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Actions

Risky actions, need to be tested; Safe actions, does not need. Action elements:
- **Dispute**: **attributes in favor and against the test of risky action** [1];
- **Effect**: **do something, cause damage to a bane, or healing a bane** [2];
- **Cost**: **cause damage to a self bane** [3];
- **Condition**: **need have and not have especific badges to perform the action** [3].
Actions in resume are a talk between players and guardian.
[1] **risky have**; [2] **both have**; [3] **both can have**
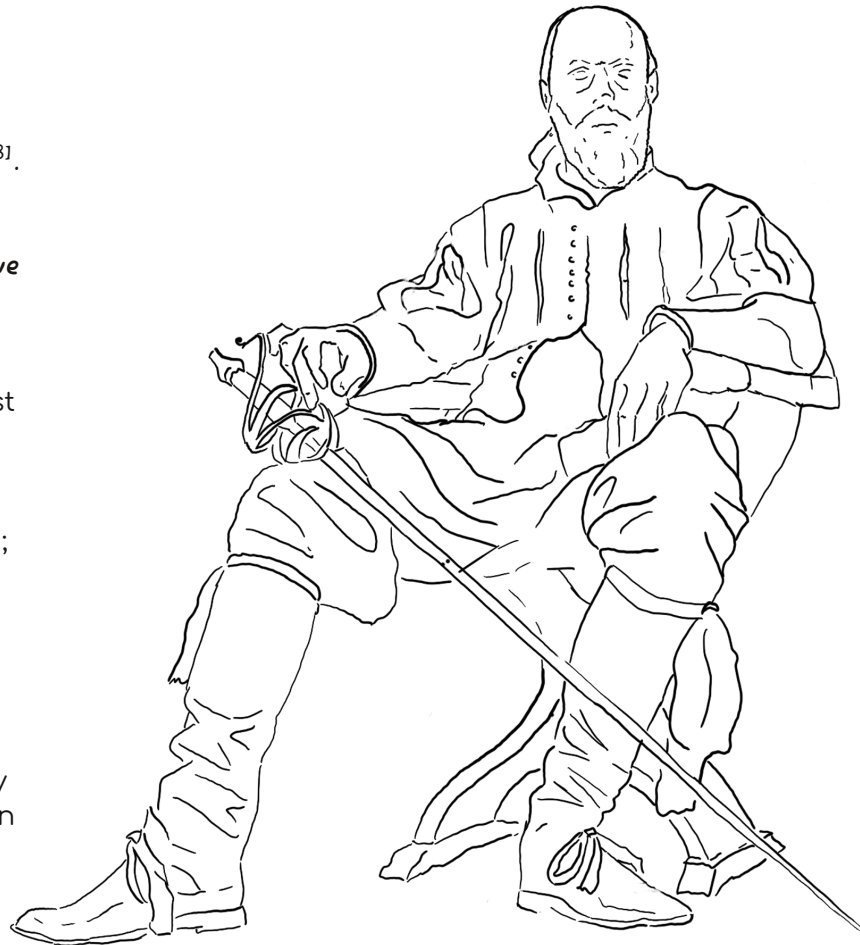
Testing Risky Actions

Roll 2D6, plus (+) the attribute in favor of the action, minus (-) the attribute against the action. If the result is 6 or less, the action fails and a consequence is applied; if it is 7, 8, or 9, the action succeeds and a consequence is applied; if it is 10 or more, the action succeeds.
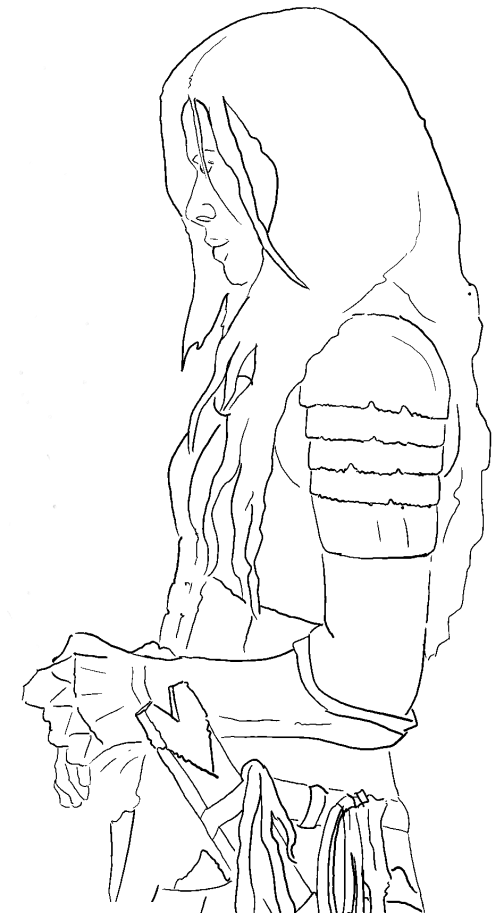
Consequences

