

## How to Play

This game is for people who love storytelling, improvisation, and freeform roleplay. Go on imaginary adventures, play out fun stories in a lighthearted atmosphere with other friendly and creative people.

One player becomes a Game Master (GM) - the narrator of the story. The GM will describe the world around you and play the role of non-player characters. You will pretend to be your character - play their role like an actor, describe what they say and do, and then the GM will narrate the consequences of your actions.

## Creating your Character

To create a character, fill in this template:

**Name:** Character's Name.

**Description:** Who are you? Appearance, personality, occupation, motivations.

**Abilities:** What can you do? Cool powers, special skills, spells, useful items.

Come up with up to 8 abilities. Feel free to use the lists of premade abilities (below) for inspiration.

Example:

**Name:** Salazar Von Neumann.

**Description:**

Former Dark Lord who has lost his powers and memories after being defeated by the pesky band of plucky heroes. Now undead, he travels the world trying to solve the mystery of his past. A slender figure clad in flawlessly elegant black robes, charred skull, emerald flames burning within the empty eye sockets.

**Abilities:**

Charming and devious Wizard. Can use telekinesis (on small objects), create minor illusions, send telepathic messages. Has a Cloak of Disguise which allows him to assume an appearance of any humanoid creature up to 4 times per day. Has a charming demon-familiar named Faust.

Discuss your abilities with the GM. If an ability is too powerful, add an interesting limitation - maybe it is unpredictable, expensive, attracts attention, requires a sacrifice, takes time to use, puts you in danger, has other costs or negative consequences of some kind? Turn overpowered spells into single-use potions.

After each adventure, your character can gain a new ability or improve one they already have by removing some of its limitations.

## Rolling the Dice

When you attempt a task that is difficult or risky, the GM can tell you to roll a 20-sided die. If you roll above the target number (set by the GM) - you succeed, otherwise you suffer a negative consequence, setback, or a complication.

The target number depends on the difficulty of the task, situation you're in, and your approach to solving a challenge. GM sets lower numbers for easier tasks and clever solutions, and higher numbers for difficult situations or risky actions. If you saw a movie character attempt something like this, would you expect it to work?

You can improve your chances by rolling with **advantage**. That means you roll multiple dice, and take the best result. Roll with advantage when you use an ability or an item relevant to the task you're attempting. If you want to use multiple abilities - roll an extra die for each one, up to the maximum of 4. Example:

If you're trying to really scare someone, and your character is Strong (scary looking), Insightful (can figure out someone's biggest fear), and is holding a Bloody Axe, you can add all 3 abilities to your roll - roll 4 dice with advantage.

## Roleplaying Guidelines

Follow these guidelines to get the most out of our games.

- Do things that result in a good story, optimize for fun instead of "winning".
- "Yes, and" - embrace other players' ideas and build on top of them. Don't shut down ideas. Actively help others to have cool moments and achieve their goals, create opportunities for the other characters to shine.
- Share the spotlight - avoid talking over other players and dominating the conversation, try to make sure that everyone feels included. If you notice someone being interrupted - ask them what they were about to say.
- Try to immerse yourself in playing your character, like an actor. Try playing characters with real feelings and believable motivations, try to make other people love and care about your character.
- Develop your Character. What are your ideals, flaws, fears, secrets, goals? What do you want from this quest? Do you have strong feelings or opinions about what's going on? What's going through your head at this moment?
- Explore the relationships. How does your character feel about the other party members? How do you know each other?
- Actively contribute ideas to the story, try to describe things vividly, point out interesting details in the world around you. Assume the responsibility for making the story more fun for yourself and others. Positive energy and enthusiasm are always welcome.

## GM Rules

Your goal is to create a fun story together with your players. Describe the world around the players, play the role of the NPCs, establish the challenge the heroes will face next, narrate the consequences of their actions.

To play the game you need an adventure. Find a list of adventures you can run for your players (or learn how to make one of your own) at [rpgadventures.io](http://rpgadventures.io).

Before the game, help the players to understand the rules and create their characters.

During the game, tell players what's going on around them, ask them what they want to do, and then use your imagination, common sense, and results of dice rolls to describe consequences.

