Pocketmod RPG System

What is this about?

Pocketmod RPG is a TTRPG system where you role-play in a variety of settings, inspired by PbtA.

The main goal of this game is to provide a "dice-less" TTRPG experience you can fit in your pocket. (and play in line at theme parks!) It's rules-lite and uses a single d6 for resolutions using the "dice roller" Pocketmod tool. see Pocketmod.com

How does it work?

This game is a discussion between the storyteller and the players. The storyteller will help guide the players by creating obstacles when narratively necessary. It is however, the players who mainly drive the story. The characters play using their "moves". Each move has a trigger and an effect and may also trigger other moves. If a character triggers a move immediately perform the move and/or moves and then continue the story.

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Example:
If a character is to act in a way where the outcome is unknown and the situation
is "risky" then this is "The Risky Move". Roll a d6 and check the result on the
destiny table. The storyteller fully narrates the outcome. The player then can
resist that outcome by using the "That's not what I heard!" basic move to make
adjustments on the tables rank. The storyteller then narrates the new outcome.
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Character Creation

Name	Your characters name
Level	This is the number of character tags you may have
Character Tags	Choose several positive tags to describe your character
Character Quest	Choose one, when completed level up

Your starting level is 3. So start with 3 character tags, then make each tag a tier 3. Your "animal" tag is a catch-all and allows you to perform feats your species can naturally perform.

Positive Tags

Adventurous Affectionate Ambitious Artistic Assertive Athletic Brave Calm Caring Charismatic Chivalrous Compassionate Confident Conscientious Considerate Courageous Courteous Creative Decisive Dependable Determined Diplomatic Disciplined Empathetic Energetic Enthusiastic Faithful Flexible Friendly Gentle Honest Honorable Humble Idealistic Imaginative Independent Industrious Insightful Intelligent Inventive Kind-hearted Knowledgeable Leader Loyal Meticulous Nurturing Optimistic Patient Perceptive Persistent Principled Protective Quick-witted Resilient Resourceful Respectful Selfless Spirited Supportive Tactful Valiant Wise Witty

Negative Tags

Angry Frightened Guilty Hopeless Insecure Abrasive Aloof Arrogant Burned Cold Conceited Devious Envious Greedy Gullible Hurt Impulsive Jealous Moody Narcissistic Ouch Overbearing Paranoid Pessimistic Reckless Ruthless Sarcastic Scheming Selfish Stubborn Suspicious Temperamental Vindictive Volatile

Tags Explained

Tags help describe your character and they are also used as a mechanic to change your fate. A tag always has a tier (between 1 & 3). If the outcome of a roll is unfavorable, use the "That's not what I heard!" basic move with one of your tags to change the die result. If a tag ever becomes a tier 0, it is removed and instead becomes a negative tag at -1 tier. Please keep all your tags relevant to the narrative. Be aware that just because you lose a tag like your "animal" tag, doesn't mean you are no longer an animal, it just means you are questioning, or feeling bad about this part of your nature. Tags are regenerated during various moves, so track your tags' tiers separately; so you can always reset them.

Destiny Table

Most moves have you roll against the destiny table.

Die	Result
6	Success
5	Success, but lesser effect
4	Success, but added complication
3	Fail, also create/tick a clock
2	Fail, also add complication or create/tick a clock
1	Fail, also add complication and create/tick a clock

Basic Moves

> **The Controlled Move**
> The character does something where the result is unknown in a controlled environment. (*ex. Nobody's around, there's no alarm system*) Roll 1d6+1, then the storyteller continues.

> **The Risky Move**
> The character does something where the result is unknown in a risky situation. (*ex. A guard is coming or there's an alarm system*) Roll 1d6, then the storyteller continues.
> **6**: Great effect, also (*tag*+1) , **1**: (*tag*-1)

> **The Desperate Move**
> The character does something where the result is unknown in a desperate situation. (*ex. A guard is running at you with sword drawn*) Roll 1d6, then the storyteller continues.
> **6**: Great effect, also (*tag*+2) , **1-3**: (*tag*-1)

> **The "That's not what I heard!" Move**
> Upon consulting the destiny table, if you don't like the result, adjust the result by a least one of your positive tag tiers, then reduce that tag by 1 (*tag*-1). Try adding this somehow into the story.

> **The Short Rest move**
> Only available once each unique time you are in a controlled environment and out of danger. Increase a tag (*tag+1*)

> **The Long Rest move**
> Only available once each morning, after you have slept, in a controlled environment and out of danger. Increase all tags (all *tags+1*)

> **The Help Others move**
> You may help another character if they don't like the result of the destiny table. adjust the result by a least one of your positive tag tiers, then reduce that tag by 1 (*tag-1*). Try adding this somehow into the story.

