

# Settling In

*An Introductory Oneshot for Chuubo's Marvelous Wish-Granting Engine  
for 2-6 Players*

## Preface:

*Introductory* means that the rules are heavily simplified.

*Oneshot* means that the rules have also been modified for the sake of this game.

Make sure your players are aware of these things.

The genre of this game is Immersive, with some slight modifications.

## Beginning:

I assume you have a bunch of players who are willing to at least give the game a shot. Start by explaining the basic rules. Something like:

*"OK. I'll start by explaining the basic task resolution system. This may not actually see much use in this oneshot, just like you can go whole game sessions without rolling dice. But you should probably know how to do stuff.*

*Your character has some Skills, which usually have a numerical value somewhere from 0-5. You have a pool of 8 Will. You can spend Will whenever you take an action, but you can only spend 1, 2, 4, or 8 Will at a time. You can also spend no Will.*

*Your action has an Intention level of Skill + Will spent, with the results shown here [give each of them a copy of the chart below]. You need to sustain an Intention for as long as you are doing an action. You can Sustain one Intention and still act normally, or sustain two Intentions and do nothing else.*

*Whenever an action either succeeds or fails (your call), you get back 1 Will. This is important, because it means spending 1 Will is usually "free".*

*Whenever two Intentions conflict, the higher one wins.*

*You get all your Will back at the beginning of every day. [I know, I know. But 1/day is a very intuitive length of time for Will refresh, and the pace of this oneshot is built on it]"*

By all means, use your own words! That and all the italic text below is just meant as an example of how you might explain things. Basically, go over the basics. Do *not* mention Obstacles or Edge now. Explain that adjudicating the results of an action can be difficult, but it's usually *your* headache, not theirs.

Explain whatever else you feel necessary and answer any questions, but don't make it more complicated than it strictly needs to be! They can pick it up in play.

You can . . .

0 or less: attempt to do things, but only make things worse;

1: use your Skill in such a fashion as to please yourself and make you happy;

2: accomplish a task; have a tangible impact on the world;

3: do something "correctly;" impress people around you;

4: do something effective — something that moves you closer to your goals;

5: do something productive — something that makes your life better.

6: do something that looks dang good — impressive, dramatic, and cool;

7: do something really effective, moving you a lot closer to your goals;

8: do something really productive — it will make your life a lot better;

9 or more: do the "right thing," for some fuzzy definition of right.

You can claim as many of these as you want, up to the level of [your Skill + spent Will.]

## Character Creation:

This oneshot assumes that everyone is basically a normal person from Earth, immigrating to Town. "Normal person" is relative - I basically mean "no Superior or Magical Skills" mechanically, and "requiring no knowledge of the setting" narratively. It's probably most straightforward if they are a family or something similar, but it isn't strictly required. Give them a copy of the blank character sheet at the end of this booklet, or one of the fillable pregens.

Guide them through Character Creation. Give them advice on picking skills. If they or you are stuck, the Citizen of Fortitude playbook has a good general list of skills and advice for building characters.

If you'd rather create your own fully fleshed out pregens, then by all means do so! It will save you some time. If you give your players more time to come up with characters ahead of time, that's good too. It shouldn't be *too* hard, in any event, since they'll be playing normal people. If all else fails, they can stat out themselves as PCs.

## Quests and Quest XP

*“The core of this game revolves around Quests. A Quest is a thing your character is doing: the current chapter in the saga of their life. Learning a musical instrument is a Quest. Moving to a new house is a Quest. Even more abstract things like living through a tough time or trying to become a better person are Quests.*

*To complete a Quest, you need XP. There are multiple ways of earning XP, and we’ll talk about them below. First, let’s design your first Quests:*

*This is what’s known as your **Basic Quest**. Your character’s Basic Quest is something they are always doing, something that your character does when they are doing nothing else in particular. Drawing? Writing? Spending time with friends? Daydreaming? That’s a core of your Basic Quest.”*

Give some examples, and help them to develop their Basic Quests. Hand out or draw Quest cards. If you are using only premade characters, you should still explain Quests and XP now.

*“Basic Quests are repeating, so whenever you finish one you will start on that same Quest again (it is the thing your character is always doing after all), and for every 15 XP you earn for your Basic Quest you get a Recharge Token, which can be spent at any time to refresh yourself back up to 8 Will no matter how spent you are.*

*As I was saying, there are multiple ways to earn XP. One type of XP is bonus XP, which is a Quest specific way of earning extra XP. Basic Quests are an example of Anytime Quests. You can gain Anytime XP by doing the action associated with the Quest in question - say the catchphrase, or hold up the sign, or whatever - well, anytime, and that gives you 1 bonus XP for that Quest.*

*You can gain Bonus XP for Anytime Quests at a maximum rate of 1/ 15 real life minutes. In practice something like 1/hour is more typical.”*

Answer what questions they might have now. This is the core of the game, so it’s important to clear up any misunderstandings.

## Emotion XP

*“Another way of earning XP is called emotion XP. Basically, everyone has an XP emotion. **This is an emotion that you try to invoke in other players, through your character’s actions.** You can earn Emotion XP 1/15 min at max, but again 1/hour is more typical.”*

Give them examples. Help them pick their emotion XPs. **Absolutely have people keep placards in front of them with their character’s name and Emotion XP.**

If during the course of the game you see that people are not handing out Emotion XP very often, start handing it out yourself. Make sure that people know that it’s OK to give Emotion XP as long as you are feeling the requisite emotion at least a *little* bit, and it’s not necessary to, say, inspire deep and incredibly profound pathos in order to qualify for Awwww!

