MQGA-32p

BY DR. GERALD RAVENPIE

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TABLE OF CONTENTS

This page was half-empty, and that was a sad sight (and wasted space) in a game with only 32 pages. So here there is, a list of wise words. You can use it for those times when you need a fortune cookie but there's no one at hand (isn't it annoying, when that happens?)

1	*An eye for an eye makes the whole world blind.*	**13**	*If the bird doesn't sing, wait until it sing.*	**25**	*The flame that burns twice as bright burns half as long.*
2	*Beautiful people never know who to trust.*	**14**	*If you are the smartest person in the room, then you are in the wrong room.*	**26**	*The path of the righteous man is beset on all sides by the inequities of the selfish and the tyranny of evil men.*
3	*Better being a rising ape than a falling angel.*	**15**	*In the darkest of times, hope is something you give yourself.*	**27**	*The root of suffering is attachment.*
4	*Do or do not. There is no try.*	**16**	*In war, events of importance are the result of trivial causes.*	**28**	*The wise can learn more from an enemy than a fool from a friend.*
5	*Doubt is the origin of wisdom.*	**17**	*Intelligence is the ability to adapt to change.*	**29**	*"The world is a fine place and worth fighting for." I agree with the second part*
6	*Even if it's not your fault, it' may be your responsibility.*	**18**	*It's easy to do nothing, it's hard to forgive.*	**30**	*There are monsters everywhere. Sometimes the ones we least suspect are the most dangerous*
7	*Even if you see them coming, you're not ready for the big moments.*	**19**	*It's only with the heart that one can see rightly; what is essential is invisible to the eye.*	**31**	*There's no such thing as fair or unfair in battle.*
8	*Every lie we tell incurs a debt to the truth. Sooner or later, that debt must be paid*	**20**	*Life happens wherever you are, whether you make it or not.*	**32**	*To know your Enemy, you must become your Enemy.*
9	*Everyone dies, but not everyone really lives.*	**21**	*Never forget what you are. The rest of the world will not.*	**33**	*Two things are infinite: the universe and human stupidity. I'm not sure about the universe.*
10	*Fate is not without a sense of irony.*	**22**	*Not matter who's stronger! Matter who's smarter!*	**34**	*When you look at someone through rose-colored glasses, all the red flags just look like flags.*
11	*Fear n one who has practiced 10,000 kicks once, but one who has practiced one kick 10,000 times*	**23**	*Pride is not the opposite of shame, but its source.*	**35**	*One who breaks a thing to find out what it is has left the path of wisdom.*
12	*God does not play dice with the universe.*	**24**	*Sometimes, Science is more Art than Science.*	**36**	*You can get more with a kind word and a gun than with just a gun*

MQGA-32p, by Dr. Gerald Ravenpie, 2023
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GAME SYSTEM

BASIC CONCEPTS

MQGA-32p (*Making Questions, Getting Answers, in 32 pages*) is a light ruleset for solo roleplaying. The text assumes that you are familiar with the concept of *solo roleplaying*, so we can just jump to explain other more specific concepts. But in case you're not, you'll find plenty of information about the topic in this link: www.reddit.com/r/rpg/wiki/solo

But first of all, a fair warning: even if you're going to find plenty of mechanics-talk in the following pages, and a lot of capitalized terms (because capitalizing words makes RPG books look more professional; wait, they do it, right?), this game is more narrative than mechanic. As in, the mechanics are just an excuse to let you make up stuff on the spot and tells a story, pointing you in some directions but leaving you the details. Also, it's a *solo* game for both you the player and for the protagonist of the game: you're not expected to play with a full party of characters.

PLOTS, TALES & SAGAS

A game of **MQGA-32p**, assuming you keep going with it until the bitter (or sweet) end, will be divided in a series of **Tales**: just one for shorter stories, or two or three longer ones that would make a whole **Saga**. Each Tale will follow a certain (and classical) **Plot** structure, with five steps with (kinda) flowery names, and different events may happen during those steps. Each Plot is quite self-contained from a narrative point of view, with its first two steps being roughly equivalent to the first act, the third and fourth being the second act, and the last step corresponding to the (climatic) third act.

CHARACTERS

We could go full Dadaist and play a game without characters, or we could be somewhat sensible and include them in the game. So let's just say that we follow the second option. In that case, there will be one **Main Character**: the one you're playing, and the equivalent of a PC in other RPGs (who will be *the* PC, as already mentioned). This's the only character that has game stats…which isn't saying too much because **MQGA-32p** it's quite stat-light. But it's still more than those poor NPCs, who are totally stat-less!

ODDS & ANSWERS

The question-making and answer-getting in the name of this game, or at least the part that's more linked to the game mechanics, focuses in doing questions with a '*Yes*' or '*No*' answer (but leaving some room for the occasional '*but…*'/'*and…*' nicety).

Now, as will be explained later, for any given question there'll be some odds to get an affirmative or a negative answer. Or, to be precise, there'll be some Odds, because capitalization yada yada professional yada yada.

CARDS

MQGA-32p uses a deck of 39 cards. Of them, 36 follow the template shown to the right (and reproduced in the character sheet for your convenience); the other three will be treated when we get to the 'Wild cards' concept.

D36 A number in the 1 – 36 range. It's the equivalent of rolling a 36-sided die, and as such will be mentioned in the text.

Situation. This part shows one of four possible icons, each one corresponding to the four kind of situations you may involve with during the game: Hands-off's (✋), Tricky Situations (❓), Fine Messes (✗), and Conflicts (\ ).

Challenge. This part shows one of four possible (and equally distributed) icons, each one corresponding to one kind of challenge / trouble / whatever you may find: ✋ for challenges of a physical nature (being them based on strength, agility, endurance, etc.), ❀ for those of mental nature, 💬 for social ones, and ♡ for those related to your willpower, heart, and soul.

Reaction. This cute faces tells you how is the initial disposition of any given NPC: Very Unfriendly (☹), Unfriendly (🙁), Neutral (😐), Friendly (🙂) and Very Friendly (😄). The more extreme the emoji, the less represented is in the deck…but all of them understand the reasons behind that decision and hold no grudges because of it.

Answers table. This table gives you an answer for a Yes/No question each Odd level. In the template,

instead of any specific answer, the % of getting an affirmative answer (regardless it being a plain *Yes*, or a *Yes* with some '*but*' or '*and*' attached to it) is included in its place.

Descriptors. At the right of the results tables, there's a series of different descriptors, each one with different meanings and uses.

⊕ *Actions*: These verbs represent thigs you should (or shouldn't?) do, or some NPC is trying to do, etc.

◯ *Tones*: These ones describe the general feeling of any given event or situation.

❀ *Flowery*: These adjectives are a bit on the weird side. A bit Lovecraftian, y'know. Maybe a bit Vancian, even…but not too much: there was not much room to write them, after all!

❽ *Oracle*: These ones seem a bit redundant, as every random table and stuff in this game can be seen as an Oracle of some sorts (in the usual lingo of solo RPGs). Nevertheless, these are one-worded answers any given Oracle (as the Delphi's one, for example) would give to you. On the other hand, remember that Oracles are quite skilled in the 'weasel-out from a tricky question', so take these results with a pinch of salt. After all, a prophesized 'Victory' before one battle sounds cool…until you realize that you made a poorly worded question, and your enemy is the one who ends up being victorious (there're precedents!).

