

# STORY SOURCE

## ABOUT

This is a game for people who like collaborative storytelling, improvisation, and roleplay. Our goal is to collaboratively improvise a fun story from scratch, with no preparation.

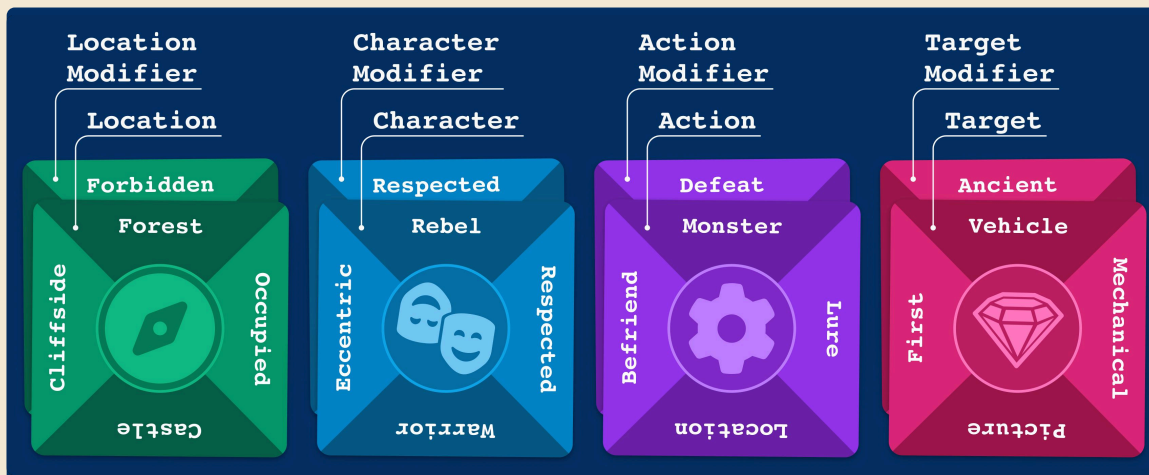
We will use cards that contain storytelling prompts to inspire our ideas, take turns pitching ideas for the key elements of the story (setting, hero, objective, and opposition), and then improvise the three most interesting and memorable scenes from this story: an exciting beginning of the story, a dramatic complication in the middle, and an awesome climax resolving the story at the end.

Get the cards here: <https://rpgadventures.io/storysource>

Come join our Discord to play with us: <https://rpgadventures.io/discord>

## HOW TO CREATE PROMPTS

There are 4 types of cards: **location**, **character**, **action**, and **target**:



To generate a prompt, draw 2 cards of the same type (for example, two **location** cards), rotate them to mix and match the prompts, and choose the prompt you like the most.

## BRAINSTORM IDEAS

The players take turns, coming up with the key elements of the story in order:

### 1. SETTING

Describe the setting where the story takes place.  
Use a **location** prompt to inspire the idea.  
Optional: use a **character** prompt to define the inhabitants of this setting, or a **target** prompt to define an interesting feature this setting contains.

### 2. HERO

Describe the main protagonist of the story.  
Use a **character** prompt to inspire the idea.  
Describe their name, appearance, occupation, and any special powers they have (abilities, items, anything they can use to creatively overcome obstacles on their path).

### 3. OBJECTIVE

Describe the hero's objective - a goal they will pursue, a problem they must solve, or an evil plan they must stop.  
Use an **action** prompt to come up with the hero's goal or an antagonist's evil plan, or a **target** prompt to come up with a problem the hero must solve.

### 4. OPPOSITION

Describe the opposition - what makes the goal difficult to achieve, who or what stands in the hero's way?  
Use a **character** prompt to come up with an antagonist, or a **target** prompt to come up with the source of obstacles and complications.

On your turn, draw the cards to generate a prompt, and describe the next element of the story inspired by it. For example, if the previous player has described the setting, you describe the hero.

## IMPROVISE THE ADVENTURE

Before the scene, the players pick their roles. After each scene, the players switch their roles:

### NARRATOR

Describe the world around the hero, introduce the obstacles they need to overcome, and narrate the outcomes of their actions.

### HERO

Describe what you say and do to pursue your objective. What is the next step that will take you closer towards your goal?

### SUPPORTING CAST

Play a secondary character - a quest giver, an ally, an obstacle, a villain, etc. What do you want in this scene? How do you help or oppose the hero?

Play through the following scenes:

### CATALYST

Introduce the objective and draw the hero into action. Where does the story begin? How does the hero encounter the goal they will strive to achieve by the end of the story?

### CHALLENGE

An interesting challenge the hero needs to overcome on the path to their objective. What steps must they take to get what they want? What makes each step difficult?

### CLIMAX

The final, most important and difficult challenge the hero must overcome to reach their goal. Where does climax take place? What must the hero do to achieve their objective?

Each scene has the following structure:

**Setup:** Narrator establishes a scene (you may use any prompt to inspire an idea).

**Action:** Hero and other players roleplay through the scene, describing how they pursue their goals.

**Resolution:** Narrator describes the outcome of the characters' actions.

We "win" this game if we have created a fun story that makes sense and resolves in a satisfying (or ridiculous) way.