## Action XP:

*“The main source of XP is called action XP or group XP. Basically, you can take certain “XP Actions” if the circumstances fill certain conditions. That sounds complicated in the abstract, but it really isn’t!*

*When you take an XP action, you toss 1 XP into the group pot. You can take up to two XP actions per day each.*

*At the end of the day, the XP in the pot is divided equally to everybody, and they can allocate it to Quests as they desire.*

*For this oneshot, we will only consider three XP actions:”*

If some of your players are familiar with the rules, tell them to ignore all other XP actions for this game.

It’s best if you are using some sort of physical token for XP, so you can give it to another player to represent emotion XP or toss it in the group pot when you take an XP action.

Ignore the rules about the HG tossing in extra XP for now.

Give everyone a copy of this cheat sheet:

You can . . .

0 or less: attempt to do things, but only make things worse;

1: use your Skill in such a fashion as to please yourself and make you happy;

2: accomplish a task; have a tangible impact on the world;

3: do something “correctly;” impress people around you;

4: do something effective — something that moves you closer to your goals;

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6: do something that looks dang good — impressive, dramatic, and cool;

7: do something really effective, moving you a lot closer to your goals;

8: do something really productive — it will make your life a lot better;

9 or more: do the “right thing,” for some fuzzy definition of right.

You can claim as many of these as you want, up to the level of [your Skill + spent Will.]

## Sympathetic Action

Condition: You notice that someone’s frozen up from, e.g., overpowering emotion, a sudden change of context, a sudden spotlighting, or shock.

**Action: Try to comfort them, reassure them, or offer sympathy.**

## Foreshadowing

Condition: You notice that you’re paying a lot of attention to something.

**Action: Get caught up in it!**

## Discovery

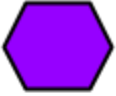




Condition: You’re doing something you’ve never done, or exploring somewhere new. And you notice that you’ve just found or discovered or learned something unexpected!

**Action: Declare that it’s neat, mysterious, or scary enough to have an impact on you.**

Advice: Don’t overthink it! The actions are exactly as they are and nothing more. If the HG describes something you find cool and you say “Hey, that sounds really interesting”, that’s a **Discovery** action. You don’t have to make some sort of grand gesture.

## Main Quest:

*"There's just one last thing to do before we start. While you are always on your Basic Quest, your other Quest(s) represent whatever major things are going on in your life right now. Normally you'd all have at least one personal quest, but for this oneshot we will instead have a group Quest to which you will all contribute XP."*

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<b>Major Goals:</b> The HG can award you 5 XP towards this quest when...	<ul style="list-style-type: none"><li>• You have found yourselves a place to live less temporarily than, say, a hostel.</li><li>• Everyone has one of: a) found a job or other source of income, b) started attending School or c) established themselves as the sort of person who relies upon the largesse of others to survive!</li><li>• You spend a scene reminiscing about the Earth that drowned, and what you left behind</li><li>• You hear the full story of Jade Irinka's death</li></ul>	For three Players:																														
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You can earn each of these bonuses once, for a total of up to 20 XP		For four Players																														
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		For five Players																														
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		For six Players																														
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<b>Quest Flavor</b> 1/Day per person, someone can earn Bonus XP towards this Quest by:																																
<ul style="list-style-type: none"><li>•  Discovering something you've never seen before</li><li>•  Struggling to get by, or running out of money</li><li>•  Introducing yourself to your neighbors</li><li>•  Thinking about the kind of life you'll make here</li></ul>																																
You can combine this with an XP action, but you are not required to.																																

*"This is an example of a Storyline Quest. Note how you have two different ways of gaining bonus XP for it - once per day, and special one time situations that earn you 5 XP at once."*

Keep this Quest card where people can see it at all times.

## Starting the game:

The game starts on a boat to Town. The characters are new immigrants. There's a hostel in Fortitude where they can stay for a while.

That's it!

*Don't plan anything more than that! Just describe their surroundings and the people they interact with.*

XP actions should come naturally. Point them out when they do: *"Hey, it looks like you're getting caught up in this explanation. Want to call it a Foreshadowing action?"* or *"You've just found something cool! Did it make an impression on you?"* Something like that, in any event.

Don't plan a plot. Just show them Town.

Whatever it is you love most about Town, show that to them.

## Things that might come up:

It is possible that Obstacles, Edge and Wounds might come up. If so, explain them as simply as possible, if and when it becomes necessary to do so. Otherwise don't worry about it for now.

## (Optional) Issues:

If you are using Issues, come with Issue cards prepared. Use the full implementation.

Whenever someone takes an XP action, hand them the Issue card that best represents what just happened, as the book guides you.

*"Read it, then put it down in front of you where you can see it easily. Don't do anything else with it for now, just keep what's on it in mind."*

When Issues start reaching the point where the players need to start defining what the Issue is about, help them with that.

When any Issue hits level 4, briefly explain the concept of Issue resolution. The card will explain how to resolve the Issue. Keep it simple.

## End of the First Day.

When the first day is over, divide the XP amongst the players. Tell them that they can distribute their share either to their Basic Quests or to the Main Quest.

Then move on to the next day and Chapter.

## Quest Resolution:

When the main Quest resolves, the oneshot is over!

This should take between 3 and 5 Chapters.

Explain that when a Quest completes there is usually both a narrative resolution and a game mechanical Perk as a reward.

In this case the narrative resolution is simple: they have settled into Town, or have at least found their feet.

They each gain the Perk:

### **Connection: (Region) 1**

Where (Region) is wherever they have settled. Probably Fortitude, perhaps Arcadia or Horizon. It's unlikely to be Old Molder, Little Island or The Walking Fields, but I suppose it is possible.