Give the players a task to accomplish (find the treasure, defeat a monster, save the princess). Put challenges on their path, obstacles to getting what they want. Watch them find creative ways to overcome them.

Imagine how the world responds to their actions, create and describe interesting consequences, add fun complications. Play the role of all NPCs like an actor, respond to what the players do the way these characters would respond.

Try to bring the story to an awesome, dramatic, satisfying conclusion. Like an epic climactic showdown with the antagonist. Watch the heroes overcome their biggest challenge and reach their goal.

### **GMing Guidelines**

- Prepare things that would be hard to improvise on the spot, but don't over-prepare, don't try to force preplanned outcomes.
- Listen to players and "yes and" their ideas. Let them take the story in their own direction, and build on top of their ideas. Play to find out what happens, don't try to force preplanned outcomes.
- Draw players into the story by asking questions such as "How does your character feel about x?", "What's going through their head as they do y?". On a successful roll, let them describe the consequences of their action - "Describe to me how you defeat the enemy."
- Keep the scenes short. Start scenes as close to the action as possible, end them as soon as the interesting part is over.
- Follow the rule of cool. The more awesome, creative, or funny the player's idea is, the more likely it is to work.

## GM Rules

### **Rolling Dice**

Tell the players to roll only when both succeeding and failing at an action could each contribute something interesting to the story. The situation should always change after a roll, for better or for worse, each outcome pushes the plot forward, moving the characters closer to or farther away from their goal.

Before the roll, set the target number the player needs to beat in order to succeed at a task. 5 is easy, 10 is average, 15 is challenging, 18 is very hard.

You can split more challenging/elaborate tasks into multiple rolls:

Picking a lock is a single roll. To open a bank vault you might want to roll for disabling the alarm, breaking the lock, hiding from the guard patrol.

### **Combat Scenes**

Resolve combat the same way you resolve any other challenge in the game - with one or multiple (often 3-5) rolls.

Don't run combat blow-by-blow, instead, roll to determine the outcomes of decisive moments in the conflict, dramatically interesting turning points.

There are no hitpoints, fights are resolved narratively. Successful rolls move the players closer to victory, heroes progressively back the enemy into a corner until at some point they have an opportunity to land the final killing blow.

Wound the dragon's wing to force it to land, distract it to help another player to get close, avoid its attacks, pry open one of its scales, land the killing blow.

On failed rolls, players take damage from the enemy's counterattack, the situation gets more dangerous, victory is harder to achieve. Describe how the player got hurt and take it into account when narrating the consequences and deciding the difficulty of future challenges. If the situation gets severe, players may be forced to escape or be left at the mercy of their enemies.

The orc kicks one player onto the ground, wounds another, deflects the attack, disarms the last one. Now players have no choice but to flee or get captured.

The goal is to make combat feel like improvising a cool cinematic action sequence, as opposed to playing a turn based boardgame. You present players with interesting and high-stakes challenges, they use their creativity to invent cool solutions, roleplay the dramatic moments, vividly describe awesome actions.

## Talents

### Expert

You are great at the profession of your choice. You have deep knowledge in this field. Get advantage on all rolls relevant to your area of expertise.

### Strength

You're as strong as a bodybuilder.

### Agility

You are very flexible and fast, good at jumping, climbing, and gymnastics.

### Toughness

Unbendable will and resilient body.

### Perception

Keen senses, allowing you to notice subtle and hidden things.

### Stealth

Sneaking, hiding, avoiding unwanted attention.

### Sleight of Hand

Manual trickery, physical forms of deception: steal, plant, conceal, etc.

### Melee Combat

You have excellent combat skills.

### Ranged Weapons

You are an excellent marksman.

### Nature

Follow tracks, avoid natural hazards, and navigate wilderness.

### Crafting

You're good at putting together makeshift devices.

### Insight

Understanding people, figuring out their intentions, reading social cues.

### Persuasion

You are charming, likable, eloquent, good at convincing people.

### Deception

You are cunning, remarkably good at lying, trickery, and pretending.

### Intimidation

You're good at influencing people through threats and inspiring fear.

### Diplomacy

You're great at solving problems through non-violent means.

### Investigation

Find subtle clues, notice details, make deductions.

