Players and their Characters

At its core, Solar is a game about Characters on a journey to save their world. In this section we will look at how players build and grow their characters over the course of a story.

Creating your character

- Choose a name
- Choose a look - you're an average person. As you play, your character's look will change and grow, don't go too wild.
- Describe your family
- Describe your life

Personal Quests

As a hero of this world each Player Character is on a quest to discover, grow, and learn more about the forces that control their world. When a PC completes their quest they will receive a boon, some advantage that helps them to better tackle the problems that threaten their community.

Your first quest

First level characters can choose one of four quests. This quest signifies the start of your personal journey and will dictate the course you are likely to take for the rest of the game.

1. Completing your Apparat (techy) - The Comm Engineers all have their own Apparats, useful little technological wonders, and now it's time for you to get one.
2. Creating an idol (earthy) - The machines are gone and the whisper of the earth sings in your ears. You get the feeling that crafting a specific idol might help you to understand.
3. Getting a job (commy) - The Comm is facing a problem that it's not ready for, but you think you can help. It's time to take on the job.
4. Finding an ideal (punky) - You don't fit in here and you're tired of hiding the fact. You need to find something that lets everyone know you won't conform.

These are your **Stats** and they dictate how well you're able to perform certain tasks. Don't worry too much about this yet, just know that techy people can't be earthy, commy people can't be punky, and vice versa.

Once the players know their quests, go around the table and share your quest with the other players. Then each player should perform a **scene** with the Steward that establishes the following information.
1. The character's reason for embarking on this quest.
2. The destination where the quest will take the character.
3. Why their quest won't be as simple as it seems.
Record each of these on your character sheet.

Pssst, Steward. There are a few more steps that will help you tell a better story. Find these in the steward section.

Now you're ready to start. Decide whose quest you're going on first, and set off on your grand adventure!

As you make your way through the world, you will have to overcome a series of trials and tribulations set up by the Steward. As you conquer these obstacles, you will get closer and closer to your questing goal. When you have overcome the final challenge, your quest is complete and you can now advance the corresponding stat.

Progression

Each time you complete a quest, you will receive a boost to the corresponding stat, as well as a boon to help you on your journey. This section will cover both in more detail

Stats

Every person in the world of Solar can be described as Punky, Commy, Techy, Earthy or some combination of the four.
- **Techy** - Techs are good with computers. Use techy when you're rolling to see how you interact with any kind of computer system.
- **Earthy** - Earth folk are in touch with nature. Use earthy when you're rolling for any skills that have you interact with the physical world.
- **Punky** - Punks fight authority and establishment. Use punky when rolling to see the outcome of metaphorical fights. Also literal fights.
- **Commy** - believe in the power and order of a well established Comm. Use Commy when you're trying to get people to get along.

Players who invest in Techy or Earthy stats will come to control powerful characters and will shape the narrative by role playing. Players who invest in Punky and Commy stats will control influential characters and will shape the world through storytelling.

The strength of a person's attribute is represented by a number between -3 and +3. These attributes and their connected numbers are referred to, collectively, as their stats.

A +3 Punky is a hardcore anti-autoritarian. A -1 Techy thinks computers "just don't like me".

Stat track

Stats are paired, Techy to Earthy and Punky to Commy. These pairings are signified on the character sheet by two tracks. Players starting a new character will put a mark in the center column of each track. Now, none of the stats have any modifiers, like this:

	-3	-2	-1	0	+1	+2	+3	TECHY
				x				
EARTHY	+3	+2	+1	0	-1	-2	-3	

As characters complete their quests, they will move that mark up or down the corresponding track. If a character manages to build and equip their apparat, they will move one point towards Techy:

	-3	-2	-1	0	+1	+2	+3	TECHY
					x			
EARTHY	+3	+2	+1	0	-1	-2	-3	

Now that character has a stat of +1 Techy and -1 Earthy. As a character gains boons in one realm, they also gain banes in its partner.

Using stats in the game

When the outcome of a character's action is uncertain, the player will roll two six sided dice (2d6) and add the appropriate stat. The outcome of the action will depend on the total of the roll plus the stat modifier:
- A **miss** is six or lower (-6). On a miss The outcome is a complete failure. What's intended doesn't happen, or happens with disastrous side effects.
- A **mix** is a seven, eight, or nine (7-9): On a mix, the ultimate outcome is usually what the character wants, but there is a difficult complication.
- A **hit** is a ten or higher (10+). On a hit, the event resolves completely in the character's favor.