## Continuing from this oneshot:

If you are enjoying the game and the characters, you can continue from here

- 1) Decide whether you are sticking with Urban Fantasy or switching to another Genre, such as Pastoral. Talk to your players, explaining the different Genres and how XP actions, Chapter length, and Will refresh differs among them.
- 2) Pick Arcs, and the First Quest for each Arc
- 3) Go over all the rules you didn't get the chance to cover, or at least some of them

Then continue from there.

Or, you can start a new game with new characters and a firmer grasp of the rules.



# Custom Character

## Who You Are:

I have no idea! You're a blank slate.

Before you go any further, you should come up with a clear picture of your character in your head. It's good to have at least a general sense of her or him. Or if you already have a clear character idea - if you are statting up yourself as a PC or a character from a novel or TV series or someone you've played already - then you should think about the *kind* of stories that character gets involved in - Sad stories? Optimistic stories? Goofy Stories? - and the emotions that character tends to invoke in the audience.

## Skills:

**Your Best Skill:** \_\_\_\_\_ **3**

This is what your character is best at. If your character is an adult, it should be their profession or the skill they use for it. If not, it should be their greatest talent.

Examples: Teaching, Law, Cooking, Baseball, Sailing, Plumbing, Electronics, Hagglng, Carpentry, Singing, Student or Academics.

**"Catchphrase!":** \_\_\_\_\_ **2**

This is a thing your character finds themselves saying often. You can generally use this skill for any action for which you are prepared to say the catchphrase out loud and in character (though the GM will start imposing penalties if you're too free with this and in any case most catchphrases are kind of goofy unless used in moderation.)

Examples: "Let's get serious", "Honesty is the best policy", "Anything for love!", "Be Prepared"

**Another Skill:** \_\_\_\_\_ **2**

These are some other things your character knows how to do. This is a good place for general purpose skills such as Student or Athletic or Housework, or conversely just whatever your character is *second* best at.

**Another Skill:** \_\_\_\_\_ **1**

This is a good place for weird/goofy skills, or hobbies. Skills at this level are not very useful for affecting the world in a substantial fashion but *are* good at making you happy, so you should pick them with that in mind.

Examples: Daydreaming, Innocence, Reading, Baseball, Art Appreciation, Underwater Basket Weaving


**Woeful Flaw:** \_\_\_\_\_ **-1**

This is something your character is bad at. You will usually put something like Singing or Athletics or Chess here, but if you want you can use something that's phrased negatively from the start, like Easily Lost, Two Left Feet, or the classic "What could possibly go wrong?"

**You have      /8 Will**

## Basic Quest

Your Basic Quest is something your character is always doing. They're always talking about their hobbies or getting worked up about something. Or they're always troubled by something, or they have a nervous tic or habit. Or they have a particular (and perhaps peculiar) way of looking at the world, or thing they try to do constantly. These are all examples of things that can be turned into Basic Quests. Talk to your GM to figure it out.

	Basic Quest																			
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Your Emotion XP is \_\_\_\_\_

What sort of emotions does your character invoke in others? Is your character the Hapless type, who often makes other facepalm at his/her antics. The person who makes everyone groan at their stupid jokes? The dependable person who everyone puts their faith in? When you have an idea, talk to your GM and the rest of your group to hash it out.

# The Wounded One

## Who You Are:

You're someone with a dark past. You've had a troubled life, and it left you with scars. You've been through a lot. You're tired. You want to rest.

You're usually an adult, but you could be troubled teenager too. The point is that you have a *past* that haunts you, which is why there's a slight preference for older characters.

## Skills:

**Your Past:** \_\_\_\_\_ **3**

You're one of the best there is at what you did. And what you did wasn't very nice.

The default here is something like Soldier or Secret Agent or something. It could even be something like Gangster (or Juvenile Delinquent if you're a kid). It shouldn't be something that you're ashamed of, necessarily, but something that left you emotional scars and quite possibly physical ones as well.

It is the nature of your character and this oneshot that you will not use this skill very often, and may in fact go out your way to avoid situations where it might come in handy! As such, I am going to mention that you can use this skill for any odd thing you might have picked up in the course of whatever you did e.g. pitching tents or surviving on poor food or something. Basically you can use this skill to substitute for any other skill if you can come up with such a justification, possibly at a slight Obstacle (i.e. penalty). Talk to your GM.

**Hidden Depths:** \_\_\_\_\_ **3**

There's always been something else you wanted to do or be, and this is that thing. An Actor or Singer, maybe? Or you really wanted to be a Librarian as a kid. Or you were a troubled kid, maybe you were actually a straight A student all along. You secretly practiced this Skill whenever you had the chance, which sadly wasn't often. But that has just changed.


**Another Skill:** \_\_\_\_\_ **2**

These are some other things your character knows how to do. This is a good place for general purpose skills such as Student or Athletic or Housework, or weird/goofy skills, or hobbies.

**You have      /8 Will**

## Basic Quest

Your Basic Quest is a Struggle. The echoes of your past haunt you. The result of this is that you have a hard time just being at peace. Everytime you try, there's like a little voice in your head telling you it will all end in tears. There's sign to represent this. If it doesn't quite work for your character, you can change the sign if you like. Get the GM to help you.



### Struggle

You need peace. You love the simple, quiet moments. But it's hard for you to accept them. It's hard for you to allow yourself to stop.

There's a sign for this —

A sign to show both that you're at peace for a moment, that things are OK for the moment, that you're relaxing. You can earn a bonus XP at any time (though only once per 15 minutes/scene) by expressing that emotion — normally, by holding up the sign.

