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.

Consequence

Response to a action. Equal actions consequences have - **Effect** - and can have - **Cost** and **Condition**.
If a character act targeting another; target character describe a consequence that will be applied if test result indicate it. Every risky action have a consequence.
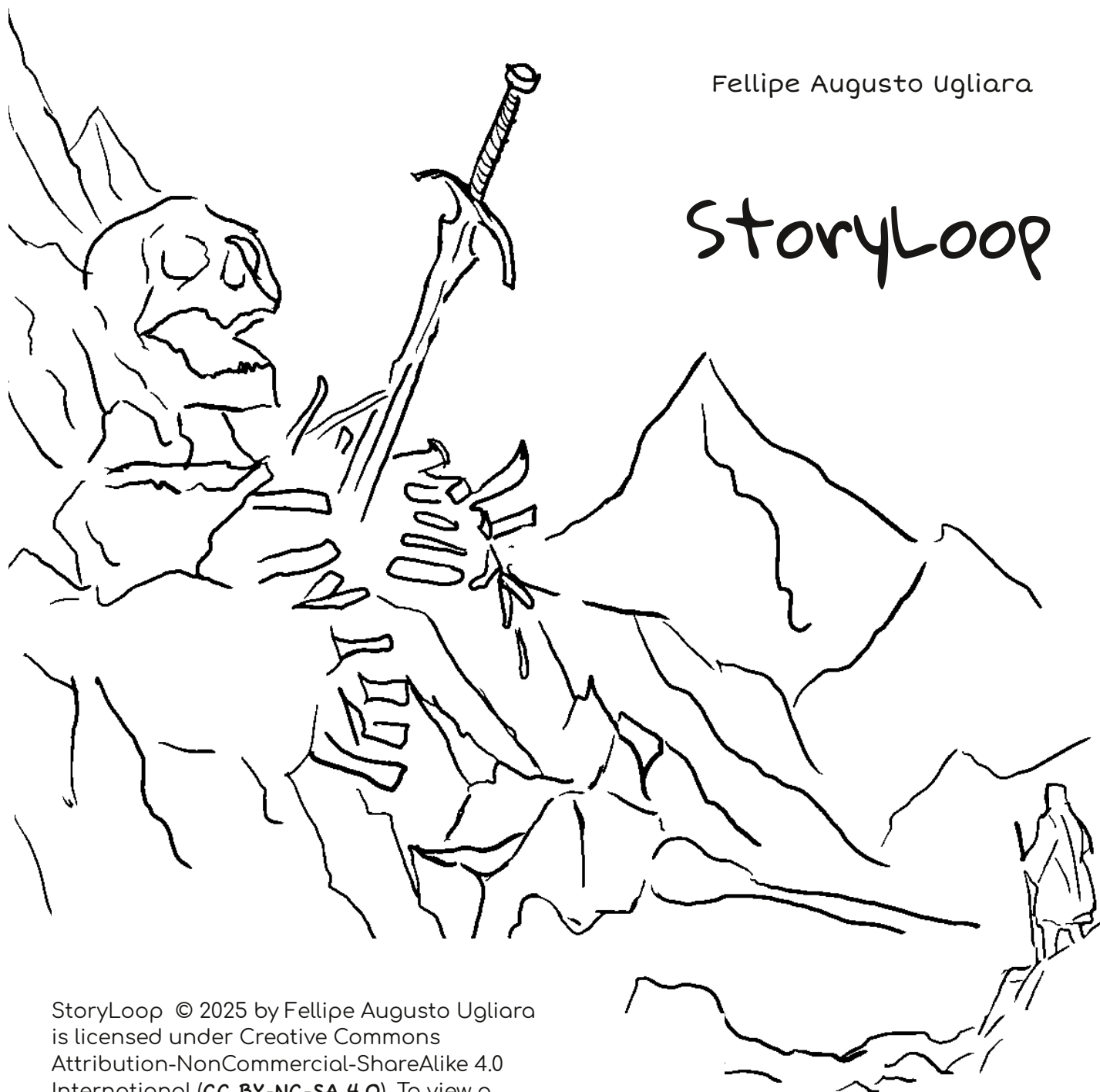
Events

Something that happens in the story without a character doing something. Players can act to negate certain events. The event, once declared, resolves itself as a consequence of the response action of target player. When triggering a trap, the character acts to escape; the consequence is the trap damage.

Fellipe Augusto Ugliara

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*
- **Leg Broken**[S]; *Can not walk*
- **Dead**[S]; *End of Adventure*

Characters, objects, status, all elements in the game are represent with 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.

Game Rules

The rules exist to balance the game by guiding the players and the guardian; they should not imprison them. If the guardian has complete freedom to adapt the rules. Players can also propose rules adaptations to the guardian, who may or may not adopt them.

Story Loop

The story happens with players tells their characters actions and guardian tells the non-playable character actions, one by one tell a action after each one made an action repeat this sequence.

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 game; 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.

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.