

“The Ingredient Fix”

An optional rule for the Bakery Game

The topic of the Bakery has been a recurring one over the years and is often accompanied by mixed feelings, a sense of the elusive, almost as though it had an occasionally vindictive personality. We've certainly had games where it felt that baking bread was a skill best left to Pennyblum herself, that maybe time would be better spent elsewhere. But these feelings, when we step back, seem to find a balance against those days when a character takes up work in the bakery and then mixes and kneads into multiple rounds, turning it into a right profitable endeavor. With this small adjustment to the mini-game we've attempted a compromise for those bakery blues that have probably come about for most of us... An added layer to the original bread baking mechanic, it adds a little something that groups may opt for if they wish.

Introducing the optional bread baking rule, which for the time being we'll call, "The Ingredient Fix." It is meant to make the Bakery game a little more forgiving without imbalancing the experience of Town Time. It's probably best if players agree whether to allow The Ingredient Fix before the game begins, or leave it up to the Group Leader on a per-game basis.

How it works.

The Ingredient Fix - If one out of the three ingredients is out of proportion (the roll is too high or too low) then certain conditions will allow just that single ingredient to be re-rolled. This only works mind if the other two ingredients were correct in the initial go. What follows are three possible ways to enable the re-roll, but since the re-roll may only be attempted once only one of these approaches may be employed in a single turn.

- Condition One (Rank) - A bread-baking character with the Rank of Veteran or higher may attempt the fix.
- Condition Two (Hauflins) - A bread-baking Hauflin (of any Rank) may attempt the fix.
- Condition Three (Other Players) - Any other Player Character who is also positioned inside the Bakery at the time may, if they choose, attempt the fix on your Character's behalf.

So if your character is attempting to bake bread and misses one of the ingredients, one of these special conditions will allow for a single attempt at an ingredient fix.

The Catch. There is one small catch, even for a successful fix. Since the bread wasn't baked properly on the first go it won't quite be up to Pennyblum's usual standards. She will pay only 2 Copper Pieces for a fixed batch of bread.

Here are a few examples to help set the tone. These are based on the method of rolling all three dice at the same time when baking bread.

Why don't we use [d6] <d8> {d12} to represent our dice rolls.

Let's say your character rolls [3] <1> {2}

Looks like they didn't add the right amount of Water or Flour (the d8 and d12 respectively). Sadly, there's nothing to be done here since the batch is too far gone even to be fixed.

On the next turn your character rolls [5] <4> {11}

This time only one ingredient, Flour (the d12) was mixed in the wrong proportion. Now we need to see if there's any way to fix it, with a re-roll. Any one of the above conditions qualify so let's pretend this character happens to be a Hauflin. Bringing into play her natural baking abilities as a Hauflin this character may attempt a single re-roll for the wayward ingredient. She re-rolls her d12 (for Flour) and this time gets a {9}. Well done. The job wasn't quite up to Pennyblum's usual standards but she is willing to pay 2 Copper Pieces for the bread, *which will no doubt end up in the decorative discount bin.*

In our last example let's say your character, a Malornian rolls [6] <3> {10}

In this case only Yeast (the d6) was mixed in the wrong proportion.

This means the batch can still be rescued with a little help, or a little more concentration. The Malornian is merely a Novice in Rank and so he is left to rely on his fellow adventurers, a few of whom happen to also be in the bakery at the time. He may now take a moment to see if any of them are willing to lend a helping hand by re-rolling the one ingredient die (the d6). Since the attempt can only be made once, regardless of all other conditions, only one other player may even attempt the fix.

Once he has a willing volunteer the attempt may be made. *The helper must, of course, be identified before any roll is made.* As before, any successful fix earns our character 2 Copper Pieces. If the attempted fix is unsuccessful then that is that and there's nothing more to be done about it.

What about Companions? Of course. Well, companions are as varied as they come, which is to say that some are willing to help with genuine skill, others are willing to help with misguided aplomb while others are (as usual) preoccupied with other distractions. The thing to understand is that whatever your character's original roll for the bread baking can be thought of as a reflection of your companions' contributions (or lack thereof) for better or for worse. They don't come into play when it comes to The Ingredient Fix, even if one of the companions happens to be a Hauflin or a character of apparently high Rank.

Final thoughts. Town Time has always been meant to be a fun and challenging 'Act One' for each adventure. If your group has felt that there was almost ~ but not quite enough time, or that your characters were able to get just about ~ but not quite everything they wanted then things are working as they should. Of course, there will always be days where so many things go right for individual characters (or the whole group) and those difficult days when it feels like nothing but rogues and thieves and washout lane. The Ingredient Fix is just a small thing meant to give a little nudge without altering the atmosphere of Town Time, which is why we would discourage formulating additional variations on the rule as articulated here.

“The Ingredient Fix” made its public debut on June 8, 2014