The back side of the sign will remind you that this will end badly.


## Your Emotion XP is *Wince*

The emotion you inspire in others is *sympathy* or *pathos*. You're trying to tug at the other players heartstrings. You earn XP whenever (but only 1/15 minutes) another player:

- winces
- says "wince"
- says "Awwww!"

If you try too hard and end up causing other people to crack up at your melodrama, that can also earn you XP. This is a special rule just for you, because pathos is hard!

<p>At Peace</p>	<p><i>This will all end badly</i></p>
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# The Cheerful One

## Who You Are:

You are fundamentally a cheerful person. A lot of what your character is *about* is making other people happy and brightening the world. It's kind of your mission in life. This character can work as an adult or a teenager. Because this is a oneshot, a certain amount of one-dimensionality is OK and expected.

But you should still think about what your character is *beyond* that. Before you go any further, you should come up with a clear picture of your character in your head. It's good to have at least a general sense of her or him.

## Skills:

**Your Best Skill:** \_\_\_\_\_ **3**

This is what your character is best at. If your character is an adult, it should be their profession or the skill they use for it. If not, it should be their greatest talent.

Examples: Teaching, Law, Cooking, Baseball, Sailing, Plumbing, Electronics, Hagglng, Carpentry, Singing, Student or Academics.

**"Catchphrase!":** \_\_\_\_\_ **3**

This is what your character says when they try to make the best of things, cheer people up, or just before a burst of effort, and those are the sort of things you use this skill for. Something like "Smile", "It's always darkest before dawn", "Let's all do our best." or "Everybody! Love! And! Peace!" It's up to you how goofy to make it and, thus, how goofy to make your character.


**Another Skill:** \_\_\_\_\_ **2**

These are some other things your character knows how to do. This is a good place for general purpose skills such as Student or Athletic or Housework, or conversely just whatever your character is *second* best at.

**You have      /8 Will**

## Basic Quest

Your Basic Quest is being optimistic. Whenever you're in a bad situation or even just in an "OK" sort of situation, you're someone who can see the positives.



### Bright Side of Life

You're always looking for the best in everything around you. In other people or in situations. It's a lens that you see everything else through.

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by pointing out the silver lining in a black cloud, or giving reason to believe the best about people. You must do this IC. Make sure to point out something genuinely positive or to actually give a reason - it can be somewhat *strained* logic, but it should still be there.


## Your Emotion XP is *Gratitude Hands*

To try to make the world better for people around you. Whenever another player feels grateful for your character's actions, because you helped their character or gave them a chance to shine - and at most 1/ 15 min - she or he can give you XP by showing their gratitude. Merely saying "thanks" doesn't suffice for this, since "thank you"s are commonly just being polite and not gratitude at all. Something more like:

- Putting your hand over your heart
- Bowing
- Saying "Gratitude Hands!"

A thank you is sufficient for this if it's accompanied by the handing over of an XP token or otherwise clearly sincere.

# The Goofy One

## Who You Are:

You are the kind of person who gets in trouble a fair amount. It's usually not intentional, but nonetheless self inflicted. You get worked up about the strangest things. You're *probably* a kid, but you can be older. You might have a hobby you devote a lot of time to and that other people might consider niche or strange. You're passionate and honest and straightforward.

Beyond that your character is up to you to define. Put some thought into that now before continuing on.

## Skills:

**Your Best Skill:** \_\_\_\_\_ **3**

This is what your character is best at. It should probably be something useful but not something flashy or that puts you into the spotlight.

Examples: Housework or Domestic Chores, Cooking, Sailing, Carpentry, Singing, Student or Academics, Athletics

**Hobby or Passion:** \_\_\_\_\_ **3**

Your character tends to get worked up about something that most people wouldn't. Comic Books? Crochet? Poetry? Cute things? Tea?

Or you have a mission in life. You want to be a Hero of Justice! Or, *the greatest Card Battler to ever live!*

Something slightly silly is best, but you can pick something serious or mainstream and make up for it by going to ridiculous lengths over it.

**Another Skill:** \_\_\_\_\_ **2**

This skill should be something good at endearing yourself to others. Something like Endearing, Honesty, Innocence, Kindness, Naivete, Ingenue, or Good Smile. Your haplessness works best if you are also someone who other people like.

**Woeful Flaw:** \_\_\_\_\_ **-1**


This is something your character is bad at. You will usually put something like Singing or Athletics or Chess here, but if you want you can use something that's phrased negatively from the start, like Easily Lost, Two Left Feet, or the classic "What could possibly go wrong?". For you, this is a good opportunity to earn XP, so have fun with it!

**You have      /8 Will**



## Basic Quest

Your Basic Quest is getting really worked up over the things you love.

	<h3>Passion</h3>															
<p>There's something you love to do or collect or whatever:</p> <p>_____</p> <p>... and you get really worked up over it. Well, you do, or the world does. Ridiculous, absurd things happen. Things get hectic. There's a sign for this. It should say "Over the Top." You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) when your passion, or its consequences, or what you do about it, gets a little over the top. Or, for that matter, when you decide to make them a little over the top. When that happens, hold up the sign or otherwise declare/observe that things have gotten over the top and you can claim the XP. You don't even have to say anything in character! You just have to be willing to hold up a sign. It's even OK if sometimes you're being ironic or making a suggestion instead of an observation, as long as an observation is more typical.</p>																
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## Your Emotion XP is *Face-Palm*

Your bonus XP emotion is *amused exasperation* or *incredulity*, over the trouble you get into or the lengths you sometimes go for your Passion. You earn XP for this whenever other people:

- Face-palm
- Head-desk
- Put their head in their hands
- Say "Face-palm" or "Head-desk" or "No. No. No no no. Don't. Don't. Oh no. You wouldn't."

