# **README**

## **About**

This README is not intended to be part of Tabula Rasa. Instead it is a meta-document for tracking design, tasks, and formatting. Written by Harley Dutton.

## **Design Pillars**

* drama > balance/realism
* plays fast
* players make stuff
* Generic (avoid charts/tables of source material)
* low barrier to entry
* Short read
* DRY using links
* avoid complicated math, book-keeping, and lookups
* Orthogonal

| **In Scope** | **Out of Scope** |
| --- | --- |
| character creation | story/adventure template |
| rolling checks | probability charts |
| settings | source material |
| combat mechanics | forming the PC party |
| setting creation | preachy-ness/tips sections (single, tabula-specific tips okay) |

## **To Do**

* **Prep work**
  + Do a readthrough
    - Consider adding links to the digraph to represent the current structure
    - Try to move comments here. They are hard to think about when they are scattered hell to breakfast in the main doc.
  + I would like to see a better ToC than the one in the sidebar. How?
  + Digraphs, promises, and ALLCAPS.
  + Read the previous version too, at the very least to figure out what happened to the title art.
  + Consider splitting out the major sections into separate documents.
* **Sections to add**
  + Fatigue system
  + Bulk system
  + Morality system
  + Storyteller v player v character v npc section
  + Storyteller discretion
  + Attributes section
  + Assisted checks
  + Actions
    - In addition all reactions occur after the action that caused them.
    - Big actions can be converted to littler actions (attack -> move)
  + Timing
    - Subsections: Downtime, Conflict, and normal adventuring time/storytelling time. usually “scenes” will be my descriptive unit here.
* **Section specific gripes**
  + **Timing**
    - Define actions in the timing section. All of them. main/major action, reaction, minor, free, move, held action, extended action, offhand, mental, etc. see existing combat section/todo
  + **Distance**
    - rename battlefields to something less combat oriented
    - switch the distance and movement sections. make it clear in the distance section that the system does not determine weapon ranges or the like
  + **Hidden Information**
    - rename unsuspicious to oblivious
    - rename undetected to hidden
    - say somewhere that moving in stealth requires stealth rolls
    - I should make it clear that undetectable is not a state but rather a difficulty modifier in this system. context: invisible rogue and guard who may or may not have true sight.
  + Character sheet
    - Should include a money and items section to track spent income, purchases, current wealth, etc.
  + **skills**
    - taking new skills acts as an unlock. some actions are only possible if you actually have the relevant skill. mandatory skills don't work for everything.
    - Restrictions on when you can learn new skills. Need training, need downtime, etc.
    - define skills better. Possible Heuristic: skills allow you to *do*
    - add an example to scope: fireball, fire magic, magic
  + **Flavor**
    - rename flavor to be countable (flavor is uncountable)
    - define flavor better. Heuristic: flavor represents thing you *are* or *have*
    - flavor cannot point to a specific skill. If a flavor boils down to "+1 to a skill" or "X skill is easy for me" it isn't really flavor. Instead it should have many ups and downs and they should be situational.
  + **Combat**
    - What the heck do defences look like these days?
    - round based conflict using action economy. series of opposed checks. synchronous as opposed to async.
  + **damage**
    - probably need a more generic attack modifiers list. also something that will work in mental or social combat. I.e. Making an attack hard to evade is difficulty hard. Other mods include multitarget, lethal, feint, etc.
    - Health and damage system as currently imagined (physical; adapt for mental/social. Spiritual health tracks morality)
      * body is a character’s capacity to receive wounds (flavor) before going unconscious.
      * storyteller represents characters as weak/vulnerable/bloody once they have body-1 wounds.
      * some flavor can be bigger maybe? Mortal wounds?
      * characters with wounds equal to body are incapacitated. Storyteller discretion as to what happens to them
      * characters with more wounds than body die
  + **Character Creation**
    - at skill/flavor creation, discuss power level as a limiting factor. it should be a consideration at the least.
    - at skill/flavor creation, discuss the typical use case and difficulty.
    - Make sure character creation, the “character” section (if it exists), and the character sheet (which I’m pretty sure doesn’t yet) all match up. Think about how I might make it so I only have to make updates to what a character is in one place. (perhaps split systems and definitions like I did in Sark Douls)
  + **Sequoia**
    - Update store using the one found in Money and Items
    - The example setting doc should define its own currency. I think it does. Sequoia uses amber and aether to my knowledge.
  + Setting
    - Should I include system switches as part of the settings doc? (morality, money, fatigue, bulk, etc)
    - The setting should define the currency

## **Outstanding problems**

* It looks like the old version contains a fair bit of stuff I want in the new version.