Boons

A character completing their first quest is only the beginning. Each move you want to make up or down a stat track comes with its own unique quest.

Techy +1: Apparat

Apparat is the name for the device or network of devices that a person always carries with them. An apparat might be as simple as a motherboard with a screen, or as complex as a full body exosuit. Apparats run on **power** and the **power** of an apparat is equal to techy.

Power can be used to trigger augments. Augments are actions the apparat can perform which allow you to use special actions. When you get your apparat, choose one of the following augments:

- Hack: access a computer system without a roll
- Repair
-

Apparats are usually recharged at the end of the day, but power cells can be swapped out when the Steward decides.

Glitches are negative tags that can be triggered at inopportune times. If an apparat is used when out of power, the user rolls techy. 10+ it works,

E.g. A player whose character is trying to hack an Old World computer rolls a 2 and a 4, then adds their techy bonus of 1 for a total of 7, which results in a **mix**. The Steward narrates the character retrieving the files they wanted, but now the guards know who accessed the files and they're coming to get them back.

7-9 it works but you add a glitch, -6 it doesn't work and you add a glitch. If an apparat ever has more than 3 glitches, it becomes corrupted. Use of a corrupted apparat will always trigger a glitch. Triggered glitches are cleared. Glitches can also be cleared by comm engineers, usually in exchange for favors.

Techy +2: Integration

+2: Integration - Your apparat would be better if you could just interface more efficiently. Describe a superficial change you make to yourself to help improve your apparat's processing. Add two additional augments to your apparat.

Techy +3: Cybernetics

You have your apparat installed into your body. Choose a body part to replace. Your apparat has two additional power. *Burn* the +3 earthy row - there's no going back.

Take a marker and cross out the boxes on Earthy +3. Nature will never accept you now.

Earthy +1: Idol

You have always heard the whispers of the earth, but the small idol you carry helps to clarify the sounds. What is it made of, what does it look like? You enter a conversation with nature that humanity left long ago. Choose 1 of the following *elements*:

- Earth - Shake the ground, grow plants more quickly,
- Wind - Create a mighty gust, bring in a scent from a far off place,
- Fire - Evoke a small flame from nothing, summon smoke without fire,
- Water - Conjure rain even on clear days, roll in a dense fog,

To conjure an element, roll +earthy. On a hit the world does exactly as you ask. On a mix the world fulfills your intent, but may have a consequence. On a miss, the world ignores your call and will not help you again today.

Earthy +2: Vestments

You don the apparel of the earth. What does it look, feel, and smell like? Add one additional element, and you can now attempt to conjure elements until your second miss.

Earthy +3: Ritual

You perform sacred rites as old as the earth itself. You become a part of the world, describe a permanent change or marking on your body that signifies your commitment to the earth. You can conjure all elements and you can continue to conjure after your second miss, but all hits are now mix. *Burn* the +3 techy row - there's no going back

Punky +1: Ideal

You change your appearance to let the world know you won't conform.
- Roll advantage when you're talking to other punks or trying to intimidate.
- Roll Disadvantage when talking to a high up Comm member or trying to flatter.

Punky +2 Ideology

You learn a hard truth about this world. Work with the other players to determine what that is.
- Advantage when you roll to fight against this hard truth

Punky +3 Anarchist's Creed

You are made aware of an oppressive system that threatens people's freedom. Work with the other players to determine what that is.
- Advantage on any roll for a community fighting the system.

Commy +1 Job

Everyone in the comm has a job, you are no exception.
- Advantage on rolls relating to your job
- Disadvantage when relating to punks

Commy +2 Vocation

The world is changing and your comm has to adapt. Work with the other players to determine the change.
- Advantage when you roll to help a community adapt to the change.

Commy +3 Quartermaster's Council

You are made aware of a threat to the wellbeing of all Comms. Work with the other players to determine what that is.
- Advantage on any roll for a community that respects quartermasters.

Beyond your first quest

After you complete your first quest, you might find yourself with more questions than answers. Work with the table to determine your next course of action, and to come up with a quest that will result in you acquiring the next logical boon.

