

Palette - Fantasy, sci-fi ed

Premise

"Thing is more important than thing"  
"MAKE Player Characters lives, not boring"  
"Play to find out what happens"

PRINCIPLES

- Δ Cores (eg "Bang forth apocalyptic")
- Δ Expanded Cores (Rewrite a few to suit Palette)
- Δ Remove Cores opposed by premise (eg "Look at things through a cross hairs")

MC MOVES

- Δ Cores
- Δ Expanded Cores - Add 1 per thing + thing in premise  
- eg "Introduce new barrier to continuity"
- Δ Remove Cores opposed by ~~per palette~~ premise  
(score and all lowest?)

Δ Add

List of Things

RESOURCE  
THING AS MECHANISM + THING AS STAT

List of Mechanisms  
for Things  
eg STRINGS  
CRAFTING  
SUMMONING...

NAME OTHER STATS

① STAT FOCUS ② PREMISE

- A
- B
- C
- D
- E

- THING1
- THING2
- THINGH2
- Reset Both
- Thing 1 to get Thing 2
- Thing 2 to get Thing 1

③ GM ENGINE Part

- + Monotony at start
- + Cast of NPCs
- + CATALYST of Conflict
- + Expand map
- + Oppose Threat
- + King of Hill
- + Supply hungry
- + supports risky play
- + Countdowns urgency
- + Broadcast NPC Motives
- + Merely observed entity

④ COUNTER POINT STAT

- A
- B
- C
- D
- E

PLAY BOOK = 1 move on ① ①  
1 move on ①+②  
1 move on ③  
1 move on ④  
1 move on ①+③  
1 move on ①+④  
1 move on ②+④

MOVE Parts

STRUCTURE + BONUS  
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