Create your Character

Envision your character's role in the world, then write their name & title on your sheet, like "Anika, Huntress of the Briar", or "Tenzar, Space Marine of the Chaosphere".

Methods

Assign the numbers 3, 2, 2, 1 & 1 to these methods of interacting with the world. The higher the number, the better your character usually is at that method.

- **Agile**: When you are quick, precise or nimble
- **Open**: When you are honest, honorable or trusting
- **Forceful**: When you are strong, imposing or brutal
- **Sneaky**: When you are silent, secretive or deceptive
- **Aware**: When you are wise, learned or alert

Resources

- **Luck** (how fate can turn) starts at 2, its maximum is 10.
- **Wealth** (the things you own) starts at its maximum of 5,
- **Happiness** (how good you feel) starts at its maximum of 5,
- **Health** (how much you thrive) starts at its maximum of 5.

When you have lost all of either happiness or health, you are either too sad, or too dead, to continue. When you need to lose a *resource*, but have none left, reduce one of your other *resources* instead.

Promises

Your story begins with two *promises*: the first *promise* is Tough or Impressive, made to yourself. The second is Tricky or Difficult, made to someone else. Envision the moment you made the second *promise*, & play from there, marking *progress* as you go.

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Imagine Life

Describe the places you explore, as well as who & what you discover or encounter on your hero's journey. Envision your fluctuating *resources* as actual gains or losses to your equipment, your state of mind & being.

Make *promises*, to yourself & others, then set out to achieve them. If you're playing alongside friends as allies, everyone shares one *wealth* value, & everyone gets XP when completing collaborative *promises*.

How Likely?	Roll 1d6
Probable	2+ is yes
Likely	3+ is yes
Possible	4+ is yes
Unlikely	5+ is yes
Improbable	6 is yes

Roll 1d10	Theme
1	Trust
2	Safety
3	Unity
4	Wealth
5	Surprise
6	Scale
7	Duration
8	Complexity
9	Happiness
10	Health

Progress Tracks

Any task/journey/battle or *promise* which can't be resolved in a single action requires *progress* on a track of ten spaces. Find an empty track on the back of this sheet, or draw your own, the track, name the task, then envision the difficulty:

- **Tricky** (1XP): Mark 4 *progress* per success or story milestone.
- **Difficult** (2XP): Mark 3 *progress* per success or milestone.
- **Tough** (3XP): Mark 2 *progress* per success or milestone.
- **Impressive** (4XP): Mark 1 *progress* per success or milestone.

When you complete a track, gain the related experience (XP). When your XP track is full, you can erase it all to add another title based on your greatest achievement during that time.

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WINSOME - A MICRO-RPG HACK

CHARACTER NAME

TITLES

AGILE OPEN FORCEFUL SNEAKY AWARE

LUCK WEALTH HAPPINESS HEALTH

PROMISE TO MYSELF TOUGH / IMPRESSIVE

PROMISE TO ANOTHER TRICKY / DIFFICULT

FRIENDSHIPS - Retire from adventure when this track is full.

EXPERIENCE POINTS (XP) - Erase a full track to add another title.

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Resolve Risk

6 + ◎ + TITLES VS 1 & 0

When you take an action involving a risk of failure, envision the success you hope for, the complication your fear a little, and the failure you fear the most.

Roll a six-sided die for your *chance*, adding your *method* to the result. If any skills inferred by your *titles* apply to this action, also add +1 per relevant *title*. Roll two ten-sided dice for your *fates.*

If your *chance* is...

• Higher than both *fates*, you succeed completely. Add +1 to two resources, or +2 to one resource, to show how your character's situation improves with this strong result.

• Only higher than one *fate*, your success is complicated. You can reduce one resource by 1 and increase another by 1 if it helps you tell the story of this mixed result.

• Equal to, or lower than, both *fates*, the failure you fear the most occurs. Take -1 from two resources, or -2 from one resource, to show how your character's situation worsens.

If your luck is higher than one or both *fates*, you may choose to spend it all to beat one or both *fates*, respectively. Reset your luck to its starting value, add any new luck you gain from the new outcome, & enjoy the upgraded outcome of your action!

Friendship Changes You

When you form a valuable friendship, it influences you even when they are absent or deceased, mark 1 *progress.* When this track is full, you have too many valuable memories to risk further adventures. It's time for a new character's story.

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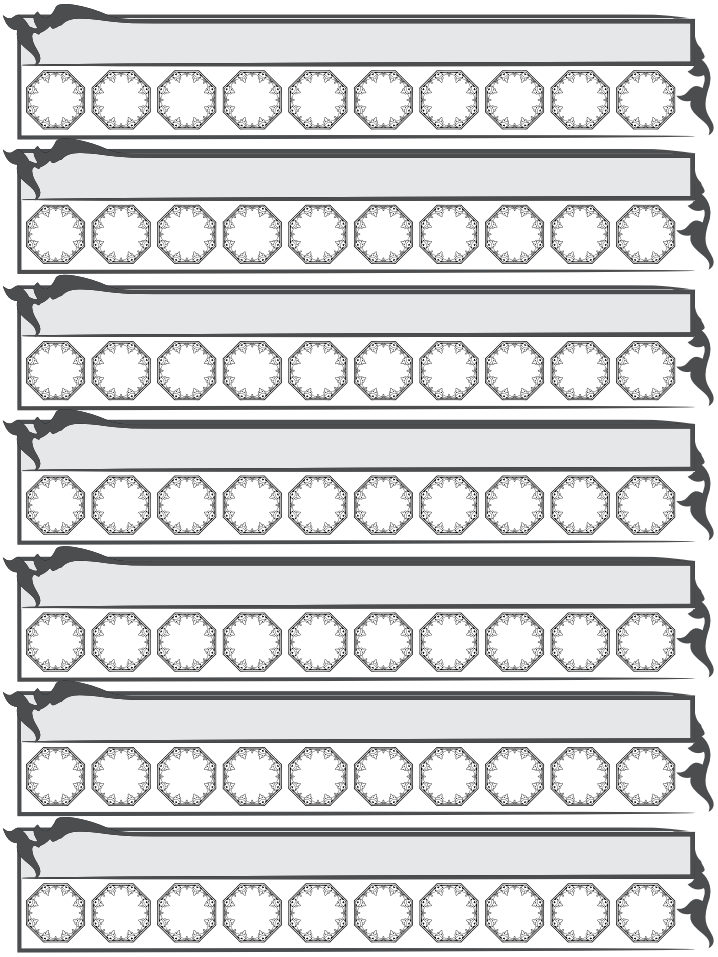
NOTES

PROGRESS TRACKS



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MAP YOUR WORLD

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