🏞 *Obstacles*: Every 1000 miles journey starts with one step…but it can end or, at least, be hindered, by multiple causes. These are some of those obstacles you may find in your way, to be read as metaphorically as the rest of results.

🏠 *Location:* How a location looks, or feels. Quite down-to-earth, compared with some of the previous examples.

✎ *Powers:* Supernatural abilities. You probably could add 'control' after some of them (in fact, some already include that word because they sounded a bit confusing without it), or 'super' in front of others, to get a general idea. Nevertheless, you can read them with as much flexibility as you want: for example, 'Metal' could mean 'armored', 'throwing metal spikes', or even good old 'magnetism control'.

NPC Descriptors. Below the answers table there're a bunch of additional descriptors, this time aimed to NPCs (or your PC, if you feel daring enough to leave some of your background to chance). You can use them in a one-by-one basis, or you can draw up to 6 cards and apply them in order to each of those concepts you want to apply to a specific NPC.

👤 *Role:* This manual includes several tables with the more common NPCs archetypes for different narrative genres. This descriptor, thus, is aimed to those case when there's no available table.

👁 *Looks:* How the NPC looks. Or, at least, the first thing that catch you eye in your first meeting.

♥ *Motivation:* What's the main goal in life for an NPC (or, maybe, group)

☺ *Mood:* How an NPC is felling at the current moment. Note that the specific icon in this descriptor varies,

depending of the nature of the mood (from the crappiest to the brightest).

✚ / ➖ *Traits:* Personality traits of positive / negative nature.

RUNES. Back again to cute icons, in this case to serve as a visual inspiration. For the record, the first icon is nature related, the second is people related, the third and fourth are common (or not-so-common) items, and the fifth is just weird stuff (being it fantasy, sci-fi, horror, or whatever).

D6-D12-D18-2D6-D66 This row of numbers at the bottom of the card represents the results of rolling one 6-sided die, one 12-sided die, one 18-sided die, two 6-side dice (added together) and two 6-side dice (read in order). The tables in this system use the first three, in addition to the mentioned D36; the last two, on the other hand, are offered because a) their distribution can be simulated using a 36-card deck, and b) there're too many cool tables based on those rolls in other books, and it would be a shame not using them!

And one final note regarding the cards: for now, you just need to know that when you draw a card, it goes to the bottom of the deck after using it. In due time, you'll now when you reshuffle the deck.

TEMPLATES

MQGA-32p is a pseudo-universal game, in the sense that it can be applied to a heap of different settings and genres (being mechanically-light helps a lot, to be honest), but only some of those settings and genres will have a minimum of support in these pages. Which, kindly reminder, are limited to 32.

So, the second half of this manual (kinda) will give you some of those settings to play, with rules to create the character and different tables you can use during the game to roll for random NPCs, places, events, etc., on the spot. Plenty of that material come from my previous works, as part of the nomenclature used in these pages. I'm environmental conscious, so I'm in favor of recycling. See? Even this last joke (???) is a recycled one!

CHARACTER SHEET

Finally, **MQGA-32p** includes a (two-sided) character sheet, where you take note of your character traits, but also of the people and places you'll meet during the game…and also the more frequently used tables. In fact, you'll find those tables only there, not through the manual. Less page-flipping means more game-playing, after all!

Nevertheless, even if there's a box for writing down stuff, you should also have a notebook to register everything important, or that could be important, that happens during the game.

THE SYSTEM

THE MAIN CHARACTER

Your character is defined, from a narrative point of view but also with a mechanical effect, by a series of traits: *Concept*, *Skills*, *Goal*, and *Consequences.*

- **Concept**: Your Concept defines who you are, what you are and where you come from. It also serves as your baseline: by default, you *know* and *do* things at the competence level of everyone that would share that Concept…or a significant part of it.
- **Skills**: Your Skills describe things everyone can do (or, at least, try), but you can do better than the average. Or, in some cases, worse. Thus, you'll have ▲ Skills you're good at, one ★ Skill you're *very* good at, and ▼ Skills you just suck at.
- **Goal**: Your Goal is your main motivation. I.e., what the protagonist wants to achieve during the game.
- **Consequences**: These are temporal traits you suffer as result of some failed action, a defeat, etc.

In addition, your character has a pool of **Twist Points**: the typical meta-currency you can use to fudge a result, as if some mysterious force cared about your fate; or maybe it's a matter of Lady Luck giving you a benny for amusing Her!

ASKING & ANSWERING

The **MQGA-32p** system is based on making questions than can be answered with a '*Yes*' or a '*No*'…maybe with some cherry-on-the-top, insult-to-the-injury, fine-letter, or consolation-prize added to it. This way, once you make the question and assign fitting Odds, you just draw a card and look at the answer for those specific Odds to get the answer.

ODDs

In **MQGA-32p**, there're seven different Odds levels. Below, you'll find (again) the names of these levels, and their respective % chances of getting an affirmative result (being it raw, or with some fine letter). These are raw Odds, nevertheless, and don't include meta-currency fudging (yep, that would be using those Twist Point!) or other shenanigans (as drawing one those promised 'Wild cards'!).

ODDS LEVEL	AFFIRMATIVE ANSWER
Surely!	~97%
Expected	~83%
Probably	~67%
50/50	50%
Doubtful	~33%
Hardly	~17%
Nope!	~3%

Note that the *Surely!* and *Nope!* levels, despite their names, still leave some chance for a surprising result (to be precise, one card). On the other hand, there are additional odds (small letter) which are not treated as Odds (capital letter and, thus, professionally looking), which represent already knowing the answer because there's no room for an alternative. Case in point, a normal dude asking '*if I wave my arms fast enough, would I fly?*' doesn't deserve even a *Nope!* Odds level, but just an automatic *no*. You can label these kind situations as '*Impossible*' (or '*Statistically Certain*' for the cases where the answer is an automatic *yes*), if you want.

Nevertheless, once you start with some playable Odds, modifiers that up or down then wouldn't make them leave the previous list. So you can't improve Odds beyond the *Surely!* level, nor worsen them below the *Nope!* one. Seriously: just do NOT draw *that* card you don't want to draw when you're in a best-case scenario!

ANSWERS

There're six possible answers to a 'Yes/No' question, described below.

- **Yes (Y) / No (N).** The answer is affirmative / negative, period. Anything implied in the question is properly applied.
- **Yes**, **but… (YB) / No, but**… **(NB)** The answer is still affirmative / negative, but with a little unexpected twist that reduce its effects…for good or ill depending on what you were looking for.
- **Yes, and…** (**YA) / No, and… (NA)** The answer is affirmative / negative, but there are additional unexpected effects that empower the result in that direction.

SITUATIONS RESOLUTION

In this system, there're five different types of situations that require making question and getting answers.

- **Just asking**. A question about some fact in the game: not something that it's *happening*, but something that just *is*.
- **Hands-off**. A question about the outcome of something that's happening and whose answer *may* influence you, but which is beyond your control.
- **Tricky situation**. A (relatively) low-key situation that directly involves you, so you have something to say about it. Or to do.
- **Fine mess**. A situation that can immediately result in unpleasant consequences if you mess up.

- **Conflict.** A showdown between you and another NPC, or an abstract opposition, which deserves a more involved resolution process.

