

Tempo RPG

An experimental card-based rpg

Note: comments enabled, feedback and criticism welcome!

Disclaimer:

This document is an incomplete version of Tempo. That means that I might change it erratically and without warning. Comments are enabled and any feedback would be much appreciated. Thanks!

Last Edited: 9/19/05 - Cleaned things up a bit

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Getting Started

In most books, there would be a page or two first about what a tabletop rpg is, how they are played followed by possibly a section of introduction to the world.

However, this is an early playtest doc. You probably know what a tabletop rpg is, and this is a pretty standard setup for one. There is one GM who manages the whole thing, and multiple players each playing their own character. Let's dive right into business shall we?

What you need:

- **A deck of cards for each player and GM** - A standard deck of 52 playing cards, with two jokers will do just fine.
- **A set of about 20 poker chips per player** - Two colours of stones, types of coins or even strips of paper can be used if you need to. Used for persona points, and advantage.
- **Paper and Pencils** - You need to mark down the details of your character and their changes somewhere. That and for scrap.

Using This Document

The table of contents should be up one page. If you are reading this in google docs, it should be hyperlinked as well.

Comments are enabled, and I would really appreciate any feedback, comments or criticism you have. Thanks!

Design Goals

This isn't a sales pitch. Honestly, I don't think this is the "Revolutionary Innovative New RPG!(tm)". I'm just trying to practice game design, get my mistakes out there and improve my skills. I would love feedback on how well I did on my goals, what mistakes I made and how I can improve.

- **Actually use Cards.** Take advantage of it instead of using it as a glorified d13+1. I want to explore things I can make simple with cards that don't work well with dice, and see how to work with the problems.
- **Low Math, Fast Resolution time. Low Cognitive Load.** Med-crunch game with depth and meaningful mechanical choices without stalling gameplay due to rules or having too much to keep track of. Rules-complexity is preferred tracking complexity.
- **Encourage an interesting narrative.** Character creation should emphasize narrative. The mechanics should encourage risk taking, showing flaws and otherwise making the story interesting.
- **Minimize meta-mechanics** . Most things players do should be things the characters can justify doing or knowing about. I know that it works well in a lot of games. I just want to try minimizing it. I'm going for more savage worlds than Apocalypse world. Hopefully Flags work as just reflections of impulses here.

The Core Mechanic

When there is actually something opposing your characters action and the outcome is uncertain, you make a check with your deck of card to determine the outcome.

The Short Version

1. Say what you want to do and how you want to do it.
2. Play a number of cards from your deck face up in front of you equal to your persona. This is your **card pool**. Qualities or other bonuses can add additional cards to your pool.
 - Add the rating of Qualities that support your action, to the number of cards you play. Qualities that hinder your action, subtract their rating instead.
 - You always play a minimum of two cards. If a penalty would make you play less than two cards, subtract that penalty from your **total** instead.
3. Pick one card for your **total**. Your total is a measure of how much effort your character put into the task, and how likely you are to succeed.
4. Add the rating of the relevant sphere (mind, body or voice) ,and any other bonuses to your **total**.
 - Add +1 for each unused face card left in your card pool.
5. If your **total** is higher than the difficulty set by the GM, you succeed.
 - As a general guideline, a difficulty of 10 is average, 15 is challenging and 20 is really hard
6. If you have any face cards in your pool, you have additional consequences.
 - If you have more red than black face cards in your pool, there is an an additional cost or complication associated with your action.
 - If you have more black than red face cards in your pool, you get some increased effect or some positive consequence.
 - If they are equal, or you have no face cards, there are no extra consequences.

Effect and Pitching Cards

While most checks only see if you have succeeded at the intended task or not, sometimes you might also want to know the force of an attack, the speed of a maneuver, or how elegant the solution was. If the this is the case, pick one additional **effect** card for each thing you care about. Your effect is how well you did at the task. You can split any bonuses between your total and your effect cards as you like.

Character abilities may allow you **pitch** additional cards from your pool for some additional or increased effect. For example, a streetfighter might have the ability to pitch face cards for additional damage. You have to decide to do this before you tell the GM your total. You can't go back afterwards and pitch additional cards.

Example: Amir wants to climb a cliff faster than the thug chasing him. He not only cares if he successfully climbs up the cliff, but also how fast he does so.