## **Formatting choices**

* All text will be 12 point other than titles
* Formatting decisions like links and examples that I explicitly want readers to pay attention to will be in a legend section in the main document

[**Introduction**](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.4ysk1g6cyjjv)[**1**](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.4ysk1g6cyjjv)

[Getting Started](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.yardssvg7u2c) [5](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.yardssvg7u2c)

[Legend](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.8gcgukcj6u6l) [5](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.8gcgukcj6u6l)

[**Systems**](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.b5fx3m25lu1)[**6**](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.b5fx3m25lu1)

[Character Creation](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.dn576iy4uaao) [6](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.dn576iy4uaao)

[Identifying Information](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.fo9itdvh65fc) [6](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.fo9itdvh65fc)

[Remaining Character Points](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.3uu1ln4bh9bn) [6](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.3uu1ln4bh9bn)

[Motivations](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.e09wjp9o73xs) [7](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.e09wjp9o73xs)

[Aesthetic Description](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.n86y1vspqkkj) [7](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.n86y1vspqkkj)

[Flavor](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.bymgkamyzgs1) [7](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.bymgkamyzgs1)

[Hooks](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.70rrmsajp8bb) [7](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.70rrmsajp8bb)

[Boons](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.rs3g7nvhriss) [8](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.rs3g7nvhriss)

[Skills](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.mmw0z1t2ipek) [8](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.mmw0z1t2ipek)

[Adding to the Setting](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.prbjxqy6uhh6) [8](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.prbjxqy6uhh6)

[Veto](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.6484bane2aal) [9](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.6484bane2aal)

[Theme](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.60a7d6l1e2xc) [9](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.60a7d6l1e2xc)

[Scope](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.bd918oryijbq) [9](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.bd918oryijbq)

[Limiting Factors](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.bkie262erahg) [9](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.bkie262erahg)

[Uniqueness](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.i9195wgv1ake) [10](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.i9195wgv1ake)

[Attributes](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.ui05pt9g2l8t) [10](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.ui05pt9g2l8t)

[Speed](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.a0rgxvemkjk2) [10](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.a0rgxvemkjk2)

[NPCs](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.9cnyw8x6ywx8) [11](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.9cnyw8x6ywx8)

[Printable Character Sheet](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.40pfbp1mrmwk) [11](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.40pfbp1mrmwk)

[Checks](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.am9vzyktgfbt) [11](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.am9vzyktgfbt)

[Difficulty](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.ogl1qn75g9xv) [12](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.ogl1qn75g9xv)

[Composite Actions](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.nd5m4un1amio) [12](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.nd5m4un1amio)

[Magnitude of Success](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.gf2m8t55dak6) [13](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.gf2m8t55dak6)

[DTMS Checks](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.5z2o7x92mgdt) [13](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.5z2o7x92mgdt)

[Challenging](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.w7f8x3j78p3y) [13](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.w7f8x3j78p3y)

[Character Progression](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.qs14nat9nhr8) [14](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.qs14nat9nhr8)

[Character Point Acquisition](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.szns86u3q8ys) [14](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.szns86u3q8ys)

[Flavor Acquisition](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.vjc68efnuc8k) [14](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.vjc68efnuc8k)

[Crafting](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.evaye5s6p9t3) [14](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.evaye5s6p9t3)

[Skill Acquisition](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.gp36ilz0wpaf) [14](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.gp36ilz0wpaf)

[Skill Progression](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.g89pkk1wv0kx) [14](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.g89pkk1wv0kx)

[Attribute Progression](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.vdperit9c2kq) [15](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.vdperit9c2kq)

[Skill Progression](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.q3063tm3hom1) [15](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.q3063tm3hom1)

[Money and Items](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.71dmv5b6754) [15](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.71dmv5b6754)

[Purchasing Power](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.x2b0z0w0koq9) [16](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.x2b0z0w0koq9)

[Currency](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.404bchuhffi5) [16](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.404bchuhffi5)

[Items](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.r2jw5yeki2l2) [16](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.r2jw5yeki2l2)

[Refreshing](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.bdm2sdvgvsuz) [18](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.bdm2sdvgvsuz)

[Buying](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.jq076j2yjkvv) [18](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.jq076j2yjkvv)

[Commissioning](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.ujaioynzqyjs) [19](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.ujaioynzqyjs)

[Crafting](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.fhlpiy10fgsm) [19](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.fhlpiy10fgsm)

[Selling](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.jk3ptt7c5m7z) [20](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.jk3ptt7c5m7z)

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[Hidden Information](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.2e5y5y12wd80) [20](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.2e5y5y12wd80)

[Oblivious](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.lemajtoqxtjm) [21](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.lemajtoqxtjm)

[Suspicious](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.ol95vg1alek8) [21](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.ol95vg1alek8)

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[Intent (stripping defences, multitarget, dealing "dying")](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.j7rza2j3qpbp) [27](https://docs.google.com/document/d/1IdpkyR5XzUpkYwrZ0e7dhVONLq8gUa03OIkV1lhy-ME/edit#heading=h.j7rza2j3qpbp)

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