> Bill completes their first level techy quest and has found the last piece of their apparat. While searching the Old World ruins, they came across the GreensKeepers, a zealotus organization that wants to destroy all technology. Bill decides to become an investigator for the comm (a level 1 Comm quest), and sets a quest to do so.

Advantage: roll 3 dice, take the two highest

Disadvantage: roll 3 dice, take the two lowest

If your character regrets their course of questing, they can always set a quest to undo their progression. Quest progression should get harder to accomplish as it moves up in level: destroying an apparat is simpler than removing a prosthetic arm.

The Steward

Should your group decide to tackle the world of Solar, one player will be the Steward. Their role is that of the world at large. Through this role they will help guide the other players through the story. At their core, the Steward seeks to guide the group with The Journey.

The Journey

In addition to each player's personal quests, the group as a whole will be on a quest of global scale that you drive forward. This is the Journey. Modeled after the Hero's Journey, this overarching narrative will give your players an epic reason to push their characters to new places.

Act 1

The Ordinary World

The first section focuses on introducing your players to the game, the world, and their characters.

- Game overview - If your players are new to the game, give them a quick overview of what it is and how it works. You'll get into details as you play, but make sure players have a high level understanding. Also introduce safety concepts like the X card here.
- Character creation - Walk your players through creating their characters.
- Character quests - Walk each player through setting up their first quest.
- Run setting and introduction scenes. Establish where the characters are and that each character lives a simple and uncomplicated life, even if that's not what they want.

The Call to Adventure

In this section some complication or problem is introduced to the players.
- Run an Exposition scene where a relation sends the party on their first quest. Use the personal quests established by the players, and try to tie as many personal quests to the target location.
- Run a preparation scene to establish how the characters are getting ready for this adventure.

Refusal of the Call

This section is for a character who is weary of the call or otherwise unconvinced.
- Run an exposition scene in which an NPC close to the PC pushes them to explore or is hurt by their lack of inaction.

Meeting With The Mentor

Here, the characters encounter a wise figure who explains the problem in more detail and prepares the group for the journey.
- [Optional] Run a trial scene that is especially difficult. Have the mentor intervene.
- Run an exposition scene in which the mentor explains the true problem the group is facing.
    - Secretly decide what information the mentor chooses not to share.
- Run a gift scene where the players receive a gift from the mentor which will help them on their journey.

Act 2

Crossing The Threshold

The characters have committed to a journey that will take them to new places. This section focuses on the group leaving the world they know and entering something new.
- Run a setting scene to describe what the threshold looks like in the world.
- [Optional] Run introduction and trial scenes in which the players meet a threshold guardian and that guardian attempts to stop or dissuade the players.

Tests, Allies, And Enemies

This is a special section as it makes up the bulk of the "adventure" part of the journey. As the characters move towards their ultimate goal, they will face many tests and meet many people.
- Run a setting scene to describe a new setting. Lean heavily on details about how this place is different.
- Run an introduction scene to introduce the players to a new person with a problem only they can solve.
- Run preparation, trial, and aftermath scenes as the players work to solve the problem.
- [Optional] Run a gift scene if one was promised.
- Run an exposition scene in which the players discover if they have made an ally or enemy.

Approaching The Inmost Cave

The players stand on the cusp of their final destination. They will continue to face tests and meet allies and enemies, but their danger should be more present and real.
- Run a setting scene. This setting is often referred to as "the land of the dead" and should properly reflect the home of your utmost evil. While the party is not directly facing their final challenge, all future scenes will be in the shadow of this setting.

The Supreme Ordeal

This section holds the ultimate test, and is usually where a character will face their greatest fears and likely hit rock bottom. This is the penultimate battle that directly solves the problem, but it is not without complication.
- Run an exposition scene. Reveal any remaining information.
- Run a trial scene. This should be the most difficult they have ever face.
- [Optional] Run a death scene. Any sacrifices during this phase should be painted as pure nobility.

It is not unlikely for characters to "lose" this fight, so long as their characters change or grow in such a way as to address their biggest flaw.

Reward, Or Seizing The Sword

After surviving, the characters take possession of the object, typically a treasure, weapon, knowledge, token, or reconciliation.
- Run an exposition scene with the Mentor or some other NPC of importance. This scene should cover the power of the boon as well as the new dangers the world faces.
- Run a gift scene in which the players receive some ultimate boon.