And similar things. But it only counts if they're having fun!

Over the Top!

# The Normal One

## Who You Are:

You are a perfectly normal person, who has lived a perfectly normal life, and absolutely does not believe in such things as magic, youkai, talking rats, ghosts, ogres and mad science. Because they don't exist. *Obviously.*

Moving into Town is going to be rather a shock to you.

Before you go any further, you should come up with a clear picture of your character in your head. It's good to have at least a general sense of her or him. But almost any character idea can work as long as they are a normal person who is likely to react to strange things with disbelief or speechlessness.

## Skills:

**Your Best Skill:** \_\_\_\_\_ **3**

This is what your character is best at. If your character is an adult, it should be their profession or the skill they use for it. If not, it should be their greatest talent. Either way it should be an ordinary, down to earth sort of thing, not something wacky.

Examples: Teaching, Law, Cooking, Baseball, Sailing, Plumbing, Electronics, Haggling, Carpentry, Singing, Student or Academics.

**Normal Skill:** \_\_\_\_\_ **3**

You are very good at being a normal person and doing things that normal people are good at. Rather than a professional Skill, this is something useful for getting around your daily life. Something like Housework, Domestic Tasks, or similar things, or even just Ordinary or Normal as a Skill.

**Another Skill:** \_\_\_\_\_ **2**

These are some other things your character knows how to do. This is a good place for more or less anything you can think of that your character can do.

Examples: Writing, Fixing Things, Weaving, Carpentry, Athletics, Student or Academics.


**Woeful Flaw:** \_\_\_\_\_ **-1**

This should be Unflappable, Being Cool, or some similar Skill. You are not actually good at dealing with shocks to your system.

**You have      /8 Will**

## Basic Quest

Your Basic Quest is dealing with the weird, the strange, and the magical. Or, rather, *failing* to do so.



### Under Siege

This quest comes with a division of states — there's the version of you that's making it, that's handling it, that's doing OK.  
And then there's the you that is not. There's a sign for this — a reversible card, which you should have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between states — that you're starting to be a little overwhelmed by the crazyness around you, or that you're coming out of it and becoming OK again.


## Your Emotion XP is *Offering you Comfort/Reassurance*.

Your bonus XP emotion is *pity*, *empathy*, or *comfort*, over the trouble you are having adapting to a new world and a new place in it. People just want to pat you on the back and reassure you that it will be OK. You earn XP whenever (but only 1/15 min) people

- say "It's OK"
- Sigh
- Pat you on the back
- Or just silently hand over an XP token with the clear intent of reassuring you

Normal

Twitch  
Twitch

# The Shy One

## Who You Are:

You're kind of a shy, withdrawn person. You're not really a loner - you'd *like* to be around other people more, but aren't sure how to go about it. You might have a history of being bullied.

Beyond that your character is up to you to define. Put some thought into that before continuing on.

## Skills:

**Your Best Skill:** \_\_\_\_\_ **3**

This is what your character is best at. If your character is an adult, it should be their profession or the skill they use for it. If not, it should be their greatest talent. It should be something that usually doesn't require interaction with other people - something you do alone.

Examples: Cooking, Writing, Plumbing, Weaving, Carpentry, Student or Academics.

**Support Skill:** \_\_\_\_\_ **2**

Your character is good at being of help to others or supporting them, as long as it doesn't put them in the spotlight.

This is a skill good at helping people, especially those you know.

Examples: Cooking, Domestic Tasks, Unobtrusively Helping, Silently Cheering.

**Another Skill:** \_\_\_\_\_ **2**

This skill should be something good at endearing yourself to others. Something like Endearing, Honesty, Innocence, Kindness, Naivete, Ingenue, or Good Smile. Your character wants to be the kind of person people feel happy for.

**Another Skill:** \_\_\_\_\_ **1**

This can be basically anything you think that your character should be able to do.

Examples: Smile, "I read it in a book", Talking To Yourself, Daydreaming, Cooking, Art Appreciation, Underwater Basket Weaving


**Woeful Flaw:** \_\_\_\_\_ **-1**

This is something your character is bad at. It's usually something like Talking to Strangers, Being in Public, or similar, but can be something else if you have a better idea.

**You have      /8 Will**

## Basic Quest

Your Basic Quest is a Struggle. Whenever you're interacting with people, especially people you don't know, you're always worried that you're doing something wrong and that other people will look down on you or laugh at you.



### Anxiety

When you're in unfamiliar situations, especially social ones, you're never sure if you're behaving properly. It's like you always think that people are laughing at you or upset with you or annoyed by you. It's like you don't know the rules and you're floundering. There's a sign for this.

A sign to show both that you're doing things right for the moment, that things are OK for the moment, that you're calm. You can earn a bonus XP at any time (though only once per 15 minutes/scene) by expressing that emotion — normally, by holding up the sign.

The back side of the sign will remind you that you're doing it wrong.


## Your Emotion XP is *Thumbs Up*

Your bonus XP emotion is players *being happy for you*. You often get stressed out - you want your life to be short on simple pleasures so that its more noticable when good things happen to you. You also want to be a nice enough person that other people *are* happy when good things happen to you. You get XP (but only 1/15 min) when

- Someone gives you a thumbs-up, or a fist bump or something like that
- or says "Thumbs-up!" or "Grats!" or something of that nature.
- Or just a big smile accompanied by the handing over of XP

Calm

*You're doing  
it wrong*



# The Troublemaker

## Who You Are:

You're, well, a troublemaker, You cause trouble for other people. But you fix it afterwards! (Usually.) And you're not *malicious* about it. (Probably.) You're a prankster, a trickster, a lovable rogue or likable jerk. You're probably a teenager, if only because, well, this kind of behaviour is more tolerable in a kid than an adult.