JUST ASKING

When you want to stablish some fact about the game world (about a character, a place, an event, or *anything*), you just ask. It's assumed that you'll know the answer both in-character and out-of-character, but you may also keep separated what you know as a *player* and what your *character* knows…specially if that's a justification for the latter doing something bold, stupid or hearty. More about that later.

This situation is the one that gives more flexibility, as it lets you make questions whose answer is just 'yes' or 'no' (maybe with some fine letter, and that's all), but also questions that can have any other kind of answers.

Example of 'yes/no' question: Do you know that guy who has been pushed from the roof?

Example of other kind of question: Who is that guy?

STRUCTURE OF JUST ASKING

- **Odds / Topic:** In the case of question that have '*yes/no*' as an answer, you assign some Odds to it just by applying the expectations of that answer being affinitive. For questions with answers of a more varied nature, you just select which table, part of the card, etc., you want to use.

RESOLUTION

For a 'yes/no' question, you draw a card and check the result for the fitting Odds. For more general questions, you draw a card and check the corresponding Icon, or D36, or whatever, that will you give an answer. Or check different options and apply the one you like most, as mentioned!

HANDS-OFF'S

Conceptually, a **Hands-off** is quite similar than Just Asking, but with these defining traits:

- It's always based on making a 'yes/no' question.
- It's based on something that's happening just *now*, instead of an already stablished fact.
- You still have no way of influence the result, for good or ill.

Example of hands-off situation: Does that guy survive the fall?

STRUCTURE OF A HANDS-OFF

A Hands-off is defined by the following traits.

- **Odds:** Based on the circumstances the question is based on, you assign it a reasonable Odds level.

- **Hopes:** Based on the situation, you may desire getting a '*Yes*' answer, or getting a '*No*'. Or maybe you couldn't care less, of course.

- **Implication.** A Hands-off has an associated Implication level, which reflects how much affected you'll feel by the result: *Harmless* or *Perturbing*. Note that, if a situation where you don't have any specific Hope will by, by definition, *Harmless*…but even when you want a specific result it still may have this Implication level (as in '*you care, but not too much*').

RESOLUTION

To resolve the Hands-off, make the corresponding question, draw a card and check the result for the specific Odds. The Consequences depend on the Implication level.

- **Harmless**. There're no further Consequences you should take note of: the answer, in some cases, may put you in a situation that endangers you, but that would be a very different kind of situation (probably one you *can* influence!).

- **Perturbing.** In addition to the usual effects, if the result is against your Hopes and it's in a *vanilla* or *extra* version (i.e., 'No' / 'No, and…' if you wanted an affirmative answer; 'Yes' / 'Yes, and…' if you wanted a negative one) you suffer a Light Consequence.

TRICKY SITUATIONS

A **Tricky Situation** is something you do, try to avoid, or think about, so your competence level or lack of thereof will influence in the result. You must always frame the question that defines a Tricky Situation as going in your favor if the answer is affirmative, and against you if it's negative.

Examples of tricky situation: Do you recognize whoever pushed that guy from the roof?

A **Tricky situation** has an associated Odds level based on one of the following cases:

- *You against yourself, or the Universe:* if there's no active opposition to your action, you must figure out which would be '*the odds for any average gal/guy doing this*'. Then, you raise the Odd level in one step if the action is related to any of your ▲ Skills (or two steps if it's your ★ Skill), or decrease it if it's related to your ▼ Skills. You only can apply one Skill, at most, to any given question; the one that fits should be evident, and if you find yourself arguing against it is probably because you're trying to weasel out of some situation where one of your ▼ Skills should apply. So don't do it.

- *You against someone else:* if there's some active opposition to your action, you should start at 50/50 Odds, modify it based on your Skills, and

then further modifying by the opposition level. You can assign a virtual Skill level to your opposition that shifts the Odds in the opposite direction of yours; e.g., if the opposition is *very* good at that 'opposing you' stuff, it will reduce the Odds in two levels. There may be further circumstances that helps or hinder one of you, so do not forget them when tallying everything up!

RESOLUTION

To resolve the Tricky situation, draw a card and check the result for its final Odds. But the key point of Tricky Situations is that there's no risk of suffering immediate Consequences with any result. At worst, it can lead to a situation that could have those bad and tangible consequences, if you keep goofing, putting your foot in your mouth, brain-farting, etc.

FINE MESSES

A **Fine Mess** is a situation that can give you a headache, or worse, if you don't properly deal with it…but, nevertheless, it still can be resolved in one go from a mechanical point of view (and, maybe, also a narrative one). You must always frame the question that defines a Fine Mess as going in your favor if the answer is affirmative, and against you if it's negative.

Example of tricky situation: Do you reach the roof before the guy-who-pushed-the-other-guy flees the scene?

STRUCTURE OF A FINE-MESS

A Fine Mess situation is defined by two traits.

- **Odds**: Odds are calculated as for a Tricky Situation. No need to repeat it (nor room to do that!).
- **Danger level**: A Fine mess can have one of the following danger levels: *Annoying, Troublesome*, *Dangerous*, and *Mortal*. The worst sounding the name, the worst the Consequence you can get.

RESOLUTION

To resolve the Tricky situation, draw a card and check its result for the adjusted Odds. If you get a '*Yes*' result, you successfully deal with the Fine mess (looking especially cool if you get a *Yes, and…*, or just barely with a *Yes, but…*). With any other result, you'll suffer a Consequence depending on the Danger level, as shown in the **Consequences - Fine Mess** table in the character sheet.

CONFLICTS

A **Conflict** is a situation where you must face some opposition, being it a single opponent, a bunch of them, or even an abstract one. It can be seen, thus, as an escalated version of a Fine Mess…and one that, usually, requires several draws to be resolved.

Example of conflict: PC Vs Guy-who-pushed-the-other-guy. FIGHT!

STRUCTURE OF A CONFLICT

A Conflict is defined by the following traits.

- **Flow:** This parameter, with a value in the -5 / +5 range, summarizes whose side the advantage is on during the Conflict, and it can vary from -5 to +5. The **Initial Flow** table in the character sheet assist you when deciding what's the initial value of this trait. You can just eyeball it using the generic description in the first column, or you can be a bit more systematic and use a similar procedure than for Tricky Situations and Fine Messes (i.e., starting at a *Worthy challenge* level, shifting it based on your level on the Skill you base the Conflict on, and shifting it in the opposite way based on a hypothetical Skill level for your opposition).
- **Current Odds:** The value of Flow determine the Odds level at any given moment. As seen in the Flow-meter, that would be -5/-4 = *Hardly*, -3/-2 = *Doubtful*, -1/0/+1 = *50/50*, +2/+3 = *Probably*, +4/+5 = *Expected*.
- **Duration:** A Conflict can have one of the following durations: *Short*, or *Long*.
- **Lethality:** A Conflict can be *Merciful*, *Harsh*, *Gruesome* or *Mortal*. Again, this is an increasing-severity-of-consequences list.

RESOLUTION

Regardless how fancy, cool, desperate, or whatever, you act during the Conflict, you always ask '*is the conflict going in my favor*?', draw a card and check the answer based on the corresponding Odds for the current Flow. Depending on the answer, you'll apply one of the following results:

- **No, and…** You suffer one Hit; -1 Flow.
- **No.** You suffer one Hit.
- **No, but:** You suffer one Hit; +1 Flow.
- **Yes, but:** Your opponent suffers one Hit; -1 Flow.
- **Yes.** You opponent suffer one Hit.
- **Yes, and…** Your opponent suffers one Hit; +1 Flow.