Act 3

The Road Back

With the immediate threat taken care of, the characters must now deal with the consequences of their actions. This usually consists of threats that emerge due to the power vacuum left by their previous actions, and targets the things they hold most dear.
- Run an aftermath scene. As the characters emerge back into the world, explain what has changed and how it will affect their journey home.
- Run scenes from tests, allies, and enemies until the characters reach their destination.

Resurrection

One final test is required for the purification and rebirth of the characters. Alternatively, it may be a miraculous transformation.

- Run a planning scene as the characters move to engage in their final confrontation.
- Run an exposition scene in which the final baddie reveals their plot.
- Run a trial scene.
- Run a gift scene in which the characters get the true solution to their problems.

Return With The Elixir

The triumphant hero returns to the ordinary world bearing the elixir. Common elixirs are treasure, love, freedom, wisdom, or knowledge.

- Wrap up the narrative in a way that feels fulfilling to your group.

Scenes

ABT - And, but, therefore [Writing Fiction: Anatomy of a Scene](#)
1. Setting
    a. GM: Paint the picture in broad strokes. Describe how it looks, sounds, and smells. Maybe even how it feels or tastes.
    b. Player: What is your character doing here? Who is someone they notice? What detail do they notice about this place? How does your character feel to be here? What body language does your character read off an NPC?
2. Introduction
    a. GM: Describe what this person looks like. Describe their clothing, posture, and mannerisms. Describe this person's reputation. What does this person want the players to know?
    b. Player: Why are you here? What do you notice about this person? What do you want from this person?
3. Exposition
    a. GM: have an NPC divulge necessary information to the PCs. Be forthright and quick.
    b. Players: What questions do you have? Does this information change anything for your characters? Does this information make your characters feel differently? Will this information change your course of action?
4. Preparation
    a. GM: Describe what the players are preparing for. Remind them about what they already know about the situation

they are preparing for. Where are the preparations taking place?
- b. Players: What are you preparing? How will it help you for what's coming? What part of the plan are you uncertain about? What part of the plan do you feel good about?

5. Trial
- a. GM: Describe the setting. Recap what the players know and what they are expecting. Secretly choose an obstacle they will need to overcome to complete this trial.

6. Aftermath
- a. GM: Give a synopsis of the event that just happened and explain the aftermath.
- b. Players: How does your character feel about what just happened? How has the event changed your character?

7. The Gift
- a. GM: Describe the tangible qualities of the gift. Describe the intangible qualities of the gift.
- b. Players: How does the gift wake your character feel when they see it? How do they feel when they hold it? What possibilities does the character see now that they have the gift?

8. Death
- a. GM: Freeze time. Describe in detail the scene frozen as the person dies. Death can be physical or metaphorical.
- b. Players: You cannot move in the moment of death, how do you react? How does this death make you feel? How will it affect your actions?

The World

Once, long ago, humans were conquerors. They covered the world of Solar in metal and stone and the world, unable to breathe under its unwanted armor, began to die. The world was saved by a quiet Calamity, but humans were not so lucky. They were forced to choose their future - subjugator or steward? The debate was long, action was slow, and indecisiveness came at great cost - but those who made it through, for the most part, began to atone for the sins of their forebears.

The Old World

Before the Calamity, the majority of the population was located in Megacities. Jokingly referred to as the Great Indoors, a person could walk for miles without ever seeing the sky. These cities were technological wonders fulfilling the needs and desires of every inhabitant, so long as they could pay the price. The wealthy lived a life of

unimaginable leisure, while the working class just made enough to scrape by.

Autocities

Corporations of the old world were in constant competition to more efficiently exploit the resources of Solar. After years of innovation, it was finally decided that the largest limiting factor to automation speed was human safety. In response, the corporations bought exploitable land and built automated cities, completely self-sufficient and inaccessible to humans. Even after the calamity, the Autocities still operate and provide goods to the people of Solar.

The Calamity

A quick, contagious, and deadly disease that decimated the old world. By the time powers that be mobilized to study the infection, the number of living scientists was so diminished that actual progress was slowed to a near halt. Those that were infected often died, those that didn't become carriers of the disease, constantly propagating the sickness and spreading it to those they came in contact with. The propagators were effectively immune. They left the megacities in droves and founded small comms. Those that never caught the disease were left unsure if they would die or be unaffected on exposure. They sought refuge in the newly formed Capitals.

