>

Introduction

Welcome to *Nuts & Bolts* (N&B), the system reference document for games based on *No Nut November* by Mitchell Daily. This SRD is designed to create collaborative games where all actions have a cost and consequences have narrative and mechanical weight. It is suited for stories of survival, risk, and adventure.

Generally, *Nuts & Bolts* games are played with a facilitator (or game master) and other players creating and controlling protagonists. They usually require dice that all have the same number of sides to play.

The intended audience for this SRD is designers. Those unfamiliar with jargon in this SRD or who are struggling to understand how to play a *Nuts & Bolts* game are encouraged to check out the rules found in *No Nut November*.

This SRD is written to help creators make their own games based on the bones of *No Nut November*. If you are interested in making content for *No Nut November*, you will want to look at the Creator's Kit found on the main *No Nut November* [game page](#).

Mechanics

Below are core mechanics for *Nuts & Bolts*. For a game to feel like a *Nuts & Bolts* game, these should be included in some form.

Examples of how the mechanics may work will reference the existing game of *No Nut November* and will imagine building a game focused on heists.

Dice & Hits

The core resolution mechanic of *Nuts & Bolts* is to roll dice that all have the same number of sides with a small number of values counting as “hits.”

- With 0 hits an action fails.
- With 1 hit, the action succeeds with a consequence (including narrative consequences or the expenditure of resources).
- With 2 hits, the action succeeds.
- With 3 or more hits, the action succeeds with a bonus for each hit above 2 or a larger bonus narratively satisfying for the number of hits gained.

Degrees of success can include impacts on the narrative negotiated between players like gaining information or getting unwanted attention, or clear mechanical impacts such as crossing off resources or regaining spent resources.

It is important that players controlling characters are rolling the dice. In *N&B* games, whenever something is opposing the player characters, the facilitator does not roll, the player controlling the acting character does.

The number of dice rolled is set by the character’s stats (more on those soon). Degrees of difficulty can be managed by adding or removing dice.

Math

In *No Nut November*, these dice are d8s and a result of 7 or 8 is a hit. The d8 was chosen because it resembles a nut. Only using results of 7

or 8 for hits was intended to keep hits scarce, but not so scarce as to always prevent players from doing cool things. Each die has a 25% chance of producing a hit. Rolling 3 dice provides an equal chance of getting 0 or 1 hits (42.19%) and a relatively low (but far from impossible) chance of getting 2 or more hits (15.62%). 4 or 5 dice favors outcomes of success with a consequence (1 hit), while still having a 24%-32% chance of complete failure. You can use this [calculator](https://anydice.com/program/26669) to see the probabilities of a 4 dice roll (average for a balanced character) and change the number of dice to see how the probability shifts with more or fewer dice. <https://anydice.com/program/26669>

Dice Choice

A different dice size might work better for other games. Perhaps for our example heist game, six-sided dice are more thematically appropriate. Using 5s and 6s as hits would mean better odds of success than *No Nut November*, but this may also be better for a less gritty game where characters are elite thieves instead of small animals fighting for survival.

“Dice” is a method of generating random results. If you want odds of 50/50 on each die, there’s nothing stopping you from flipping coins.

Failure with Consequence

The hit system can also be adjusted. In the *No Nut November* base game there is no result of “failure with a consequence.” For a heist game (which would probably include casino heists), you could generate this result when snake eyes are rolled in a failed roll, each pair of ones meaning one additional consequence.

Player Versus Player

N&B generally assumes players are cooperating and not working against each other. If you want a way of resolving players acting against each other, have all players roll their dice, have their opposing hits cancel each other out, and have any player with remaining hits interpret their result based on those hits.