He plays 2 cards: 10♣, 7♥. He picks the 10♣ for his total, figuring it is enough to get over the cliff. He picks the 7♥ to represent his speed, and decides to add the bonus (+3) from his physical sphere to it to boost it to a 10.

Jokers

Jokers indicate great success or terrible failure. Whenever you play a joker for a check, replace it with the next card from the deck. If the check is a success, then it succeeds amazingly, if it fails, then the failure is even worse than usual. Either way, once you play a joker, shuffle it and your discard into your deck afterwards.

Discard and Shuffling

Whenever you finish a check, or use cards for something, put them in your discard pile after. If you run out of cards in your deck, turn your discard face down, shuffle it and continue with that as your deck. You aren't allowed to shuffle your deck except when your character rests or you run out of cards.

Character Breakdown

To play, each player makes and plays their own character. In addition, Tempo uses a group sheet to keep track of things that are useful to the entire group. Here is a breakdown of the aspects of a character.

Spheres

Every character has three spheres - Body, Voice and Mind. These are rated on a scale of 1 to 5. Whenever a character makes a check, they add the related sphere's rating to that check's total.

- **Body** - A character's physical capabilities. A character with high body is in good physical shape.
- **Mind** - A character's mental capabilities. Smart, witty or perceptive characters have high Mind ratings.
- **Voice** - A character's Social capability. Characters who are, charismatic, empathetic, good at manipulating people or are very composed have high Voice ratings.

Spirit

A character's spirit is a measure of a character's inner energy, willpower, determination and resilience. Spirit is usually on a scale between 1 to 20 and has both a permanent rating and a pool of temporary points. Your permanent score is written down as a number on your character sheet, while the corresponding unfilled circles ① that follow are used to track temporary points.

Temporary Points

While the permanent rating serves as a measure of a character's maximum capability, their temporary points represent their current inner resources they can bring to the table. For example a character with spirit equal to their rating is sharp and ready to go, while a character with only one or no points left is exhausted or drained. When you spend a spirit point, mark one of the corresponding circles with a / (⊘).

- Spend 3 spirit points ⇒ Add one card to the pool of any check.
- Spirit points are spent to power certain character abilities

Regaining Temporary Points

Whenever your character takes a long rest (at least 8 hours), they recover all of their spirit points. Under normal circumstances, can't gain spirit point past your rating by resting, just up to it's maximum. All temporary points beyond your rating are lost when you take a long rest.

You can also take a short rest ,for about 1 hour, and regain a number of spirit points equal to your character's persona.

Spirit Damage

When your spirit is temporarily reduced, mark one of your circles with an X (⊗). Your spirit rating is reduced by one for each circle marked this way until your next long rest. All point over your rating are lost.

More sustained damage is marked with a filled in circle (●). This functions like a temporary reduction, except you can't erase this until the underlying cause or condition is dealt with.

Voluntary Damage

You can take damage voluntarily for points in a pinch. If you have expended all of the temporary points in a stat, you can take 1 damage and mark one of your circles with an X (⊗) to gain one spirit point.

Persona

Persona is a measurement of a character's power, renown and advancement. Every character starts the game with a persona rating of 1, and can advance up to 5 as your character gains experience and makes a name for themselves. While you don't normally make checks using your character's persona, a higher persona enables you to gain better abilities and recover more spirit

Persona Points

While a character's persona rating serves as a measure of a character's advancement, you also have persona points that can be spent on special effects. You might call it grit, luck, divine favor or plot armour, but persona points represent that intangible something that gets you out of a tough spot when the chips are down.

You start with a number of points equal to your persona rating. Whenever your character takes a long rest (at least 8 hours), they recover persona points up to their rating. Under normal circumstances, you can't gain points past your rating by resting, just up to it's maximum. You never lose persona points until you spend them.

- Spend 1 persona point ⇒ gain 1 spirit.
- Spend 2 persona points ⇒ avoid the negative consequences of a check.
- Spend any number of persona points ⇒ gain a bonus to the total of a check equal to the number of points spent. You can do this before, or immediately after a check.