You repeat the process until one of the contenders accumulates a certain amount of Hits (3 for *Short* Conflicts, 5 for *Long* Conflicts), which ends the Conflict. Note than Flow can't go below -5 nor over +5. Also, every time you have to reduce the Flow, you can opt to take one Hit (in addition to any other Hit you may suffer) to leave it unchanged. A desperate measure, but maybe the only way to keep fighting with bearable Odds!

Once the Conflict ends, you suffer a Consequence whose level depends on the number of Hits you suffered and the Lethality of the Conflict. Also, as expected, you'll considered the loser if you were the one who got the last (and decisive) Hit, and the winner if it was your opponent.

CONSEQUENCES

Every Consequence has a narrative effect, and they may influence the game even after been eliminated. E.g., a Consequence suffered for a big social *faux pas* may still be a part of the plot even when you overcome it: people may forgive, but they won't forget…and that includes you! And, if we get a bit ahead of ourselves, it also means each Consequence (especially the worst ones!) is a compelling reason to consider the current step in the Plot as a failure (you'll know more about this topic in the next section). Nevertheless, Consequences also have mechanical effects. Time to insert a sub header, then!

MECHANICAL EFFECTS OF CONSEQUENCES

All Consequences (except one case) have a similar effect: when you suffer one, you give it a description related to the way you got it, and associate it to one kind of challenge: physical ones, mental ones, social ones, or willpower ones. Yes, the same ones that have one icon associated to in each of the 36 standard cards.

Thus, every time you must engage in one of those situations, you shift the Odds to your disadvantage. *Light* and *Moderate* Consequences just shift the Odds one step, while *Severe* Consequences shift the Odds two steps. The good news is that, even if you're suffering several Consequences that would affect the same situation, you only apply the worst one; the bad news is that…well, you're suffering several Consequences!

And with respect to *Lethal* Consequences, that's *the* special case that was mentioned before. You'll see what that means in a moment.

OVERCOMING CONSEQUENCES

Erasing a Consequence from your character sheet requires time. How much time, on the other hand, depends on its severity.

- *Light* Consequences: These ones heal faster. Each time you advance one step in a Plot, you can eliminate one *Light* Consequence (but just one). Also, at the end of a Tale, you eliminate all your still-active *Light* Consequences.

- *Moderate* Consequences: These are a bit more troublesome. Each time you advance one step in a Plot, instead of erasing a *Light* Consequence, you can check the box at the right of one *Moderate*

Consequence (and just one), OR erase a *Moderate* Consequence whose box was already checked. At the end of a Tale, erase all your *Moderate* Consequences already checked, and put a check in the rest: this means some of them may still affect you in the following Tale.

- *Severe* Consequences: These ones are nasty, and not just because they give you a -2 penalty. They keep their effects until the end of the Tale; from this, they are treated as Moderate Consequences. No, you don't check their boxes just because the current Tale has finished, once they're demoted to Moderate: they start the new Tale fully fresh. But it's been a good try.

And the *Lethal* Consequences? Err…hmm… We're nearly there! Promise!

LETHAL CONSEQUENCES

See? So, getting a *Lethal* Consequence (meaning it a literal cessation of life, or just that you're out of the game in any other way) means that the game is over. That's sound harsh, until you realize that you're the one who decides when a Fine Mess or a Conflict could be dangerous enough to leave you dead. Now, there's a little trap in this. Namely, it's obvious that if you don't use the *Mortal* level for those situations, there's no risk of suffering a *Lethal* Consequence…except in *one* case: a Fine Mess that is "only" Dangerous could still kills you if you royally screw-it up (i.e., you get a '*no, and…*' result).

Once said that, there're three ways of managing these Consequences.

- **The harsh one.** *Lethal* means *Lethal,* period. You don't have any spare Twist Point to reduce that Consequence? Then, it's non-standard game over.

- **The kinda-forgiving one.** *Lethal* means *Lethal* only if it happens during a Mortal Fine Mess or Conflict. But in that particular case of Dangerous Fine Messes, *Lethal* is not-so-*Lethal.* Instead, you treat that as a *Severe* Consequence that a) stills gives a -2 penalty even when it falls down to *Moderate* in the next Tale, and b) after that, you can't check nor eliminate it when you have any other *Moderate* Consequences.

- **The very-forgiving one**. "*Lethal*" is just a figure of speech. You don't die. But you're still quite hurt, being it physically, mentally, or whatever. So apply the same rules than the previous option…only in this case they're general, and not just for one specific case.

ADDITIONAL RULES

This's a good place to explain some additional rules. At least, better than other places (as in for example, doing it in the same page than the Table of Contents; that would be awkward, wouldn't it?).

WILD CARDS

In addition to the already described (and full of content) 36 cards, there're 3 Wild Cards with just an emoji on them (three different ones, from variety's sake...being three that look quite wild!). Thus, when you draw a Wild Card, something happens, depending what you were using that card for.

- **Just asking:** Nah, just draw another card and use it as usual.
- **Hands off:** Draw another card and shift its answer to a '*Yes, and...*' if it was affirmative, or a '*No, and...*' if it was negative. If it was already one of these answers, apply some (especially chaotic) random event!
- **Tricky situation / Fine Mess**: The situation escalates from a Tricky Situation to a Fine Mess, or from a Fine Mess to a Conflict. The Odds will be the same than the original; in the case of a Conflict, base the Opposition on the previous Odds.
- **Conflict.** Draw another card. Apply some twist of fate that benefits the losing side, depending on the Flow value.
- If Flow is -1 or lower: replace any negative answer for a +2 to Flow and add a '+1 to Flow' to any affirmative answer (which stacks with / compensates any other Flow modifier).
- If Flow is +1 or higher: replace any affirmative answer for a -2 to Flow and add a '-1 to Flow' to any negative answer (which stacks with / compensates any other Flow modifier).
- If Flow is 0: use the card as normal.

After applying the effects of the Wild Card (including its no-effect, when you were *Just asking*), reshuffle the whole 39-card deck. Finally, note that drawing more than one Wild Card in a row doesn't have additional effects: ignore any beyond the first one.

TWIST POINTS

You **start** each Tale (yes, that includes the first one!) with a full reserve of 3 Twist Points, regardless how much you had left from the previous Tale.

You can **expend** Twist Points to apply one of the effects described below. You can expend more than one point in one go, but each point should be applied to a different effect.

- Modify one level a given answer, in any direction you want (e.g.: turning a *Yes* into *Yes, and...*; turning a *No, but...* into a *No*; etc.).
- Reduce in one level one Consequence you have just suffered. Note that if you already write it down, you can't reduce it in this way.
- Negating one Hit you just have suffered, including a Hit you accept suffering for *not* reducing the Flow.

Finally, during the game, you can **recover** one expended Twist Point when you do something very bold, stupid or hearty in search of your Goal. You don't get that point until you have done the corresponding action, on the other hand...except in case of a Conflict: if you boldly, stupidly or heartedly start a difficult Conflict because of your Goal, you recover that point at the start of the Conflict. Finally, you won't be able to recover another Twist Point until you advance the Plot one step. But you will still free of acting boldly, stupidly or heartedly as much as you want (and it's usually more funny that way!).

