name of your game

YOUR NAME

VERSION 0.0.0

This is the pitch of your game. A short paragraph that conveys what kind of world that is, what the major conflict is, and how characters take part in it. If you can, show what makes this world unique. Even with just a couple of sentences, you can imply factions, historical events, and a major plot point.

THEMES

Players should expect to face the following themes:

- Theme 01
- Theme 02
- Theme 03
- Theme 04
- Theme 05
- Theme 06

Safety tool: link here or explain briefly the safety tool you chose for your game. Also include what the game is not about, and the things you expect players won't use your game for.

CHARACTERS

To create your character, pick or roll one **Trait** from each of the 6 categories to the right. Try to avoid repeating traits among players. You're invited to create your own too if you prefer.

Give your character a name, pronouns, and a short description. Talk to the group about what you think your traits mean and create connections between your characters. Establish truths and expectations and bring your characters to life. It's OK of you still don't know everything about your character. Leave some blanks to be filled during play.

GIFT

1. Your cool traits go here
2. Your cool traits go here
3. Your cool traits go here
4. Your cool traits go here
5. Your cool traits go here
6. Your cool traits go here

UPBRINGING

1. Your cool traits go here
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EXPERIENCE

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MARK

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CHARM

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BOND

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6. Your cool traits go here

THE BASIC ROLL

Whenever your character attempts something that you consider dramatically interesting, roll 1d6. Check your result:

- On a 7 or higher, it's a **MISS:** there's a complication

- On a 5 or 6, it's a **STRONG HIT:** you get what you want

- On a 4 or lower, it's a **WEAK HIT**, you get what you want, but there's a cost or a complication. You can choose to roll +1d6. If you do so, you **must** add it to your result.

COMPLICATIONS

1. A character is negatively affected
2. A character is put in danger
3. A character loses/breaks something
4. A current threat is worsened/intensified
5. A new threat/obstacle appears
6. A twist or inconvenient truth is revealed

THE ORACLE

Whenever you have a question for which the group does not have an unequivocal answer, phrase it as a Yes or No question. Decide which one is more likely to be true and then roll 1d6. Check the result:

- On a 7 or higher, it's a **MISFORTUNE.**

- On a 5 or 6, it's the **UNLIKELY** outcome.

- On a 4 or lower, it's the **LIKELY** outcome, but you can choose to roll +1d6. If you do so, you must add it to your result.

THE QUEST

MISSION

Push-powered games are quest-oriented. Think of an inciting incident that requires immediate action, so the characters are set into motion, like "X wants Y so you must Z otherwise W". Refine it a little bit, throwing in some mysteries and world-building elements, and your mission is done.

AGENDA

These are the **goals** the group is expected to achieve during this mission:

- Do something meaningful for your game's intent
- Do something meaningful for your game's intent
- Do something meaningful for your game's intent
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REWARDS

At the end of the mission, each player is rewarded:

- **+ 1 new trait** for the 1st, 3rd and 5th goal achieved by the group.
- **+1 trait upgrade** for the 2nd, 4th and 6th goal achieved by the group.

New trait: choose, roll or create a new trait for any of the 6 categories. Tie it in with the experiences your character just lived during this adventure.

Trait upgrade: rewrite one of your character's traits into an improved version of it, displaying a new power, level, ability or aspect. Draw a star next to it.

HOW TO PLAY

1. Roll on the Matrix

Roll 2d6 on the Matrix to the right for a random prompt. That's the seed for your scene. Discuss what you think it means.

2. Establish a challenge

Define what you want here and what is standing in your way. If stuck, pick one from the list:

barrier, task, fight, trap, chase, debate, contest, mystery, negotiation, endurance, threat, puzzle

3. Frame the scene

Pick some elements to add to the scene's description:

smells, sounds, colors, sights, people, creatures, weather, mood, materials, ornaments, attitudes, actions, light and time.

4. Perform your actions

Ask yourselves, *"What should we do?"* Each player then describes how their character helps them overcome the challenge. Look at your traits and the agenda for inspiration. If you feel like rolling the dice, do it.

5. Check the Oracle

If you need to ask any kind of question, check the Oracle. If you feel the scene is over, move on. If unsure, also ask the Oracle. When a scene is done, cross that prompt out from the Matrix.

6. Start over

Pick or roll on the Matrix to start a new scene. If you feel it's time to finish the story, frame your final confrontation. When you are done, get your rewards and get ready for your next adventure!

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