Qualities

Qualities are descriptions of your character and are rated from 1 to 5. There are two main kinds: Attributes and Traits. Attributes are 1 to 2 word descriptions of your character. Examples include adjectives (swift, clumsy, megalomaniacal) or backgrounds (Starship captain, Desert Nomad, Accountant). Traits are short phrases about your character that cover things like your character's beliefs, motivations, relationships and events in their life.

Whenever a quality would help in a check, add it's rating to the number of cards you play. If it would hinder you, subtract that many cards instead.

Marking Qualities

There are two kinds of marks used to mark qualities: ✓ and ⊗'s. Each mark next to a quality reduces its rating by 1 until your next short or long rest. If a rating is reduced to 0, you can't place any more marks next to it. You can mark a quality in the following circumstances:

- **Push the Limit** - If a quality applies to a check, you can mark it with an ✓ to push the limit and double its bonus.
- **Acting against a trait** - If a quality would hinder you in a situation, you can mark it with an ⊗ to ignore that penalty and gain a persona point.
- **Trouble** - If a quality causes your character to get into trouble, you can mark it with a ⊗ and gain a persona point.

Flags

Flags are a special kind of quality that exist only to be marked. In real life, certain things, like sales on a particular PC game service or a crying child, pull you towards them. Flags are a way to emphasize certain behaviours and actions in the same way.

Whenever the action on an unmarked flag is completed mark it with an ✓. Note that if like all other qualities, if a flag hinders you, you can still mark it with a ⊗ and gain a Persona point.

Abilities

Characters might have special abilities that help differentiate them from the pack. For convenience, abilities that enable a character to do something they couldn't normally do are labeled "Action". Abilities that improve or modify something your character can already do, or function constantly are labeled "Modifications"

Abilities are not in this version due to lack of setting, and not knowing if this project is viable. Feedback on this matter is much appreciated.

The Group Sheet

Knowing why the group is working together and what your shared goals are will help set the stage for everything else. (Plus, it sucks to be the guy who made an awesome pirate character only to find out your entire campaign is corporate espionage.) In Tempo, group sheet is used to keep track of the details that everyone at the table should know and set the tone and themes of the game. The GM might already have ideas for what the group entails, or everyone can sit down and do this together.

As your group progresses, the group sheet will advance much like an individual character sheet. Eventually you might even get group abilities. Write the following down on the group sheet.

1. The setup

Why are you a group, and what are you here to do? Come up with a quick and short setup for your group and the game (Three sentences max. One sentence preferred.)

2. Shared Characteristics

Shared characteristics are things that are, at least partially, inherited by every member of the group. They function as a way of starting everyone on the same page, and as statements of intent that show what kind of game you want to play through. Group characteristic can be used and marked by anyone in the group, and when they would give persona points, they give one to everyone. Pick the following:

Group Flags

Write down 3 flags for the group. These should be group goals, genre tropes, a highlight of recurring antagonists, or types of scenes you would like to see. All flags should be active achievements. That way you can actually tell when a flag is completed. Ideally, at least one of these should be a short term goal, and you should aim complete at least one of these per game session.

Anyone in the group can mark a group flag with a check when it is completed. When they do, everyone in the Group gets one persona point. In addition, if a group flag applies, any group member can use it like a trait.

Examples:

Technobabble - Explain something using convincing sounding fake science.

Heroic Story - Rescue an innocent person.

Tokyo Drift - Have a chase scene

The Evil Overlord - Make progress towards overthrowing the evil overlord.

2 Other Traits or Attributes

These can be anything from a shared background to contacts, group mottos or affiliations.

3. Other Details

Add anything that everyone in the party should know, including assets everyone is assumed access to, any particular guidelines for characters or topics that make group members uncomfortable and should be avoided.

4. After Character Creation.

After finishing the group sheet, go make your characters! After character creation, each player should come back and add one flag that they personally want to see happen. These flags can specifically reference their character, or remain like the flags above.

Examples:

Kung Fu Master - Apply One of Nicole's sayings in a practical situation.

Human Ingenuity- Outsmart robots or a mechanical system during a conflict.

Braggart - Challenge Amir to prove that he isn't just bragging when he claims something.

Creating a Character

1) Spheres

You get 4 points to distribute between your three spheres - Mind, Body and Voice. Each sphere starts at 1 and each point increases its rating by 1.