NPC ACTIONS

To resolve an NPC action where your character plays no role, just apply one of the following cases:

- **The NPC against Fate:** treat is as the equivalent of a Hands-off action. Just apply the logical after-effects to the NPC, for good or ill, without caring about Consequences and that kind of stuff. You may treat this action as *Perturbing* to you, if you're emotionally invested in that person performance.
- **The NPC against another NPC:** as above, but using the Opposition column in the **Flow & Odds** table to stablish the Odds, looking at it from the point of view of one specific NPC. Again, you can treat this action as *Perturbing*, if you're invested in one of the participants.

OPTIONAL RULES

Even with only 32 pages to work with, there're those moments when a brilliant idea comes to your mind, so you promptly write it down. But you do it in an 'optional rules' section, just in case that idea wasn't as brilliant as you thought.

BETTING A SKILL

During a Conflict, if you don't like the answer in the card you draw, you can bet one of your ★ or ▲ Skills by explaining how it may help you, and draw another card. You can't bet the same skill more than once in the same Conflict, and you must keep the second answer, even if it's *worse*. Also, you can't apply Twist Points to modify the result of the second card: you appealed to skill, no to luck, after all! Finally, you can't use this rule when you have drawn a Wild Card: those cards are *already* introducing a twist, after all!

DEESCALATING A SITUATION

At the start of any Fine Mess or Conflict, you can spend 1 Twist Point to deescalate the situation one step (Conflict → Fine Mess → Tricky situation). On the other hand, if while resolving a situation that you have deescalated, it escalates again because of an untimely Wild Card, then you can't try to deescalate it anymore; as a consolation prize, you'll recover that Twist Point.

STARTING THE GAME

First of all, you must select one of the templates offered in the second half of this book; if you feel bold enough, you may build your own game by mix-and-matching the data of different templates (or from other sources, even), but for now we'll focus in what's already ready-to-play. And once you have selected a template, you just have to create the protagonist of the game by following this steps:

1. **Concept**: Check the template and take note of the Concept it assigns to you. Next steps may refine (or even re-define!) part of this Concept.

2. **Skills**. Draw 5 cards and check their D18 result, in order, in the Skills Table of the template. First result is your ★ Skill, next two are your ▲ Skills, and the last two will be ▼ Skills. If you draw a card with the same D18 result you have already drawn, discard it and draw another: the idea is getting 5 cards with *different* D18 values. And, once chance has assigned you your skills, you can apply one of the following options; you probably should do this if you expect playing a game which includes plenty of fight and combat stuff, and the protagonist has *no idea* of how to defend themselves. Nevertheless, you can only use *one* option, and just *once*!

   a. Swap the positions of one ▲ Skill and one ▼ Skill.

   b. Swap the positions of your ★ Skill and one ▲ Skill.

   c. Replace one of your ▲ Skill for any other in the template that you haven't drawn.

3. **Goal**: Follow the template instructions to create your Goal.

4. **Twist Points.** Write down your starting of Twist Points (3).

5. **Final touches**: As mentioned, refine your Concept to better describe you; that includes writing a name there, if you haven't done it yet.

Are you finished? Good! Now, one last step and you're set: select one of the different available Plots. That's all.

PLAYING THE GAME

Once you have finished the previous steps, you'll have a protagonist and the *potential* of a story, based on chasing a Goal while following a specific Plot. And that's what you should start doing. Let's see how.

CHASING YOUR GOAL

To be honest, there's been a bit of misleading until now, because in fact you should take care of *two* goals instead of just once. Point is, one is the protagonist Goal that's already being mentioned…but the other one is your Goal as a *player* of the game. Here, then, you'll find about both the latter and the former.

THE PLAYER'S GOAL

Your goal as a player is playing a fun game while creating a believable and interesting story. Don't get too obsessed with 'winning the game', at least not in the conventional way: **MQGA-32p** doesn't offer a tactical challenge, but a narrative one…as in 'okay, this is what has happened until know, and now the cards are giving you these inspirational but cryptic clues: how does the story evolves based on all that?'.

So, to make it work, just follow these three principles: be *imaginative* (cards and tables may inspire you, but at the end of the day the onus of creating the story is on you), be *honest* (you're playing a game in a genre that has plenty of narrative conventions and non-written rules that you should follow…but remember that there're also conventions related to how and when you can break those rules!) and be *consistent* (the game world starts as a blank canvas, but once you start introducing places, people and events in it, all of them should influence somehow what happens next)

THE PROTAGONIST'S GOAL

Okay, so the protagonist's Goal is earning the heart of a specific NPC. Easy-peasy: just go to meet that NPC, ask for a date, spend a Twist Point if things don't go your way and…that's it? You win?

Nope. It doesn't work that way. First of all, any of the Goals suggested in the templates are way more complicated than that: case in point, if there's some Goal based on winning the heart of someone (*spoiler*: there is!), just *one* date won't be enough. Second, even if a Goal were so simple, as you'll see in the **Finishing Tales / Saga** section, achieving it is beyond your reach until you have completed a Tale…or even a whole Saga, for the most ambitious ones! So, instead of trying to beeline for your Goal, you should play the story moving towards that Goal. Sometimes, in circles. Some time, in the opposite direction. Don't worry, sooner or later you'll have your chance to *really* achieve your Goal…or failing at it.

Finally, note that sometimes the story puts you in a situation when your initial Goal sounds unattainable, looks undesirable, etc. Or maybe you Goal was more

fitting for just one Tale, and not a whole Saga. Again, don't worry: you can redefine your Goal during the game if that makes you comply with the Rule of Drama, the Rule of Cool, or the Rule of Funny, depending on what kind of game you're playing. And don't feel guilty for it: you won't be the first (nor the last!) protagonist whose initial loyalties proved to be misguides or who experiences a big change of heart!

MAKING-UP STUFF ON THE SPOT

While chasing your goal(s), you'll have to create plenty of game content on the spot. After all, you're the GM in this game, in addition of being the player…and one GM who's not using any pre-written module (by you, or by anyone else). Luckily, you have plenty of tools to help you create this content.

First of all, to apply the mechanics to solve a situation, you need some context…and that context usually can be summarized as who's being involved in addition of you (if there's someone, at least), where's all that stuff happening, and what's the narrative (instead of just mechanical) explanation of what it's happening. So, while playing the game, you'll have to create the people you meet (i.e., NPCs), the places you are or you *may* go (i.e., locations), and the things that happen around you (i.e., events). Note that there's no wrong way of creating content for your game…including *choosing* the details instead of leaving them to chance: remember the three principles mentioned above (special the second and the third), and you'll be good.

People. Each template includes tables for archetypical characters of its genre, and cards (as already explained) can be used to decide their look, motivations, quirks, etc. Also, Reaction Icons let you (among other things) to randomize the initial disposition of NPCs…but if you expect getting along (o very bad) with a specific NPC, you may draw two cards instead of one, and take the better (or worst) reaction between the two.

Places. Each template includes tables with typical locations. One includes even a table for fantasy descriptors (which lets you get places like a 'Forest of Shadows', a 'Doom City', etc.)! The more mundane descriptors can be found in the cards, on the other hand.