### Lore

You know facts about the world and its history.

### Technology

You're an expert when it comes to anything technology-related.

### Animal Handling

You are good at dealing with animals.

### Performance

Delight the audience with your acting, storytelling or other types of art.

### Vehicles

You're good at driving/piloting all kinds of vehicles.

## Skills

### Lock Picking

You can pick simple locks.

### Pet Pal

You can speak with animals.

### Inspire

Give your friend a compliment, and they will have an advantage on the next roll. Works once per scene.

### Connections

You're on good terms with a group of people (choose one). They'll do their best to help you out when they can.

### Famous

You are well known. Choose what reputation you have in a specific region (Hero, Villain, Philanthropist, Impeccable Taste, Sex Symbol, etc.)

### Spread the Word

Spread any rumor. Say a couple of sentences, and they go viral. Not everyone believes it, but everyone is talking about it.

### Handsome

Dazzle someone with your beauty.

### Fast

Your reaction time is tripled.

### Sprinter

You can run as fast as a horse.

### Leap

Jump 10 times the normal distance.

### Identify

Figure out properties of an object and how to use it. Learn whether the object is affected by spells and what they are.

### Spider Climb

You can climb any surface.

### Deadeye

Make extremely precise shots at the tiny objects extremely far away.

### Battle Stomp

Smash your weapon into the ground, knock down everyone around you.

### Darkvision

You can see in pitch darkness as if it's an overcast day.

### Forgery

Forge items, documents, or art.

### Boy Scout

You're always prepared! Search through your pockets and find any mundane item of your choice (it should be believable that you have prepared in advance).

### Musician

When you're playing a musical instrument - roll the dice. If you roll above 10, everybody around you can't resist dancing.

### Copycat

Once per day you can copy a skill or a spell you have seen used in the past hour.

## Spells

### Message

Telepathically send a message to the nearby creature, they can respond.

### Illusion

Create an illusory object no larger than a horse, complete with sounds, smells, movement. Within 50 meters, in your line of sight.

### Telekinesis

Levitate small objects, no larger or heavier than a bucket of water.

### Summon Familiar

Summon a small creature who will be your pet and a friend. You can communicate with it telepathically, give it commands, see through its eyes, hear what it hears, cast spells through it. If the creature takes damage it disappears until you resummon it. Works once per day.

### Familiar Transposition

Swap places with your familiar.

### Charm Person

The person regards you as their friend for 1 hour. Everyone around knows that they've been charmed. When the spell ends, they know they've been charmed.

### Enlarge/Reduce

Make the object or a creature grow or shrink to 4 times its size.

### Sense Magic

Sense the magic auras within 200 meters around you, get a vague sense of what and where they are.

### Change Momentum

Halt, decrease, increase, or reverse the momentum of a moving object. Can apply enough force to suspend a falling boulder for 10 minutes.

### Animate Object

Object will obey your commands as best it can. Requires a sacrifice.

### Spider Web

Your wrists can shoot thick webbing (like Spider Man).

### Misty Step

Instantly teleport a short-distance (a stone's throw, line of sight. Think Nightcrawler from X-Men).

### Elasticity

You can do what Elastigirl from Incredibles can do.

### Phobia

A target creature becomes terrified of an object of your choice.

### Greed

The target creature develops an overwhelming urge to possess a visible item of your choice. Lasts 30 minutes.

### Wall of Ice

Once per hour you can create an ice wall, 10x10 meters. Window is optional.

### Minercraftsman's Delight

Once per second you may summon or banish a 3-meter-wide cube of earth.

### Loudmouth

Makes your voice 10x louder.

## Spells

### Summon Item

Mark an object or an item (no larger than 2x2 meters). Whenever you cast this spell, it will teleport to your hand (or in front of you) from wherever it is.

### Invisible Tether

Two objects within 5 meters of each other cannot be moved more than 5 meters apart. Lasts 30 minutes.

### Suggestion

The target obeys a single, three-word suggestion that sounds reasonable. After spell ends, you're susceptible to suggestions from other people.

### Produce Emotion

Make the target feel happy, sad, angry, smitten, afraid, insecure, etc.

### Scry

You can see through the eyes of a creature you touched earlier today.