2) Qualities

Your character's qualities are narrative statements that describe who your character is, what they do and how they relate to the world. You should try to pick qualities that describe a specific aspect of your character, like "manipulative" or "brave" instead of cover-alls like "genius". (Remember that qualities that can hinder your character can serve as a decent source of persona points.) All your qualities start at a rating of 1.

Attributes

Pick 3 adjectives that describe your character. Try to pick attributes that are spread out between your mental, physical and social aspects.

Backgrounds

Pick 2 one or two word backgrounds for your character. These represent broad areas of expertise, like being a doctor or a desert nomad, rather than individual skills like first aid or horseback riding.

Traits

Traits should be short descriptive phrases, roughly five words each. Write down the following traits for your character.

- a. **Internal Drive:** Write down something that drives your character. This should contain a belief, conviction, or other internal pressure, and be coupled with a concrete thing that they want to do because of that internal drive. Consider the group concept when writing this.
- b. **External Drive:** Write down one external thing that pushes your character to act coupled with a concrete thing that they want to do because of that drive.
- c. **Connection:** Write down one thing you think about at least one other characters.
- d. **Advantage:** If this were a movie, what would be your character's trademark -thing-?
- e. **1 of Your Choice:** Examples include: Motto, Dispositions, Relationships, Physical, Mental and Social characteristics, education, important experiences or something from the above categories.

5) Abilities and Finishing Touches

You get 5 points to spend on abilities (not done yet, sorry). You start with a persona of 1 and a spirit of 5.

7) Go Play?

Stress and Trauma

Harm your character receives is divided into stress and trauma. Stress is the result of wear and tear on your character, and is represented by putting cards drawn face down into your **stress pile**. Taking physical damage, hard debates, intense races or anything else that pushes your character can cause stress. If your character takes serious mental, physical or social trauma, this is represented by putting cards drawn face up into your **stress pile** instead.

The more cards in a character's **stress pile**, the harder it is to remain in the scene, and the more likely it is they will take consequences after the dust has settled.

Stress Checks

When your character adds cards to their stress pile, if the highest card or the number of cards in your stress pile is greater than twice your spirit, make a spirit check. If the total is greater than that number, your character can keep going (though taking more stress will result in another check).

If they fail they become ineffective until they can take a short rest. How this happens will depend on the circumstance. It might be not having anything more to say in a court case, being too frazzled to continue trying to solve a puzzle, or being knocked out in a fight.

Face Cards

When you take trauma, or flip stress cards into trauma, any face cards you reveal don't count and are immediately put in your discard pile. Congratulations on getting lucky.

Consequences

When you leave a scene, or take a short rest, you deal with the consequences of all the harm you took. While face down cards have short term consequences that last until your next short rest, face up cards usually have larger consequences that last until they are narratively dealt with. The magnitude of consequences you take is determined by your harm points. You have harm points equal to the highest face up card plus.

- One for each face down red card
- Two for each face up red card
- 5 for each joker.

1. If you have 0

- You have no consequences. Awesome!

2. If you have is less than your spirit

Your character only suffers short term consequences. Pick one of these things:

- Lower the rating of an appropriate sphere or quality by 1 until your next short rest
- Raise the rating of a quality with a ☉ by one until your next short rest.

- Lower an ability by 1 point until your next short rest.
- Change a quality that was reduced to 0.
- Gain one fewer spirit point recovering.

3. If you have over your spirit but less than twice your spirit.

Your character has gone through a rough time. Pick one of the following, then, pick one thing from list 2 for each point of harm you have:

- Raise the rating of a quality with a number of ✓ equal to it's rating by one.
- Raise or Lower the rating of a quality with a ⊗ by 1, and gain one persona point.
- Change a quality with a ⊗ and gain one persona point.
- Gain a new quality with a rating of 1 that relates to the events you just went through.

4. If you have over twice your spirit.

Your character takes lasting harm. Pick two options from list 3, then pick the following as many times as needed to reduce your harm to 0.

- Take a negative quality of the GM's choice. It reduces your harm by an amount double it's rating, and lasts until it is dealt with narratively.
- Gain a negative quality of your choice that the GM approves. It reduces your harm by an amount equal to it's rating, and lasts until it is dealt with narratively.
- Increase an existing negative qualities rating by 2, It reduces your harm by 2.
- Pick an option from list 2 and link it to an existing negative quality. It reduces your harm by 2, and doesn't go away until that negative quality is dealt with narratively.