No one alive was left untouched by the calamity. All language, no matter how grandiose or specific, when speaking about the Calamity, is an understatement. It is mentioned, not discussed.

Eden Compact

The calamity raged for nearly a decade before things stabilized. Much of the population moved to comms of no more than 100 people, communicating through terrestrial antennas and a global satellite constellation. Through these means of communication the Eden Compact was created, an agreement between the survivors of the Calamity to remove the scars of the old world and to bring humanity back to balance with nature.

Comms and Homesteads

In response to the calamity, many fled the dying megacities to take up a more pastoral way of life. The comms were constructed from materials salvaged and recycled from the abandoned Old World cities. They traded with the Autocities and each other, and each became close knit communities. Those more deeply scarred by the calamity became

homesteaders, farming small plots of land alone, or with one or two other families.

Towns

The Eden Compact places strict rules on the consumption of energy for travel. Trade is done infrequently and in bulk, with comms sending a quartermaster to procure orders for the month. Orders are managed by towns, consisting of anywhere from 500 to 5000 laborers. Town populations are often transient and usually made of young folk from nearby comms who want to see the larger world.

Capitals

Several megacities were able to effectively quarantine before the calamity took root inside their walls. These became the self-proclaimed Capitals of Solar. Seeing themselves as the last hope for the restoration of the Old World, the Citizens work tirelessly for a means to end the calamity. Capital citizens have never been infected and are unaware of whether the Calamity will spare or take them. As such, Capitals are completely enclosed and sterilized, with authoritarian controls over entry and egress. Those within the wall can't exist in the world at large without some kind of calamity sterilization system.

XXXXXXXX NOTES XXXXXXXX

GM Notes

The question serves as a beacon for the Steward. If you are ever stuck, unsure, or in need of direction, return to the question for direction.

- When the world is on the cusp of Utopia, how can that world be pushed to take the final step?
- Why is harmony so difficult for humanity?
- How does community conquer corporation?
- Will Bex and Cassidy ever be a thing? I feel like they have been flirting since day one and both of them are way too polite to say anything but they would be so goddamn cute together.

Define your Question with your group, check in and revise it often. It is your guiding star.

Agenda

While the Question will help you guide your group through the world, your agenda will help bring it to life. When there's a little less pressure to perform, check to make sure you're fulfilling your agenda.

- Play to find out what happens next.
- Connect everything to its place in nature.
- Give your players satisfying experiences.
- Make the Solar world feel real.
- _____

Add more agendas as you discover the grand ideas or roleplaying skills you want to focus on. The agenda is also a tool for you, the Steward, to improve your skills. If you're bad at framing scenes, add an agenda to always give scene context. Use your agendas to grow yourself.

Principles

Beyond your agenda lie your principles. These tenets will give shape to your decisions and the way you describe the world and its inhabitants.

World Principles
- Name everyone and make them human.
- Build locations through their connection to nature.
- Evoke details of tech reclaiming nature and nature reclaiming tech.
- Make the world feel bright and green.

Story Principals
- Present problems that stem from the Calamity and the new balance.

- Be a fan of your players and their characters.
- Destroy your creations, grow your characters'.
- Have the world engage the characters, not the players.

Steward Principles

- Ask provocative questions and build on the answers
- Offer guidance to the most interesting course of action.

GM moves

When their fates are uncertain, your players will be rolling two six sided dice and adding the appropriate stat. A 10 or higher is a success. A 7-9 is a mixed success, where they succeed at a cost. And a 6 or lower is a failure. On a mixed success and a failure, you will have to put your players in difficult situations. Below are a few ideas for the kinds of situations you can use.

Character movement

- put the spotlight on someone
- separate them
- put them together
- make their lives complicated

Character agency

- give them a difficult decision to make.
- Force them to roll with their bane.
- offer an opportunity, with or without a cost.
- offer stuff that's painfully expensive but good.

Character consequences

- tell them the possible consequences and ask
- turn a failed move back on them
- use up their resources
- activate stuff's bad side

World Moves

- use a front or threat move

The Conversation

- Players describe what their characters do and what they say
- MC describes how the world is and reacts.
- Everyone keeps the game interesting

Scenes

This is predicated on the idea of always having interesting things going on.