> **The "Remember When?" move**
> Anytime you really want to do something but you don't have the right tag for it, then use this move. First, Give a quick "flash back" scene proving you have that tag. Then give yourself that temporary tag. Make a note linking that tag to another one of your character tags and set it to the same tier. They now increase and decrease together. If you lose the tag you lose them both, but only one negative tag is created.

> **The "Fade to Black" move**
> Anytime and for any reason (no questions asked) any participant may say "Fade to Black" immediately stopping a scene that is becoming uncomfortable.

Storybooks

The following are a series of Storybooks with different settings, moves and mechanics for role-play.

Playfellows: Fantasy Familiars

Premise : In Playfellows, you role-play as anthropomorphic animals in a fairy-tale settings. Each character has a limited ability to draw upon the power of their prince or princess patron for extra-ordinary assistance.

Moves

> **The "Sing-a-Song" move**
> Once per game a character can tap into the power of their patron's ability. The ability is constrained by the lore of that patron. This is a "Desperate Move".

Positive Tags : Adventurous Brave Chivalrous Courteous Imaginative Loyal Quick-witted Selfless Spirited Valiant Wise

Negative Tags : Angry Frightened Cold Devious Envious Jealous Ouch Scheming

Locations : The Elderwood, Timber Town, Glimmering Grotto, Thunder Peak

Somnium Nexus: CyberDream Infiltration

Premise : The year is 24XX and you are cyber-punk detectives that can hack into peoples minds for surreal sleuthing inside their dreams. Hacking into someones dreams can help you find clues, but also their internal

demons may manifest there. Can you find the clues and solve the mystery before going mad?

Moves

> **The "de.BUG" move**
> Anytime you try and look for a clue, make a basic "Controlled, Risky or Desperate" move, then show an icon from the "Story Ideas" Pocketmod page. Treat the icon as an inspiration for an actual clue.

> **The "dream.HACK" move**
> When you theorize using at least 5 clues, roll a 1d6
> > **1-3** : The theory is wrong, roll a 1d6 to find out which clue is misleading

Positive Tags : Techie Charismatic Hacker Cybernetic Stealthy Multilingual

Negative Tags : Paranoia Addiction Malfunction Reckless Slow Short-Circuited

Locations : The Hyperion Gate, Redline Arena, NeonGrid Sector 7, CryoTek BioLabs

Elder Realms: Retired Adventurers Guild

Premise : The heroes who once lived these stories have hung up their swords, stowed away their spellbooks, and retired to lives of relative peace. However, the call of adventure never truly fades. "Elder Realms" invites players to step into the boots of these seasoned veterans, now grizzled and wise with age, as they are drawn back into the fray for one last epic quest.

Moves

> **The "Always Prepared" move**
> Anytime you need a specific object (like a tool or weapon), You have it. Create it like a positive tag created from the "Remember When?" move.

> **The "Wild Magic" move**
> Magic is chaotic, and requires you to find a scroll for its one time use. Anytime you find a scroll, pick a square from the "Story Ideas" Pocketmod page. That is the spell. Use with another move.

Positive Tags : Mentor Wide Steadfast Patient Brave Cunning

Negative Tags : Stubborn Forgetful Cynical Arthritic Inflexible Tired

Locations : Dragon's Rest, Misty Moorlands, Stormwatch Tower, Sacred Grove

Roll Tables for GM

The change is a : Thing Entity Object Event Idea Process State Action Quality

Vision Oracle : This generates a virtual tarot card using words. Roll a d100, (1d6 times). The first word is the main concept or "root", each additional word adds additional details to the root.

> **Example** : 1d6 = 4: so roll d100 4 times: 58, 72, 44, 21
> (writing rock moon family) Interpreted as "A science book of the solar system"

1. yes

2. no
3. everything
4. nothing
5. after
6. animal
7. before
8. smell
9. possession
10. battle
11. stick
12. beginning
13. body
14. mouth
15. good
16. obligation
17. show
18. gift
19. difficult
20. electric
21. family
22. woman
23. final
24. fire
25. picture
26. path
27. group
28. law
29. box
30. feces
31. dark
32. ability
33. head
34. remain
35. colorful
36. heart
37. thing
38. cold
39. adjacent
40. rise
41. line
42. location
43. play
44. moon
45. light
46. create
47. bad

48. person
49. food
50. hand
51. possibility
52. great
53. table
54. small
55. sight
56. money
57. word
58. writing
59. new
60. number
61. different
62. discussion
63. bread
64. past
65. think
66. component
67. power
68. fast
69. weird
70. reason
71. sleep
72. rock
73. circle
74. clothing
75. spiritual
76. knowledge
77. sky
78. center
79. sun
80. sound
81. sweet
82. above
83. time
84. earth
85. take
86. down
87. tool
88. water
89. plant
90. become
91. truth
92. through
93. man

94. life
95. want