Beyond that your character is up to you to define. Put some thought into that before continuing on.

## Skills:

**Troublemaking Skill:** \_\_\_\_\_ **3**

This is the Skill you use to cause trouble. It's usually something like Practical Jokes, Pranks, or similiar, but it can also be something like Get-Rich-Quick schemes or something, as long as in the process of using this skill you tend to cause trouble. It can also be a catchphrase you use just before causing trouble, like "I have the *best* idea!"

**Trouble-fixing skill:** \_\_\_\_\_ **2**

This is the Skill you use to clean up after yourself (whether you're doing it voluntarily or otherwise). You can interpret this either literally -e.g. a Cleaning Skill - or metaphorically - e.g. Charming or Giving Excuses or Easily Forgiven or some similar Skill.

**Another Skill:** \_\_\_\_\_ **2**

These are some other things your character knows how to do. This is a good place for general purpose skills such as Student or Athletic or Housework, or conversely more or less anything you can think of that your character can do. Examples: Writing, Fixing Things, Weaving, Carpentry, Athletics, Student or Academics.

**Another Skill:** \_\_\_\_\_ **1**


This is a good place for weird/goofy skills, or hobbies. Skills at this level are not very useful for affecting the world in a substantial fashion but *are* good at making you happy, so you should pick them with that in mind.

Examples: Daydreaming, Innocence, Reading, Baseball, Art Appreciation, Underwater Basket Weaving

**You have      /8 Will**

**Basic Quest**

Your Basic Quest is getting worked up about your latest prank or scheme or *perfect plan*. Whenever such a thing works, there's something that you say to commemorate it. This is usually something like "Gotcha" or "Hah!" but could also be "That. Was. Awesome." or "I love it when a plan comes together". Come up with something fun!



## It Worked!

Whenever one of your pranks or get-rich-quick schemes or something similar works perfectly (or backfires or fails terribly, but in an entertaining way), you have a phrase to commemorate the occasion.

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You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) with an emote or a statement that goes basically like that!


## Your Emotion XP is *Fist Shake*

Your bonus XP emotion is players *mock outrage*. You annoy other people's characters, show them up, or ruin their plans. You play pranks or blithely deny their contributions. You earn XP when (but only 1/15 min)

- People shake their fist in the air or curse your name or point at you in a sort of incoherent rage
- People say "Fist shake!" or "Aarrggh" or "I think I kind of hate you right now"

Bear in mind though, that it has to be *mock outrage*, in good fun. If you're causing genuine irritation in other players you should probably resolve that OOC, and you *definitely* don't get XP.

<p style="text-align: center;"><b>Calling 1</b></p> <p>You feel like there's something you need to do, but you're not sure what. You've forgotten, or you haven't figured it out yet, or all the pieces haven't come together yet for you to act.</p>	<p style="text-align: center;"><b>Complex 1</b></p> <p>Sometimes you get a little bit too excited, distracted, or weird.</p>
<p style="text-align: center;"><b>Calling 2</b></p> <p>There's something wrong somewhere. You feel like there's something you need to do, something you've forgotten or haven't figured out.</p> <p>Maybe if you talked about it to your friends? Took a second look at your priorities and your routine?</p>	<p style="text-align: center;"><b>Complex 2</b></p> <p>There's something you are <i>not doing enough about</i>.</p> <p>You have to try harder. Don't give up! Say something like that to yourself, or even out loud, right now. "I have to try harder on <i>[[this thing, whatever it is]]</i>. It'll be okay if I work harder."</p>
<p style="text-align: center;"><b>Calling 3</b></p> <p><i>To hear your heart more clearly: connect with others &amp; do the things you love.</i></p>	<p style="text-align: center;"><b>Complex 3</b></p> <p>Here's your Issue:</p> <hr/> <p>...but you have a plan. Did it fail? Come up with a new plan. Keep going. You just have to make it to Complex 4 and everything will definitely, <i>definitely</i> work out okay.</p>
<p style="text-align: center;"><b>Calling 4</b></p> <p>You know what went wrong with the world &amp; You know what it is you have to do.</p> <p><i>Doing this thing will close out the Issue &amp; earn 4 bonus XP + 1 MP.</i></p>	<p style="text-align: center;"><b>Complex 4</b></p> <p>Here's your Issue:</p> <hr/> <p>...but you have a plan. ...come on, world, just this once, let it work!</p> <p><i>Enacting your plan, and bringing disaster down on your head, will close out the Issue &amp; earn 4 bonus XP + 1 MP</i></p>
<p style="text-align: center;"><b>Calling 5</b></p> <p>You know what went wrong &amp; You know what it is you have to do.</p> <p><i>Doing this thing will close out the Issue &amp; earn 4 bonus XP + 1 MP.</i></p>	<p style="text-align: center;"><b>Complex 5</b></p> <p>You know what you absolutely, positively can't let happen.</p> <p>You have a new, improved plan. It'll work. It will work. It's your last shot. It has to.</p> <p><i>Perhaps your plan will bring "the thing you can't let happen" right down on your head. Or perhaps you will be saved by grace; by providence; by the unlooked-for, unexpected generosity and understanding of others. When this happens, either way, you'll close out the Issue &amp; earn 4 bonus XP + 1 MP.</i></p>