- MC frames the scene
  - Look at your agenda, think what you could get from this scene in terms of the story, as well as what the protagonists want to get out of playing The Veil, then go from there.
    - A conflict
    - Something to accomplish
    - Want or need something
- Players fill the scene with reaction and feeling
- The MC cuts and wraps-up the scene

Scene types

As you play, your group will be navigating scenes. Scenes should be interesting for the player to explore, offer some kind of satisfying interaction, or add something to the story you're trying to tell. Scenes play out in the following set of steps

1. The Steward asks if there are any scenes the players would like to explore.
   a. If a player wants to perform a scene, decide who is in it.
   b. If no player wants to perform a scene, the Steward should create a new scene in the story's next logical location.
2. All characters in a scene contribute to the overall scene.
3. When the time feels right, the Steward can end the scene and starts the scene process over again.
   a. If a player feels like a scene is going on for too long, the player can call for the end of the scene.

Creating scenes can be difficult the Steward, so don't be afraid to offload some of the work onto your players. This is collaborative storytelling after all. Below are some examples of context you can add to different scene types, as well as questions you can ask players to help flesh out the scene.

9. **Setting**
   a. GM: Paint the picture in broad strokes. Describe how it looks, sounds, and smells. Maybe even how it feels or tastes.
   b. Player: What is your character doing here? Who is someone they notice? What detail do they notice about this place? How does your character feel to be here? What body language does your character read off an NPC?
10. **Introduction**
   a. GM: Describe what this person looks like. Describe their clothing, posture, and mannerisms. Describe this person's reputation. What does this person want the players to know?
   b. Player: Why are you here? What do you notice about this person? What do you want from this person?
11. **Exposition**
   a. GM: have an NPC divulge necessary information to the PCs. Be forthright and quick.
   b. Players: What questions do you have? Does this information change anything for your characters? Does this information make your characters feel differently? Will this information change your course of action?
12. **Preparation**
   a. GM: Describe what the players are preparing for. Remind them about what they already know about the situation they are preparing for. Where are the preparations taking place? Create a (1)Setting scene
   b. Players: What are you preparing? How will it help you for what's coming? What part of the plan are you uncertain about? What part of the plan do you feel good about?
13. **Trial**

a. GM: Describe the setting. Recap what the players know and what they are expecting. Secretly choose an obstacle they will need to overcome to complete this trial.

14. **Aftermath**
   a. GM: Give a synopsis of the event that just happened and explain the aftermath.
   b. Players: How does your character feel about what just happened? How has the event changed your character?

15. **Investigation** – Gathering information.
   a. GM
      i. What questions are the players looking to answer here?
   b. Players
      i. What questions do you still have?

Example first level characters

	Punky	Techy	Earthy	Chatty	Hardy
Margret	0	+1	-1	+2	0
Quinn	-1	0	+1	0	+2

Backgrounds

Homesteader, commie, townie - The world of Solar is a world on the mend after the collapse of a cyberpunk dystopia that covered the earth. A large portion of the population resides in comms consisting of 50 to 100 people. Rarer are towns, which are large commercial hubs of upwards of 5000 people. Hermits also dot the landscape. These small family units are usually the descendents of survivors of the calamity who were no longer able to live in groups.

Citizen - There are still a few Capitals in the world. These tall and narrow megacities were able to successfully quarantine before the calamity decimated their population. They hold hundreds of thousands of people, but no one within has the Immunity thatcommies have. If a Citizen leaves a Capital, they must always wear some kind of filtration system to prevent infection. Citizens exposed to the outside world roll +hardy. 10+ has Immunity, everything else is infected.

Auto - Finally, and exceptionally rarely, there are the denizens of the Autocities. Before the calamity, corporations bought exploitable regions and built cities solely inhabited by automated harvesters. For dozens of years, these mechniations have tapped their slices of the earth unhindered, but with the diminished demand artificially intelligent machines were allotted down time and a few of them began to think. An even smaller subset of this group began to wonder what was in the world outside, and left their Autocities to explore the world. Most humans will never see an Auto in the world, and those who do will be met with skepticism and doubt if they ever relay their experience.

The old grid

	TECHY	

		+3	+2	+1	0	-1	-2	-3		
P	+3								-3	
U	+2								-2	
N	+1								-1	
K	0								0	**C**
Y	-1								+1	**O**
	-2								+2	**M**
	-3								+3	**M**
		-3	-2	-1	0	+1	+2	+3		**Y**

EARTHY