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. Upon consulting the destiny table, if you don't like the

The "That's not what I heard!" 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 GM continues. **6**: Great effect, also (*tag*+2) , **1-3**: (*tag*-1)

The Desperate 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 GM continues. **6**: Great effect, also(*tag*+1), **1**:(*tag*-1)

The Risky 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 GM continues. The Controlled Move

Result		Success, but lesser effect	Success, but added complication	Fail, also create/tick a clock	Fail, also add complication or create/tick a clock	Fail, also add complication and create/tick a clock
	Success	Success,	Success,	Fail, also	Fail, also	Fail, also

Most moves have you roll against the destiny table.

Destiny Table

Basic Moves

Moves Cont.

The Short Rest move

tag+1 Only available once each unique time you are in a controlled environment and out of danger. Increase a tag (

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

You may help another character if they don't like the result The Help Others move

of the destiny table. adjust the result by a least one of your adding this somehow into the story. positive tag tiers, then reduce that tag by 1 (*tag*-1). Try

The "Remember When?" move

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

Each session a character is given a quest used for The "Journey of Transformation" move

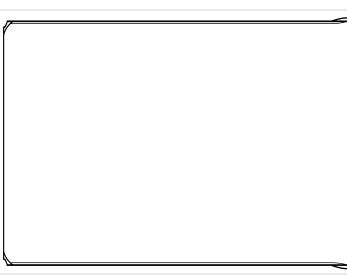
a scene that is becoming uncomfortable. Anytime and for any reason (no questions asked) any participant may say "Fade to Black" immediately stopping

Story Ideas

The "Fade to Black" move

a level at the end of the session. see GM quests overcoming your quest, mark it as completed. You will gain

advancement in that session. If you create a scene about



Name:	
Level:	
Tags:	
Quest:	

then make each tag a tier 3. Your "animal" tag is a catch-

naturally perform

Your starting level is 3. So start with 3 character tags, all and allows you to perform feats your species can

Choose one, when completed level up

Character Tags

Level

Character

Name

This is the number of character tags you may Choose several positive tags to describe your

Your characters name

Character Creation

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What is this about?

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

How does it work?

by creating obstacles when narratively necessary. It is Master") and the players. The GM will help guide the players This game is a discussion between the GM (a.k.a "Game . Each move has a

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a mechanic to change your fate. A tag always has a tier (between 1 & 3). If the outcome of a roll is unfavorable, use characters play using their "moves" it is removed and instead becomes a negative tag at -1 tier and/or moves and then continue the story character triggers a move immediately perform the move trigger and an effect and may also trigger other moves. If a tags to change the die result. If a tag ever becomes a tier 0, the "That's not what I heard!" basic move with one of your however, the players who mainly drive the story. The lags help describe your character and they are also used as Гags Explained

means you are questioning, or feeling bad about this part of your nature. Tags are regenerated during various moves, so you can always reset income the control of the cont tag, doesn't mean you are no longer an animal, it Be aware that just because you lose a tag like your "animal" Isu

Please keep all your tags relevant to the narrative