### Technomancy

Control mechanical and electrical devices with your mind.

### Befuddle

The target creature is unable to form new short-term memories for the next 15 minutes. But neither can you.

### Disassemble

Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.

### Grease

Cover an object or a surface in grease, making it frictionless and flammable.

### Levitate

Slowly lifts the target vertically above the ground, up to 15 meters. The target can weigh up to 300 kg.

### Veil

Create a static illusion no larger than 100 meters in any direction. Like a building, an oasis, a pile of treasure, etc. When anything touches the illusion, it is dispelled.

### Intwine

Use nearby grass, vines, and tree branches as if they were your own limbs.

### Accio

Summon any object within your line of sight and within 300 meters towards you.

### Dispel Magic

Dispels magical effects on a target.

### Secret Message

Write a message visible only to the people you choose.

### Skywrite

Cause up to 10 words to form in the sky you can see (made of clouds).

### Fireball

Hurts enemies. Sets stuff on fire. Hold in your hand as a light source.

### Firehose

A stream of water pours out of your hand as if it's a firehose.

### Frost Powers

You can do what Frozone from Incredibles can do.

## Items

### Bag of Gold

Spend it to do something a rich person can do (throw a lavish party, bribe someone, hire an assassin, etc.), or trade it for another item of your choice.

### Weapon

A simple melee or ranged weapon of your choice.

### Grappling Hook Gun

Shoots the grappling hook to the distance of up to 50 meters.

### Ropey

A sentient piece of rope. 50ft. As smart as a puppy. Obeys simple commands.

### Immovable rod

Activating it makes it magically fixed in place. Until someone deactivates it, the rod doesn't move, even if it is defying gravity.

### All or nothing coin

Once per day instead of rolling a die you flip a coin. Heads critical success, tails critical failure.

### Horseshoe of Attraction

Turns into a powerful magnet when activated. Can switch polarity and repel metal objects instead. Can be activated telepathically, from a distance of up to 50 meters.

### Blanket of Silence

No sound can escape from under it.

### Superglue

Permanently glues objects together.

### Cloak of Disguise

Creates an illusion around yourself - an appearance of any humanoid creature you've seen. Lasts 1 hour. Can be used 3 times per day.

### Bottomless Mug

Can hold a swimming-pool-worth of any liquid.

### Fairy Dust

Allows you to imbue an item with one of the spells you know. The item will be able to cast the spell once per day. Consumable, can be used only once.

### Pokeball

Stores a friendly or defeated animal.

### Ring of Tracking

The owner of the ring always knows it's location.

### Gravity Orb

When shattered, it reverses the gravity in a 10 meter radius around it.

### Adventurer's Journal

When you write down 1-2 paragraphs of notes that describe what happened in the previous session from your character's perspective, you gain a free ability.

### Illusory Minion

A small pearl that turns into an illusory person or a creature when it's activated. The illusion can perform simple tasks you give it. It lives for a day, and can travel any distance away from you. When it's nearby, you can control it telepathically.

## Items

### Portable Force Field

Creates an immobile force field 10 meters in diameter springs up around you. It's impenetrable from the outside but not from the inside. Deactivates once you leave the area. One-time use.

### Velocity Ward Scroll

Nothing can move faster than a falling feather within a sphere of 15 meter radius for the next 15 minutes.

### Portable Monster

A small wooden figure. When activated, it turns into the animal it depicts.

### Auto-Spell-Activator

Imbue it with a spell you know. When a specified condition is met within the 15-meter-radius, the spell will be cast.

### Conman's Paper

A sheet of paper, can be transformed to appear like any official document. Transformation is permanent, can't be used more than once.

### Jack's Compass

Will point in the direction of the object of your choice as long as that object is within 300 meters of you.

### Magic Mirrors

A set of two small mirrors. When activated, the mirror transmits sounds and images from it's counterpart (works like Skype).

### Hoverboard

Frictionless, floats 30cm above the ground, supports up to 3 people.

### Ring of Sending

Send a telepathic 25-word message to anyone you have ever met. The recipient can send you a 25-word reply. Works twice per day.

### Howling Letter

Screams its contents once delivered.

### Mirror of Merlin

Can reflect spells back to the caster.