<p><b>Hero 1</b></p> <p>There's more to you than this. You haven't shown your full strength and power yet.</p>	<p><b>It Never Stops! 1</b></p> <p>There's some over-the-top stuff going on. It makes it harder to just relax and be yourself. But you can handle it. You can stay cool. You can just, you know, help a little, or be a little rebellious or snarky, or explain carefully why you don't want to be involved, and then you're done, bam, in, out, simple, and you can go back to being you</p>
<p><b>Hero 2</b></p> <p>You're a hero. When there's trouble, head in that direction.</p> <p>Exception: sometimes abandoning your responsibilities and heading into "trouble" is the easy road. If that's the case, then heroism might be staying where you are. Don't let that go to your head, though!</p>	<p><b>It Never Stops! 2</b></p> <p>OK, maybe you've made some commitments. Maybe they're getting a little tough to keep. But if you just stay focused, you know, stick to what really matters, and keep moving forward, you'll totally resolve the whole thing soon. Everything is going to be fine.</p>
<p><b>Hero 3</b></p> <p>You have named your enemy—</p> <p>_____</p> <p>—and you are afraid.</p>	<p><b>It Never Stops! 3</b></p> <p>Just hang on a little longer.</p> <p>A little longer, and it'll all be over.</p>
<p><b>Hero 4</b></p> <p>Your enemy is—</p> <p>_____</p> <p>—and <i>all is lost.</i></p> <p><i>Once your doom manifests, the HG can close out the Issue &amp; you earn 4 bonus XP + 1 MP ...or they can choose to wait.</i></p>	<p><b>It Never Stops! 4</b></p> <p>You've changed.</p> <p>You need to mark and express that change somehow so you can get your head around it.</p> <p><i>When you've done this, you'll close the Issue and receive 4 XP + 1 MP... or it'll blow up in your face, and you'll move on to level 5.</i></p>
<p><b>Hero 5</b></p> <p>All is lost.</p> <p><b>OMG WTF BBQ</b></p> <p><i>When you realize just how royally screwed you really are, close out the Hero Issue &amp; get 4 XP + 1 MP.</i></p> <p><small>(Also, you are out of bubblegum.)</small></p>	<p><b>It Never Stops! 5</b></p> <p>You've changed. Really changed.</p> <p>You are not who you've been.</p> <p>You need to do something to mark and express that change so you can get your head around it.</p> <p><i>When you've done this, you'll close this Issue and receive 4 XP + 1 MP.</i></p>

<p><b>Mystery 1</b></p> <p>There's some mystery about you, or some mystery that you'll have to face. What is it?</p>	<p><b>Over Your Head 1</b></p> <p>You're starting to get a sense of what's going on here. You're building a picture in your head, even if it's hard to put it into words. But there's a problem. Something isn't right. There's something here that just... doesn't... fit.</p>
<p><b>Mystery 2</b></p> <p>A lot of what's going on with you and around you—it's all connected. It's all connected back to this one mystery. Is there something that you're keeping secret? Or is it something that's being kept from you?</p>	<p><b>Over Your Head 2</b></p> <p>No. No, no, no. There's something you've forgotten. Something you've overlooked. Something that isn't right. This isn't what's supposed to be happening. Look around you. This isn't right. This isn't what's supposed to be happening. It's a betrayal. Even if things look like they're going well, this isn't right. You're going to have to figure out what to do, what to change, who to trust— And fast, because your instincts are warning you that this could all go wrong.</p>
<p><b>Mystery 3</b></p> <p>To move forward look for omens and signs; listen to stories &amp; trust your own reactions to events.</p>	<p><b>Over Your Head 3</b></p> <p>To fix this, you're going to need your power. You're going to need your genius. But most of all, you're going to need to trust.  People are good. The world is good. <i>It will be OK.</i></p>
<p><b>Mystery 4</b></p> <p>You know what you have to do, don't you? Right? And you know what it will mean?</p> <p><i>Doing this thing will close out the Issue &amp; earn 4 bonus XP + 1 MP</i></p>	<p><b>Over Your Head 4</b></p> <p>You've had a brilliant idea, &amp; You know how to test or implement it.</p> <p><i>When you've done this, you'll close out the Issue and receive 4 bonus XP + 1 MP... or it'll blow up in your face, and you'll move on to level 5.</i></p>
<p><b>Mystery 5</b></p> <p>The mystery is deep but... You still know what you have to do, right? And what doing that will mean?</p> <p><i>Doing "what you have to do" will close out the Issue &amp; earn 4 bonus XP + 1 MP</i></p>	<p><b>Over Your Head 5</b></p> <p>You've had an even better idea. This— This is going to be <i>beautiful</i>.</p> <p><i>Implementing your new plan will close out the Issue &amp; earn 4 bonus XP + 1 MP. Expect the HG to let your idea work, at least in part.</i></p>