Events. There're plenty of tools at your hands to create events. E.g., each Plot and Template include tables with tropes, conventions, clichés, etc., that could be read straight as being *the* event, or used to give flavor to one event. You can add to them the Challenge and Situation Icons in the cards: they let you assign, to any given situation, a mechanic to treat it (Hands-off, Tricky Situation, Fine Mess, or Conflict) and its nature (physical, social, mental or spiritual). Other sections, as Obstacles or Actions, let you better define the nature of those situations,

while the Oracles may foreshadow events yet to come. And don't forget the Runes in each card as a way of getting ideas! Finally, note that you're not limited to create events at a certain point, nor obligated to do that if the narrative of the story already takes you somewhere. Except, maybe, in the case of Wild Cards: their goal is making everything more chaotic and random, so when you draw them weird stuff should *happen*!

SELECTING EXISTING STUFF

You'll need some other way to write down the details, but the character sheet includes three tables (or Pools) to take note of the NPCs, locations and other stuff of more abstract nature that you create during the game. Or, at least, to take note up to 18 of each of them, which for a game (or for Tale in a Saga) probably should be enough. There're more Pools in the opposite face of the character sheet, just in case.

You can use these tables when you want to randomly select an existing character, location or concept. Draw a card and check its D6, D12 or D18 result, depending on how many columns of that table have any content in them. With respect to that pesky 'getting a result that's blank in a partially filled column', there're three ways of solving it (beyond '*drawing another card*', of course):

• Just select at will any other result, not necessarily in the same column.

• Take a result from the previous column, using the value of its die. This favors the names you have written first, and doesn't help when the blank spaces are in the first column, but it's something.

• Don't allow those blank entries exist to begin with, by filling them with duplicates of already existing names. Just apply these two rules: a) don't start filling a new column when there're still duplicates in the previous one (so replace some duplicate for any new entry), and b) at most, the same result can appear in three slots.

And if the problem is that you get a result that doesn't fit, use the second of the three options above. Or check the previous result in the table, until you find one that fits.

FOLLOWING THE PLOT

Okay, you are already goofing around, visiting places, meeting people and doing (or suffering) stuff. But how does it help you to achieve the protagonist's Goal? Well, you must advance the Plot! Next chapter includes 6 examples of Plots: you're free to choose which one you play in any given Tale. Note that these Plots, because of being so generic, they're also quite flexible. Also, metaphorical.

Each Plot consists of five steps, played in order. Their names are also quite generic (and

metaphorical), but they still hint what to expect during its course. As mentioned, the steps 1 and 2 typically play as ta first act of a story, the steps 3 and 4 would make the second act (where the plot thickens!), and the 5 would be the climax. Each Plot also includes a table of typical events for each step. Again, these events are more abstract than concrete, and they can (and should) have different meanings. Finally, note that you may prefer using a result from a *previous* step than from the current one; using those for *later* steps can be getting a bit ahead of yourself, so probably you should wait a bit more for that.

EARNING POINTS & ENDING TALES

As mentioned before, you play each step in the Plot for as long as you want and fits. Truth be told, some steps seems to be *one*-scene wonders, but others allow (or even require) a bit more. Nevertheless, when you feel is the right time, you just advance to the next step. But before that, you must do one last and *very* important thing: judging if the step can be considered as a success to you or as a failure. The former gives you one point, and the latter gives you nothing. In case of doubt, if that part of the plot has been a mixed bag, just give yourself ½ point, and call it a day. Step 1 on a plot, nevertheless, never gives points, being just a gearing-up step.

Once you finish Step 5 (remember to evaluate this one to!), you tally your points, draw a card and check its Reaction in the **Endings table**. This will tell you how good (or bad) the ending of that Tale is, and how it *may* affect the following Tale. To narrate this, play one last 100% narrative scene (i.e., no card drawing except for looking for inspiration, no further results-tinkering nor action-resolution, etc.) reflecting the meaning of that result.

- **This ain't working (-2).** Everything that could go wrong in the Tale went wrong, and then something worse happen. Seriously, put your crap together, or this going to be a disaster!
- **Bad position (-1).** Your mistakes during the Tale make you pay, so you both end this Tale and start the next one on a low point.
- **Low note.** The end of the Tale is a bit depressing, disparaging, stressful, or a mix. Luckily, when the next Tale starts, you can compose yourself.
- **Unpleasant / Pleasant surprise.** You expected the Tale finishing with a certain tone, but the events at that last scene go in the opposite direction. It's not going to stick, at least for too long, but surely it would make you think about the fickleness of Fate.
- **Not good, not bad.** You made some mistakes. You had some successes. It seems that the latter pay for the former, but for no more. So you start the next Tale with cautious optimism.

- **High note.** The end of the Tale is encouraging. Things seem to being working, or at least, are not not-working (hey, that's something!). You still have to work to achieve your Goal, but at the very least now you know that's *possible*.
- **Good position (+1).** Wow, you're doing it quite well! So well that attaining your Goal gets a bit easier …or, at the very least, a bit less difficult.

ENDING THE SAGA

The end scene of last Tale in Saga, which would be the end of its *only* Tale if it's a short story, also means the end of the game. Thus, when checking the **Endings Table**, you read the result corresponding to the end of a Saga instead of the one for Tale endings, doing all the point-tallying stuff as explained before. In this case, the final narrative scene not only wraps-up the last Tale, but the story as a whole, so the meaning of than ending is *a lot* more important. And here there're those meanings: note that all of them are based on how close you've been to achieve your Goal, as that was your first priority to begin with (hope you didn't forget that because all that distracting stuff!).

- **WTHH Ending.** What the heck, Hero(ine)? You have sabotaged your Goal in the worst possible way! Both the world and you end up being way worse once everything has finished.
- **Bad Ending.** Even if not a complete catastrophe, it's still bad. You don't achieve your Goal, or if you do it, is for a price that haunts you and makes the whole deal unworthy. When it's *Unexpected*, it usually happens for a new circumstance (or something that's not new but chooses that moment to come into light) that spoils everything…so, in that case, you can blame Fate, not yourself.
- **Bittersweet Ending.** There's good news and bad news. Maybe you achieve your Goal, but in a dismissed way; or you don't achieve your Goal, but the world still is a better place. Again, this may be *Unexpected*, when you did mostly everything (or even everything!) right, but still something got in the way because of some edgelord writer.
- **Good Ending.** Congraturation! This story is happy end! You're winner! You achieve your Goal (maybe in an unexpected way because of some softy writer), and even the world around you is a better place because of that (or maybe *despite* that). It may not be perfect…but what is?
- **Golden Ending.** Oh, yeah. *This*. This is perfect. You achieve your Goal and then some, making the world a *much* better place. As a sequel-hook, this's a poor one, because it would only be downhill from here…so try anything different next time!

PLOTS

UNDER SIEGE

Plot synopsis: This Plot represents the protagonist being under some kind of danger, being it physical, mental, social, etc. Thus, in this case, the protagonist plays a defensive position…at least in its first stages. Once the plot advances, on the other hand, it's time to turn the tables…or to *start* doing it, if that danger is also a central plot point in the next Tales. Once said that, the last step in this Plot is quite climatic and cathartic, so it probably deserves being used last in a whole multi-Tale Saga.

