

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

## Destiny Table

Most moves have you roll against the destiny table.

# Basic Moves

## Moves Cont.

## Moves Cont.

**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 Short Rest move

**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 Long Rest 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.

**You may help another**

Anyone 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 it to the 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.

## Do You Remember When? ... move

Each session a character is given a quest used for advancement in that session. If you create a scene about overcoming your quest, mark it as completed. You will gain a level at the end of the session. *see GM quests*

## The "Journey of Transformation" move

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

[illegible]

Name:
Level:
Tags:
Quest:

**Name:**

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

## Character Creation

[illegible]

# Pocketmod RPG System

## What is this about?

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

## How does it work?

This game has a discussion between the GM (a.k.a. a "Game Master") and the players. The GM 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.

## 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.