They are responses to an action; consequences have an **Effect** and may have a **Cost** and **Condition**. Every risky action has a consequence, described by a guardian or player who will respond on behalf of the target of the action; based on the dice roll, the consequence will be applied or not.

Events

Facts that happen in the story without a character doing something. Players can act to negate certain events; in these cases, the events resolve as a player action consequence. When triggering a trap, the character acts to escape; the consequence is the trap damage.

StoryLoop

Storytelling System

Badges

Items, aspects, skills, status. Badges are added and removed based on the story. Templates to create them:
- **Set Attributes, values from -3 to 3** [A];
- **Modify Attribute by -1 or +1** [M];
- **Set Banes with value 1 or more** [B];
- **Increase Bane by +1** [C];
- **Story Detail, good or bad facts** [S].

Example Badges

- **Human**[A]; Might 1, Agile 0, Logic -1
- **Sword**[M]; Might +1
- **Confuse**[M]; Logic -1
- **Fragile**[B]; Injury 2, Stress 3
- **Chainmail**[C]; Injury +1
- **Broken Leg** [S]; Can not walk
- **Dead**[S]; End of Adventure

All elements in the game are represent by a badges or a group of badges.

Attribute

Bonus and penalities to perform actions.

Damage

The damage caused is always **one**, in a action or consequence, targeting a bane.

Healing

Healing always remove **one** of some bane damage, in a action or consequence.

Bane

If the damage on a bane reaches this value, the bane's owner receives a negative badge aligned with the bane and the story. The guardian and players choose the badge. The damage on that bane resets to zero.

Characters

There are two types: those led by the players who are the playable characters, and the characters guided by the guardian who are the non-playable characters, the villains, the monsters, and all the supporting characters who participate in the adventure.

Game Rules

Rules exist to balance the game; they shouldn't constrain the players and the guardian. The guardian has complete freedom to adapt the rules, and the players can also propose rule changes to the guardian, who may or may not adopt them.

Rolling Dice

Rolling **2D6** represets roll two six-sided and plus the values. Only players roll dice; guardian play with the actions, consequences, and events story.

Settings

Group of actions, consequencies, events, and badges to a specific scenario, medieval, futurist, space, robots, horror. The settings can be created throughout the story by guardian and players; or simple use a pre build settings.

Required to Play

The materials used in this game will be paper, pencils, pens, and some six-sided dice. Optional materials such as maps, miniatures, cards, markers, or whatever else can enrich the game can then be added to these materials.

Overview

An adventure storytelling; like every game, it has a system of rules to balance the actions of the participants, but unlike other games, there are no winners and losers. Success lies in building good story, created collectively by a group of players and a guardian.

Players

The players' goal is to direct the protagonists of the adventure; they decide what their characters' actions will be based on what the guardian is telling and describing. Adventures can be played by groups of different sizes; typically these groups will have one to five participants. Each player usually uses a single character per game, but if the guardian deems it appropriate, the players can use more characters.

Guardian

Guiding the story is the responsibility of the guardian; who brings places to life, describes events, develops challenges, and motivates exploration, engaging players to actively participate in the plot.

Game Loop

The story unfolds with the players telling their characters' actions, the guardian narrating the non-player characters' actions, and the story events. In each loop, the players and the guardian can describe an action for each of their characters, and the guardian can narrate a story event. Details about the setting can be requested by the players and provided freely by the guardian throughout the game loops.