Character Growth

Your character will grow, advance and change over the course of their journey. In tempo, this mainly is done in two ways. You can modify your character's traits during play as they experience new things, and advance your character after play. I will flesh this out in the next revision, this is mostly here as an indication of what I plan for now.

In Session

Whenever a character takes a short rest, as part of flipping their stress and dealing with the consequences, they can gain, lose or change qualities. This is the primary way to advance or change them..

After Session

At the end of the session, you will get experience points (need to rename) symbolizing your training, experience and growth over that session. You can spend them to advance your character. This is how you advance...everything other than traits.

Masteries

While character advancement and growth is normally done through points, you can gain Masteries for significant events. They function as larger advancements and serve to mark significant events in your character's journey.

Conflict

Usually, character interactions and results are determined through collaborative storytelling. However, something particularly intense is going on, or the disagreement risks characters taking stress or trauma, you might want to “zoom” in and resolve it using the conflict rules. Examples of conflicts can include physical fights, tough courtroom debates, chase scenes or even a race to solve a puzzle.

The Short Version

1. Set the Scene
2. Determine Turn Order
3. On each player's turn, they can take two actions.
4. On other players turns, players can respond to other actions as needed.
5. Repeat until the conflict is over.

Setting the Scene

Before anything starts, everyone should establish and agree on what is going on.

- What is going on, and what are the stakes?
- What is the opposition?
- What does the group want to accomplish? If there are multiple sides, what does each side want to accomplish?
- Where is everyone, and what is the environment like?

While you don't need to ask and answer all of these questions formally (It would get a bit annoying), everyone should be on the same page about what is going on.

Zones

The GM should establish loosely defined zones that tell you where characters are if the situation is complex enough. A character can interact with all other character in the same zone they are in, and can interact with other zones if they have some means of doing so. For example, if the characters were fighting over a bridge, the GM might define three zones. One for each side of the bridge, and one for the bridge itself.

The Turn Order

In order to keep things organized, gameplay is divided into turns, rounds and actions. During a round, each player gets a turn. Once everyone has taken a turn, continue to the next round until the conflict is over.

The turn order and how long a single turn takes depends on context and is up to the GM. Exploring the jungle might be relatively free form, and have each turn cover a few hour worth of exploration. On the other hand, a chase might call for a stricter turn order and each turn covering a few seconds of intense action.

Your Turn

On your turn, you can do up to 2 actions. An action is any one thing that a character or something does that affects the story. If you want, you can forgo one or more of your actions and do nothing. The actions you can take are divided into four categories:

Normal Actions. A normal action is any one thing that a character or something does within a single turn that affects the story.

Simple Actions. A simple action is an action that isn't really important like opening doors or moving around. You can do as many simple actions during, before or after your turn as would logically make sense given the situation.

Ongoing Actions. An ongoing action is one that takes longer than one turn to finish. You spend an action to start an ongoing action, and continue to spend one action every turn that you choose to maintain it.

When you make a check for a continuous action, it counts for the whole action unless the situation changes drastically. You just leave the cards face up on the table until the action is complete.

Prepared Actions. You can spend one of your actions to prepare to do something in the future. Decide what condition you are waiting for, and what action you will take in that circumstance. For example, you could prepare an action to knock over your food as a distraction when another player attempts to pickpocket. When the condition happens, you can either take your prepared action immediately afterwards, or choose to ignore the condition.

Your preparation is treated as an ongoing action, and remains prepared until the condition is met or you decide to stop. If it requires a check, draw the cards for your prepared action, don't look at them and leave them face down on the table. Flip them face up when your condition is met, or discard them when you decide to stop.

Reactions

When it is not your turn, certain abilities and situations will let you take special action called a reaction. Reactions are typically an instant response to some kind of trigger. You have one reaction per round, although you can forgo actions during your turn for additional reactions, or use a prepared action to turn a normal action into a reaction.

General Types of Actions

These are the 5 general actions that cover most circumstances in a game. The spheres and qualities used for these actions depend on the circumstance. You are of course not limited to these actions, they are just guidelines for general play

Move.

Normal Action

Describe how you move from one zone to another ⇒ You can split this movement any way you like before or after other actions.

Attack.