### Portable Hole

A round black piece of fine silk, 5 meters in diameter. When unfolded creates a 5-meter-deep hole.

### An orb of Poseidon

A small glass orb, when shattered will summon a natural disaster - a storm, a hurricane, or a blizzard.

### Swap Arrow

You instantly swap places with any creature it hits.

### Alarm Pebble

A small rock, will alert the holder when anything comes within 15 meters of it.

### Time Orb

Once shattered, teleports you 60 seconds into the past, giving you a chance to replay what just happened.

### Scroll of Teleportation

Allows you to teleport anywhere within 100 meters once.

### Wingsuit

Allows you to glide through the air.



## Potions

### Invisibility Potion

Turns you invisible for 10 minutes.

### Smoke Potion

Creates a huge cloud of black smoke when spilled.

### Catnip

When spilled attracts all the cats within 100km radius.

### Anti-Gravity Potion

The drinker isn't affected by gravity for an hour.

### Potion of Many Eyes

Drinking it enables you to see through the eyes of all living creatures in a 150 meter radius around you for the next 10 minutes.

### Animorph Potion

Add a hair or a claw of a non-magical creature. Drinking this potion will turn you into this creature for an hour.

### Fear Potion

Anyone who inhales it feels horrified for the next 10 minutes.

### Spirit Potion

Pour it onto a dead person or a creature to summon their ghost. You can communicate with them for the next 10 minutes.

### Strength Potion

For the next 10 minutes you'll be strong enough to lift an elephant.

### Truth Serum

One who drinks it can't tell lies for an hour.

### A Potion of Telepathy

For the next 10 minutes you can read surface thoughts of any creature within 50 meters around you.

### Twin Potion

Drinking it splits you into two identical clones. Each clone has 50% of your vitality points. The clones can fight and use magic (including splitting into more clones). When a clone takes any damage it disappears, it's memories instantly merged into the remaining clones. When there's only one remains - it becomes the "original" you, keeping the memories of all the copies. Lasts an hour.

### Spider Queen Potion

Enables you to sense and control all the insects within 100 meter radius for the next hour.

### Shrinking Potion

The drinker shrinks to be 20 times smaller for 20 minutes (And-Man).

### Potion of Body Switching

When two people drink this potion, it swaps their minds freaky-friday style for 2 hours.

### Tea of Shared Dreams

When multiple people drink it and go to sleep, they will find themselves in a shared dream.

## Potions

### Polyjuice Potion

Drop someone's hair into it, and drinking this potion will turn you into that person or (non-magical) creature for 30 minutes.

### Potion of Greater Telekinesis

Enables you to levitate objects and creatures (not including yourself, no larger than an elephant). Effect lasts an hour.

### Petrify

When spilled, it turns a non-magical creature or an object (no larger than a barrel) it's touching into stone for the next hour.

### Magic Mushrooms

The drinker will experience incredibly realistic hallucinations of your choice.

### Liquid Air

Air around you becomes swimmable.

### Bottled Sunshine

When spilled, shines as bright as the sun.

### Portal Paint

Allows you to paint two connected portals (like from the game Portal). The connection lasts 10 minutes after the second portal has been drawn.

### Luck Potion

Makes you supernaturally lucky. Gain advantage on all rolls for the rest of the hour.

### Chloroform

The one who inhales it instantly falls asleep for 1 hour.

### Ghost Potion

Turn into a ghost for 5 minutes.

### Love Potion

Drinker falls in love with the person who brewed it.

### Potion of Undeath

Raises a zombie. It is stupid and can obey simple commands.

### Sail the Wind

Turn into a cloud of fog. You can slowly drift in any direction of your choice. Lasts an hour.

### Super Speed Potion

Gives you Flash/Quicksilver powers for 30 seconds.

### Walk on Walls/Ceiling

You can walk on any surface at any angle as if it was a regular floor.

### Predator Potion

Gives you infrared vision. Enables you to see through walls.

### Cartographer's Ink

Use it to draw a map of a place familiar to you. It will function like the Marauder's Map from Harry Potter.

### Warg Potion

Gives you the power to enter the mind of a non-magical animal you can see, perceive the world through their eyes, and control its actions.