PLOT STEPS

1.- The Calm before the Storm
2.- The Danger Manifests
3.- Struggling Against the Danger
4.- Turning the Tables
5.- Final Confrontation

PLOT EVENTS

	STEP 1	STEP 2	STEP 3	STEP 4	STEP 5
1	Backstory	Act of cowardice	Bitter betrayal	A new approach	Biting the bullet
2	Boring chores	Collateral damage	Blockade	Encouraging words	Chekov gun
3	Cat scare	Cry of help	Defeatist feeling	Glimpse of light	Chekov skill
4	Familiar place	Everyone is a suspect	Denied mercy	Mentor figure	End of the tunnel
5	Foreshadow	Failing authorities	Desperate flight	Narrow escape	Hail Mary
6	Friendly meeting	Just a warning	False hope spot	Preparation montage	Hunter hunted
7	Having fun!	Left behind	It gets worse	Revealed weakness	Karmic retribution
8	Sense of security	Painful injury	Lack of respect	Self-discovery	Kicking the sob
9	Slices of life	Powerless witness	Moment of respite?	Test of will	Leap of faith
10	Strange rumors	Skeptical reaction	Moral dilemma	The last straw	Shut up, Hannibal!
11	Trying something new	Unfriendly NPC	Smug overconfidence	Unexpected ally	Taking you out with me
12	Who knows, who cares.	Unsuspicious precedent	Tragic loss	Wounded pride	Who fight monsters…

SOLVING A MYSTERY

Plot synopsis: This Plot represent the protagonist trying to…oh, well, what the title says. The Mystery can be a classical whodunit, or it can be some unknown matter that must to be unveiled to keep with the story; the events table uses a nomenclature inspired by the former, but with some reinterpretation it can also be applied to the latter: e.g., whenever it says 'witness', you can read 'someone who knows about the matter'…and also, 'suspect'.

Don't think 'investigation' and 'action' are mutually exclusive: sometimes, getting a clue requires library use…but others, it requires kicking some ass to convince its other end to start talking!

Finally, note that, if it's the last Tale of a Saga, the final revelation deserves being especially dramatic.

Case closed (…or is it?): As you're acting as both the GM and player, planning the solution beforehand would be just spoiling yourself the ending. So,

instead, you just build an educated (hopefully!) guess or a collection of informing (hopefully!) pieces of knowledge as you play the game. And thus, the final scene of the Tale (the one where you draw a card to see which ending you get) will decide how close you're to really solving the mystery:

- In a *'whodunit mystery'*, you guess the solution based on what you've learnt during the Tale. The better the ending, the more accurate is your guess. Not-so-good endings usually mean that you have the correct answer, but not enough evidence to support it (which may even leave you with some doubts), and the worse results may mean that you missed your shot (putting someone or yourself in troubles because of it).

- In a *'discovering something unknown'*, the better the result, the more accurate, useful, and comprehensive is the information you get. Bad results usually mean that you may have discovered something useful, but its hidden among a pile of

misconceptions. Or, in some kind of games, a bad result can mean that Truth only serves to crush your hopes…or your sanity, wink wink nudge nudge.

PLOT STEPS

1.- The Case
2.- Gumshoeing
3.- The Plot Thickens!
4.- Digging Deeper
5.- The Final Revelation

PLOT EVENTS

	STEP 1	STEP 2	STEP 3	STEP 4	STEP 5
1	Anonymous tip	Apathetic witness	Being watched	Blatant lies	Bragging confession
2	As everyone "knows"…	Greedy witness	Destroyed clue	Doesn't add up	Guilt admission
3	Cold case	Having a hunch	False confession	Innocent comment	Hindsight is 20/20
4	Cryptic warning	Helpful witness	Hostile witness	Malice Vs Incompetence	Last minute witness
5	Interested party	Paper trail	Ill-fated predecessor	Mystery inside an enigma	Last missing piece
6	Just a name to start	Piece of a bigger puzzle	Knew too much	Oblivious witness	Loose ends
7	Mentor advice	Red herring	More than expected	Obvious threat	Never my fault
8	Old similar case	Scared witness	Obstructive authority	This changes all!	*Quid est veritas?*
9	Pondering the prize	Suspicious item	Sudden attack	Thrice is conspiracy	Revealing flashback
10	Previous attempt	Suspicious silence	Tampered evidence	Under a new light	Stuff dreams are made of
11	Recent similar case	Suspicious timing	Trashed location	Witness in hiding	Sudden revelation
12	Useless authority	Two places, connected	Veiled threat	Witness on the run	White lies

THE PLAN

Plot synopsis: This Plot represents the opposite of the *Under Siege* one: the protagonist is *the* danger, and plays an active role. Of course, everyone has a plan until they get punched in the face, so narrative convention *demands* that the initial plan fails at some point. Or just falls short in some aspects. Whatever: point is, there must be a twist, or it would be boring…even if the twist is that 'failing' was already part of the plan!

PLOT STEPS

1.- Putting the Band Together
2.- Following the Plan
3.- The Plan Goes South
4.- Following the New Plan
5.- Now of Never!

PLOT EVENTS

	STEP 1	STEP 2	STEP 3	STEP 4	STEP 5
1	Access point	A glimpse of the prize	Contrived coincidence	Change of priorities	Cards on the table
2	Additional motivation	Disturbing foreshadow	Double-cross!	Chekov gun	Convenient ass-pull
3	Balancing the options	I have something for this	For want of a nail…	Chekov skill	Endangered McGuffin
4	Insider information	Just as planned	I was expecting you	Double-or-nothing	Fight over McGuffin
5	Looking for precedents	Minor (?) setback	Internal conflicts	Hold'em or fold'em?	I was expecting that
6	Not sure about this…	No way out, from now	Malfunctioning gear	I'm out of this!	I'm too old for this
7	Planning the aftermath	Planning flashback	Misleading intelligentsia	Let's get dangerous!	Last ditch attempt
8	Preliminary rehearsal	Skill showcase	Misplaced McGuffin	Let's improvise!	Nothing to lose
9	Reconnaissance work	Small disagreements	Outdated intelligentsia	New Plan is Old Plan	Premature celebration
10	Unexpected volunteer	Time pressure	Overconfidence	Too late to back down	Prize Vs. Price
11	What's in it for me?	Two options	Someone got first	Unexpected ally	Sacrifice for the cause
12	You SOB, I'm in!	Unexpected trouble	The Cake is a Lie	You're bluffing…right?	Time's out!

A JOURNEY

Plot synopsis: Travelling from Point A to Point B, and the friends (and foes) you meet in your way. Or it may represent an inner journey of self-discovery…but that would be metaphorical AND transcendental. So you're on your own, in that case. This Plot fits quite well in a two-part Saga, representing a long travel to the place where the second Plot takes place. The whole 'comeback home', on the other hand, is just summarized in the final scene of the Saga, if mentioned at all.