<p style="text-align: center;"><b>Sickness 1</b></p> <p>You feel kind of messed up. It's harder than usual to just be happy and have fun. It's harder than usual to cope with the little stuff.</p> <p style="text-align: center;">Life's wearing you out.</p>	<p style="text-align: center;"><b>Something to Deal With 1</b></p> <p>You keep thinking about things you don't want to think about. It's uncomfortable. You want to distract yourself from it.</p>
<p style="text-align: center;"><b>Sickness 2</b></p> <p>It's like the world has it in for you. It's like it won't let you climb out of this pit you're in. You are losing the sense you used to have of who you are and what you want to be.</p>	<p style="text-align: center;"><b>Something to Deal With 2</b></p> <p>You keep thinking about things you don't want to think about. Your feelings are pushing their way out of you. It's like a gigantic gum bubble blowing in your mind and heart. Everything around you seems a little bit unreal and far away.</p>
<p style="text-align: center;"><b>Sickness 3</b></p> <p>There's something that you can't give up. Remember?</p> <p style="text-align: center;">But it's not like that'll save you. You have so many other things to lose...</p>	<p style="text-align: center;"><b>Something to Deal With 3</b></p> <p>To understand what's going on get out and be in the world explore react to what you find and watch how others are reacting.</p>
<p style="text-align: center;"><b>Sickness 4</b></p> <p>This is done now. You are your own person now. You are going to fight. It doesn't matter what it is. Mind control? Possession? Vampirism? Peer pressure? A really bad flu? The next time it shows its ugly head, you're going to take it down. <i>When that happens, you'll close the Issue &amp; earn 4 bonus XP + 1 MP &amp; cast the corruption in question out of your heart, mind, body, and soul</i></p>	<p style="text-align: center;"><b>Something to Deal With 4</b></p> <p>You know how it all ties together.  ...You know what you have to do.  <i>Doing this thing will close out the Issue &amp; earn 4 bonus XP + 1 MP.</i></p>
<p style="text-align: center;"><b>Sickness 5</b></p> <p>Why, if you accept this, it isn't really all that bad...</p> <p><i>After the first use of your new abilities, you close out the Issue &amp; earn 4 bonus XP + 1 MP. You'll keep the relevant power and problem until the current story ends. [A level 4 Auctoritas blocks any attempt to take either the power or sickness away.]</i></p>	<p style="text-align: center;"><b>Something to Deal With 5</b></p> <p>You still know what you have to do, right? Find time. Do it.  <i>Doing this thing will close out the Issue &amp; earn 4 bonus XP + 1 MP.</i></p>

<p><b>Trust 1</b></p> <p><i>You are not alone.</i></p>	<p><b>Vice 1</b></p> <p>There's something you like to do, that you want to do, that you've decided to do, and maybe other people don't think it's such a good idea, but so what? They just don't get you.</p>
<p><b>Trust 2</b></p> <p><i>You can rely on others.</i></p>	<p><b>Vice 2</b></p> <p>You've got this kind of magical dream of what your life would be like if you had a totally free hand to indulge your "vice," free of all the other obligations and issues that get in your way. Sure, people might tell you it'd lead to disaster, but no, it'd be this awesome, glorious vision. You get dreamy-eyed just thinking about it.</p>
<p><b>Trust 3</b></p> <p><i>The world is good to you.</i></p> <p><i>The people around you bring you joy</i></p>	<p><b>Vice 3</b></p> <p>There's something that needs you. Remember?</p> <p>But it's not like it's a crisis. Not yet.</p> <p>There's got to be time for one more bit of fun...</p>
<p><b>Trust 4</b></p> <p>There's someone or something you've already promised yourself you'll trust. The HG will ask you to demonstrate that trust, soon.</p> <p><i>Once you do this, the HG can close out the Issue &amp; you earn 4 bonus XP + 1 MP... or they can choose to wait.</i></p>	<p><b>Vice 4</b></p> <p>You can't keep this up. You know that.</p> <p>When the time comes, you'll have to set aside your Vice. It's going to be the only right thing to do.</p> <p><i>When that happens, you'll close the Issue &amp; earn one bonus XP + MP.</i></p>
<p><b>Trust 5</b></p> <p><i>How can you trust again?</i></p> <p><i>When you do, whether your second chance at trust is rewarded or punished, the HG closes out the Issue &amp; you earn 4 bonus XP + 1 MP.</i></p>	<p><b>Vice 5</b></p> <p>Get ready, world.</p> <p>Your "Vice" is going to save the day.</p> <p><i>When this happens, you close the Issue &amp; earn 4 bonus XP + 1 MP.</i></p>

## Properties of the Outside

- You are disoriented.
- You are confused.
- There are subtle contradictions in the world around you.
- There are things that you can't explain.
- The sun is distorted and strange.
- You can see. You can hear. You are in possession of your senses.
- The Outside recedes and a normal world returns in the paths and places you know well.

## Properties of Fortitude

- Things must have simplicity.
- Things can't move quickly.
- Work must be fruitful.
- People must remember where they come from.
- You have a home in Fortitude.



## Properties of Arcadia

- Time must pass quickly, except during meals.
- You must spend more than you expected.
- You must have a good time.
- You must be kind to others.
- You must want things you didn't get.
- Boys must carry packages for girls.
- Stray cats must be fed.
- Nobody can experience wondering where money or goods actually come from.

## Properties of Horizon and its School

- People must accept what is happening around them as normal.
- People must have some reason to worry.
- Each person in the School must experience exactly three events between classes.
- You can never experience the "middle" of a class unless extremely bored.
- Teachers must be obsessive, delusional, or wicked.
- People must have school spirit unless recently hurt or bullied.
- There must be delinquents, bullies, and cliques.

## Properties of Bluebell Park

- Emotions must have a tangible impact on the world.
- People must honor customs and forms.
- Events must repeat themselves until something transformative happens.
- The lake must be tranquil.
- Everyone must have musical talent.
- A terrible power must sleep among the bluebells by the lake.

## Properties of the Walking Fields

- Animals are wise.
- What happens is what has always happened.
- You will meet with others in the proper Hour.
- What happens is what must happen.
- There is something you were supposed to do.
- Things are not as you remember them.
- The world is bigger than you imagine, and full of more brightness and tragedy.