

# {Blanks} & [Spaces]

A hack of John Harper's *Lasers & Feelings*

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You are \_\_\_\_\_. Your mission is to explore \_\_\_\_\_, deal with \_\_\_\_\_, and defend \_\_\_\_\_ against \_\_\_\_\_. Your boss \_\_\_\_\_ has been overcome by \_\_\_\_\_, leaving you to fend for yourselves while your boss \_\_\_\_\_.

## Players: Create Characters

1. Choose a style for your character: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, or \_\_\_\_\_.
2. Choose a role for your character: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, or \_\_\_\_\_.
3. Choose your number, from 2 to 5. A high number means you are better at {\_\_\_\_\_} (described here \_\_\_\_\_.) A low number means you're better at [\_\_\_\_\_] (described here \_\_\_\_\_.)
4. Give your character a cool \_\_\_\_\_ adventure name. Like \_\_\_\_\_ or something.

**Clothing and Equipment:** \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, or \_\_\_\_\_.

**Player goal:** Get your character involved in crazy \_\_\_\_\_ genre adventures and try to make the best of them.

**Character goal:** Choose one or create your own: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, or \_\_\_\_\_.

## Players: Create the \_\_\_\_\_ Location

As a group, pick **Two Strengths** for \_\_\_\_\_ Location: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, or \_\_\_\_\_.

Also, pick **One Problem**: \_\_\_\_\_ (described here \_\_\_\_\_,) \_\_\_\_\_ (described here \_\_\_\_\_,) \_\_\_\_\_ (described here \_\_\_\_\_,) or \_\_\_\_\_ (described here \_\_\_\_\_.)

## Rolling the Dice

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're prepared and **+1d** if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

⇧ If you're using { } (described here \_\_\_\_\_,) you want to roll under your number

⇩ If you're using [ ] (described here \_\_\_\_\_,) you want to roll over your number.

**0 If none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

**1 If one die succeeds**, it you barely manage it. The GM inflicts a complication, harm, or cost.

**2 If two dice succeed**, you do it well. Good job!

**3 If three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

**! If you roll your number exactly**, you have {Blank} [Spaces]! You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions: What are they really feeling? Who's behind this? How could I get them to do what I want? What should I be on the lookout for? What's the best way to do this thing? What's really going on here?

You can change your action if you want to, then roll again.

**Helping:** If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.

## GM: Create a \_\_\_\_\_ Adventure

Roll or choose on the tables below.

A Threat	
1.	4.
2.	5.
3.	6.
Wants to	
1.	4.
2.	5.
3.	6.
The	
1.	4.
2.	5.
3.	6.
Which will	
1.	4.

2.	5.
3.	6.

## GM: Run the Game

**Play to find out** how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask what they do.

**Call for a roll when the situation is uncertain.** Don't pre-plan outcomes. Let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

**Ask questions** and build on the answers.