

Playright - Quick reference guide

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CHARACTERS	For the Player	For the Game Master (GM)
Clichés	<p>Describes what a character knows how to do Captain of the Ithilien Rangers retired (3)</p> <p>Incorporates race/species/supernatural beings Elven princeling of the woodland realm (5)</p> <p>Tragically sullen vampire (2)</p> <p>Incorporates bonuses Surly battle dwarf (4)</p> <ul style="list-style-type: none"> • with a gift for holding his liquor • and cleaving things in half <p>Freakishly Strong Elvish impersonator (2)</p>	<p>Need to provide:</p> <ul style="list-style-type: none"> • the setting • the list of allowed races / species / supernatural beings • the story <p>Limit the number and advantage of clichés Recommended for low to mid range characters:</p> <ul style="list-style-type: none"> • Max strength of character of 4 • 2 or more clichés • Max cliché adv of 3 • Tale & 1 hook <small>optional</small>
Hooks	<p>Something quirky about your character. Ex. Afraid of horses</p> <p>Each hook reduces your strength of character by 1.</p>	<p>Something to use with the Show a downside GM consequence</p>
Tale	<p>Background material for the character. Reduces s.o.c. by 1.</p>	<p>A way to understand a character's motivations</p>
Bonus gear	<p>Special items that are above and beyond the normal gear that comes with a cliché. Increases your s.o.c.</p>	<p>Add dice when applicable to the situation</p>
Sidekicks	<p>Built just like a regular character with clichés and hooks and tales and bonus gear. Increases your s.o.c.</p>	<p>Adds an NPC that the player controls.</p>
Creation	<p>Need at least two clichés with an advantage of 3 or less to meet the recommended new character requirements. A tale and 1 hook is optional but highly encouraged.</p> <p>If below the strength of character limit, add inspiration points to make up the difference.</p>	<p>Make sure the character's clichés are a good fit for the story or adjust the story to the character.</p>
Advancement	<p>Trade inspiration points to increase cliché advantage</p> <p>from advantage 1 to 2 = 2 points from advantage 2 to 3 = 3 points from advantage 3 to 4 = 4 points etc.</p> <p>Add specializations to existing clichés 1 point per specialization</p> <p>Add new cliché 1 point for a cliché of advantage 1</p>	<p>Trading inspiration for advancement must happen within the game fiction. For example:</p> <ul style="list-style-type: none"> • Through study • Time spent training • Completing quests

GAME PLAY	For the Player	For the Game Master (GM)
The running dialog	<div>1. GM describes</div> <div>2. Players respond</div> <div>3. GM translates responses into actions and cliché rolls</div> <div>4. Players roll clichés as directed</div> <div>5. GM interprets results and assigns consequences</div> <div>6. Repeat</div>	
GM consequences	<div>Use villain, danger, or location</div> <div>Show signs of approaching threat</div> <div>Turn their action back on them</div> <div>Use up their resources</div>	<div>Tell requirement/consequence</div> <div>Opportunity with/out a cost</div> <div>Reveal an unwelcome truth</div> <div>Give an opportunity</div> <div>Show a downside</div> <div>Put in a spot</div> <div>Separate them</div> <div>Deal damage</div>
Cliché rolls	<div><div>• The Advantage of cliché is the number of d6 to roll</div><div>• Add extra effort dice (1 inspiration point per) with roll</div><div>• Add heroic effort dice (2 inspiration points per) after roll</div><div>• Reroll 1s when rolling against the specialization of a cliché</div></div>	<div>Interpreting the results of a cliché roll</div> <div>Based on highest die rolled</div> <div><div><div>Failure</div><div>123</div><div>fail</div></div><div><div>Success</div><div>456</div><div>partialfull</div></div></div>
Disadvantage	Number of dice you don't get to roll on a cliché roll	Assign when events dictate impairment to a character's ability to act
Poison	Adds general disadvantage	Disadvantage can be assigned all at once or over time
Curses	Adds general or specific disadvantage	
Magical Makeup	Temporary increase of applicable cliché advantage based on other's roll	
Enchanted weapons	Add weapon's advantage to the player's cliché roll when applicable	

Player VS Player (or in rare cases an NPC / Villain) guidelines

Attacker and Defender are decided <ol style="list-style-type: none"> 1. Attacker states their intention. Can the Defender counter? <ol style="list-style-type: none"> a. If yes then goto 2. b. Otherwise goto 3. 2. Defender states their intention. Can Attacker counter? <ol style="list-style-type: none"> a. If yes goto 1. b. Otherwise goto 4. 3. Attacker rolls relevant cliché(s) and GM interprets as follows: <ol style="list-style-type: none"> a. Full Success: Defender suffers based on Attacker's intention. b. Partial Success: Defender suffers, but not as severely, based on Attacker's intentions. c. Failure: Attacker suffers based on the Defender's intention or inject a GM consequence when no intention was stated. Attacker is now Defender and Defender is now Attacker. <p>In all cases goto 1.</p> 4. Defender rolls relevant cliché(s) and GM interprets as follows: <ol style="list-style-type: none"> a. Full Success: Attacker suffers based on Defender's intention. Defender is now Attacker and Attacker is now Defender. b. Partial Success: Defender suffers, but not as severely, based on Attacker's intention. c. Failure: Defender suffers based on Attacker's intention. <p>In all cases goto 1.</p> 	Both characters are attacking <ol style="list-style-type: none"> 1. Both players state their characters' intentions. 2. Both players roll their characters' clichés. 3. Both rolls are resolved and both characters suffer based on the stated intentions of the other.
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