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. The Desperate Move

**6**: Great effect, also ( *tag*+2 ) , **1-3**: ( *tag*-1 )

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)

no alarm system) Roll 1d6+1, then the GM continues.

#### The Risky Move

The character does something where the result is unknown in a controlled environment. (ex. Nobody's around, there's The Controlled Move

Most moves have you roll against the destiny table.

#### **Destiny Table**

**Basic Moves** 

## Moves Cont.

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### 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

### 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 You may help another character if they don't like the result

# 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 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 quick "flash back" scene proving you have that tag. Then 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

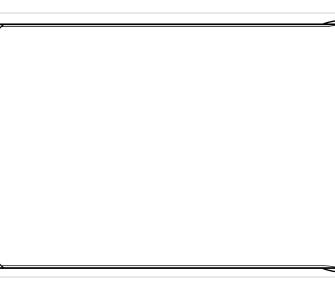
a level at the end of the session. see GM quests overcoming your quest, mark it as completed. You will gain

The "Fade to Black" move

advancement in that session. If you create a scene about

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



#### Name

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.

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

Character Creation

# Pocketmod RPG System

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

What is this about?

# 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

a mechanic to change your fate. A tag always has a tier (between 1 & 3). If the outcome of a roll is unfavorable, use 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 characters play using their "moves" Please keep all your tags relevant to the narrative 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 trigger and an effect and may also trigger other moves. If a 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 your can always reset income the control of the con tag, doesn't mean you are no longer an animal, it Be aware that just because you lose a tag like your "animal" Isu

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