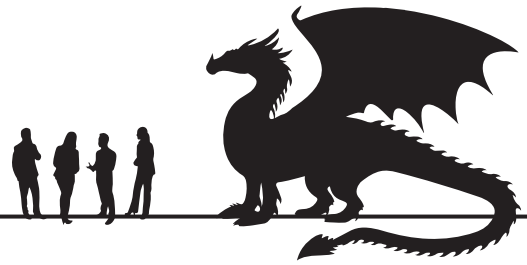


RULES & ROBERTS v1.0



Character Name

Jerms A. Ally

Pronouns

he/his/him

Race

Human

Class

☐ **Social Justice Warrior**

Vocal, feisty, adventurist. They are prone to easy outrage and always ready to get into a fight.

Equipment: Longsword, light armor, 4 gold pieces.

Magic spell: Tiny Fireball.

☐ **Community Healer**

Wise, spiritual, concerned with conflict resolution and mediation. They believe in being the change they want to see in the world.

Equipment: Healing potions, bow and arrow, 3 gold pieces.

Magic spell: Befriend Animals.

☐ **Intersectional Paladin**

Self-implicating, idealistic, cautious. They guard against ideological contradictions and story inconsistencies at risk of espousing "purity politics".

Equipment: Heavy armor, spear, 3 gold pieces.

Magic spell: Defensive bubble.

☐ **Rogue Worker**

Practical, street-wise, strategic. They aim for concrete victories and loathe idealism, elitism, and long deliberations.

Equipment: Mace, toolbox, 2 gold pieces.

Magic spell: Disguise self.

☒ **Academic Wizard**

Erudite, eloquent, thoughtful. They look at the "big picture" and value history and tradition. They always need to establish intellectual dominance.

Equipment: Magic rod, portable encyclopedia, 4 gold pieces.

Magic spell: Confuse people.

☐ **Movement Bard**

Jovial, artful, unpredictable. They strive to keep morale high and make the campaign fun. They always try to come up with creative solutions.

Equipment: String instrument, dagger, 1 gold piece.

Magic spell: Minor illusion.

Alignment

Individualistic

Chaotic		
	X	
		Lawful

Altruistic

Individualistic: Scores an XP for each motion they propose that passes without amendments.

Altruistic: Scores an XP for each motion they propose that passes unanimously.

Chaotic: Scores an XP for each amendment they propose that passes.

Lawful: Scores an XP every time they correctly point to a process irregularity.

XP

Inventory

Notes

Library clerk and aiki gardener

THE MOTION PROCESS



AMENDMENT

1. Raise your hand
Wait for the DM to acknowledge you.

2. "I move to..."
Describe briefly and clearly the actions you want to pursue.
You don't have to explain your reasoning yet.

3. "Second"
Wait for another player to second your motion.
A second allows the discussion to occur.
It does not signify approval.
A motion without a second does not move forward.

4. "It is moved and seconded that..."
The DM briefly restates the motion.

5. Make your case
You start the discussion arguing in favor of your motion.

6. Debate
The players who wish to participate raise their hands and speak in turn.

"I move to amend the motion..."
A player can propose a correction or an integration.
Return to step 1 and go through the same process.
The vote is to amend the motion, not to adopt it.
Regardless of the result, the process goes back to the debate phase (step 6).

7. "The question is on the adoption of the motion that..."
The DM closes the discussion and restates the motion.

8. "Those in favor of the motion, raise hands"
The DM provides the voting directions.

9. "The ayes/nays have it"
The DM announces the result of the vote and continues the narration.

10. XP
The players score experience points according to their alignment.

OTHER ROBERT'S RULES

TO	YOU SAY	CAN INTERRUPT?	VOTE
End the debate	"I move the previous question"	No	2/3 Majority
Take a break	"I move that we recess until..."	No	Majority
Address non-debate issue (noise, temperature)	"Point of Privilege"	Yes	DM decides
Address process issue	"Point of Order"	Yes	DM decides
Ask an urgent question about the process	"Point of Information"	Yes	DM decides
End or suspend the game	"I move that we adjourn"	No	Majority