Normal Action

Describe how you attempt to harm an opponent or obstacle ⇒ Make a check against them. If you succeed, you deal them an appropriate amount of stress. Various tools or weapons can increase this damage, or deal trauma instead of stress. This can be a physical attack, like hitting someone with a club or thing like yelling insults or wearing someone down in a debate.

As a general guideline: attacks should deal a base of 2 stress, and go up to 5-7 depending on the tools used and circumstances. Defending should be similar.

Defend.

Reaction

Describe how you defend against an attack, exploit, boost or other harm ⇒ Make a check against the attack. If you succeed, you prevent an appropriate amount of stress. Various tools increase this or prevent trauma instead of stress.

Overcome.

Normal Action

Describe how you overcome a particular obstacle ⇒ Make a check against the obstacle. If you succeed, you overcome that obstacle. Your effect card can be used to determine speed, elegance or similar secondary qualities if needed.

Setup.

Normal Action

Describe how you create some kind of advantage in the situation ⇒ This can be something like taking cover, raising morale, or doing research. Make a check against the difficulty. If you succeed pick one:

- **Give someone an advantage:** Pick an effect card from your check and put it in front of someone, including yourself. They can add that card to a check they make until the situation is over.
- **Make an advantage:** Pick an effect card from your check and put it in front of yourself. The next person who uses the advantage you made can add the card to a relevant check.
- **Remove an advantage:** Remove an advantage card from a person or the table.

Behind the Curtain

Here are some notes and explanations about why I made some of the choices I did, possible issues and other things. Partially so that I can come back later and have some idea of what I was thinking, and partially for anyone looking to be able to evaluate my decisions.

- **Motifs:** Trying to use decent motifs to allow for consistency and consolidating complexity
 - **Face cards:** Should always be good. Face cards are very visually distinctive, and a player should be happy when they see one. (30% of deck)
 - **Color:** Red cards are for Risk/Pushing your luck, black cards are Conservative. This doesn't mean red is necessarily bad. Red is easy to scan for and spot, even without reading numbers, and is used for signaling in real life. It is kind of a flag for interesting situations/to stop and look. (50% of deck)
 - **Suits:** The issue with suits is that any motif assigned to them is arbitrary, and has to be enforced to remain a theme. As such, suit should be referenced only by abilities. That way players have the option to pick them up, and only have to track the uses that matter to them.
 - **The Magic Number:** If I have to pick an arbitrary number for something for players to remember....it helps to pick the same arbitrary number every time. For now i'm going with 3 or 5.
- **Cards VS Dice:** Part of making this is an exploration of what cards bring to the table.
 - **Advantages:** Multiple bits of information per card, Face cards and colors are visually distinct and easier to tell than reading numbers, Allows for physical tracking and memory, Hidden information games with face down cards, interesting narrative curve depending on probabilities.
 - **Disadvantages:** Shuffling is a time concern, Need space to put out cards, doesn't give non-replaceable probability like dice, must have all the cards, concerns about cheating.
 - **Things I use Cards for:** Non-replacable probability, colour during checks, tracking ease for stress and advantage, hidden information for stress, face cards as a motif,
- **Character Attributes.**
 - **stats:** Here is the issue. Having the adjectives system works really well on it's own based on previous testing. However there is a tendency to use really vague traits. I can't really force people to use specific things, and to a degree, having thing that work in most circumstances is something players -should- have. The idea for stats is that it provides general competency in an area, which allows someone to take traits and adjectives that may be more situational without feeling bad.
 - **Issues:** I can't just have stats be "add cards equal to rating". The sweet spot for cards drawn seems to be 1-5, and so either stat ratings have to be really low and feel bad, or stats can't just add cards. If stats just add a flat bonus, this might cause odd issues with abilities that depend on face cards.

- **Current Model:** stats, and all “stats” contain 2 things, a rating and a number of boxes/dots/points. The rating can be added as a flat bonus to any given check, so it allows for general competence. The boxes can be used as a resource pool with abilities to cover the face card scenario. They come back on short rest, like stress. The issue I see is that it may or may not cause a bit of spiraling. Perhaps boxes will have two kinds of marks. One for using, and one for temporarily lowering rating.

Page Title

Title

Layout Sample

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

Title 2

Some Secondary Title

Tertiary Title