PLOT STEPS

1.- The Preparations
2.- Beyond the Wall
3.- The Road Goes On and On
4.- Troubles and Sorrows
5.- The End of the Road

PLOT EVENTS

	STEP 1	STEP 2	STEP 3	STEP 4	STEP 5
1	Collecting rumors	Disturbing news	Ambushed!	Facing weariness	Bearing bad news
2	Did I miss something?	Familiar place	Blocked path	Fierce assault	Blocked access
3	Dubious map	Foreshadow	Change of route	First discoverer	Cold reception
4	Experienced advice	Friendly shelter	Chasing enemy	Glimpse of destination	Enriching experience
5	Guiding offer	Risky shortcut	Dubious shelter	Hellish landscape	No one at home
6	Hasty departure	Road patrol	Harsh weather	Hellish weather	One last effort!
7	Hearty farewell	Rough road	Haunting remains	Provisions shortage	Someone arrived first
8	Previous expedition	Theft attempt	Last chance to go back	Relentless pursuer	Someone important
9	Selecting route	Travelling party	Lost course	Sense of hopelessness	Surprise reception
10	Something to deliver	Unfriendly locals	Lost resources	Unexpected sanctuary	Unexpected arrival
11	Travel preparations	Unwanted company	Natural hazard	Unknown menace	Well-deserved rest
12	Weather prediction	Wild beasts	Night watch	Worsened wound	You were followed

THE INCURSION

Plot synopsis: This Plot would the equivalent of a Dungeon Crawl, which may (again) be literal or just a metaphor of a series of successive challenges. The Plot events table in this case is quite *sui generis:* once you cross the Entrance Gate, instead of a column for each step you'll find a column for *what* you may find, *who* may you find (them, or something left by them), *how* may you be tested, or *what* could happen. The deeper into the incursion, the more extreme are the manifestations of these results!

PLOT STEPS

1.- The Entrance Gate
2.- Exploring the Outskirts
3.- Down into the Deeps
4.- The Guardian of the Inner Sanctum
5.- The Inner Sanctum

PLOT EVENTS

	STEP 1	STEP 2 - 5			
1	Alternative access	Elite troop	Containment zone	Test of Compassion	Alarm!
2	Avoiding guards	Enemy patrol	Cryptic clue	Test of Conviction	Ambushed!
3	Bribing your way in	Failed previous raiders	Danger signals	Test of Courage	Baffling riddle
4	Finding the Gate	Harmless resident	Devious trap	Test of Faith	Blocked path
5	Fooling the guards	Just the wind?	Elemental danger	Test of Honor	Danger countdown
6	Kick in the door	Mindless beasts	Illusions & Mirages	Test of Luck	Darkness zone
7	Looking for the key	Old foe	Loot!	Test of Memory	Losing direction
8	Protecting trap	Potential ally	Maze-like corridors	Test of Might	Lost resource
9	Secret access	Previous dwellers	Provisioning point	Test of Patience	Reinforcements!
10	Shibboleth	Rival faction	Restricted access	Test of Power	Source of power
11	Reading tracks	Unwilling resident	Useful information	Test of Skill	Unleashed power
12	Warning signs	Wandering creature	Useful item	Test of Wits	Weak structure

THE QUEST

Plot synopsis: This Plot, in a certain way, compress a combination of some of the previous ones in just one Tale, for those times when you want to play the whole enchilada in just one go instead of breaking it into portions. And you still will have room for two other Tales! It's assumed, thus, that this Quest is somewhat involved, so it requires both going to somewhere (which shouldn't be in the other corner of the world, but neither just *around* the corner), doing some preliminary stuff, and then getting back to get your prize…or not.

Of course, this Plot is *so* general, that it also includes a table to randomly generate its specific goal (which may or may not fully line-up with your Goal). Nevertheless, note that plenty of Quests from tan table could be played using one of the previous plots, or even a combination of them. Some are quite evident: 'Solve a crime' can be played using the 'Solving a mystery' Plot, if that crime was carried out by an unknown guilty party, which requires plenty of inquiries…or as a Quest if the guilty party is already known, or the gumshoeing part to discover it

is expected to be solved quickly. 'Deliver a message' could be 'A Journey' if you must travel *really* far for that. 'Steal something' can be seen as a whole 'The Plan' plot if you want to play it as a full heist, or as a Quest if your plan is reduced to a 'I will go in, get it, and go out' thing. And, finally, 'Recovering something lost' could encompass a whole Saga where you have to discover where that *thing* is ('Solving a mystery'), travel to that place if it's quite far ('A journey'), and finally making your way to get it ('The incursion')…or it can be played as just a Quest if the location is known (or easily discovered), near, and relatively small.

PLOT STEPS

1.- The Hook
2.- Getting There
3.- Fulfilling the Mission
4.- One Last Effort
5.- Final twist?

PLOT EVENTS

	STEP 1	STEP 2	STEP 3	STEP 4	STEP 5
1	Bargaining session	A clue for the future	Alarming news	Change of goal	Double-crossed!
2	Disturbing rumor	An old friend	Emotional revelation	Critical decision	You earned an enemy
3	Gathering supplies	Counter-offer	External threat	Dramatic confrontation	Unexpected repercussions
4	Helpful advice	Demand for payment	Old foe	Heart-pounding chase	Was it worth it?
5	Informal agreement	Distracting trouble	Reunion of allies	Involved authority	Empty reward
6	Interesting rumor	Fleeing party	Someone in trouble	It gets *even* worse!	Fine letter
7	Preliminary research	Menacing character	Sudden attack	Moral dilemma	Heel realization
8	Rival for the prize	Mysterious message	Suspiciously easy	No quarter given	Loose ends
9	Solemn promise	Mysterious stranger	Tense negotiation	Time's out!	No one at home
10	Something fishy	Travelling party	Unexpected enemy	Twist of Fate	Petty revenge
11	Time pressures	Unexpected roadblock	Untimely interruption	Unveiled mastermind	Ruthless retribution
12	Withdrawal demand	Weather woes	Worse than expected	You doomed us all!	Surprising truth

QUESTS

1	Avenge a wrong	**10**	Explore a dangerous location
2	Clear a dangerous location	**11**	Help someone in a dangerous work
3	Clean someone's name	**12**	Locate an unique item
4	Collect a certain amount of some reagent / item	**13**	Mediate in a conflict
5	Convince someone of something	**14**	Protect someone from an incoming danger
6	Defeat a threat	**15**	Recover something lost
7	Deliver an item	**16**	Sabotage the plans of someone
8	Deliver a message	**17**	Solve a crime
9	Escort someone to/across a dangerous place	**18**	Steal something

GAME TEMPLATES

HIGH SCHOOL COMEDY

The tyranny of the alphabetical order has made this quite absurd template the first one in the book. But, somehow, it seems fitting.

TEMPLATE RULES

Going places. This template has two tables for locations: for when you're in your school and for when you're out of it. You should keep two separated Location lists, then…and include both your *High School* and *Home* in the out-of-school one by default!

Concept. You're a high school student. That's it. No vampire hunting, psychic-powers wielding, giant mecha piloting nor any other fancy stuff!

Goal: Draw a card, look at its Challenging Icon and check the table below.

💪	Get revenge of *that* gang of bullies! Payback is coming, bitches!
🧠	Get perfect scores to earn *that* grant! (And it only counts as 'cheating' if you're caught).
💬	Win *that* school election! Maybe you should dance?
♡	Win the heart of *that* classmate, who's so very special! But don't be a creep.

"ACADEMIC" SKILLS (NOTE THE QUOTES)

1	Awareness	7	Nerd culture	13	Sciences stuff
2	Fist-cuffing	8	P.E. stuff	14	Seduction
3	Guts	9	Persuasive oratory	15	Sly lying
4	History & Literature	10	Pop culture	16	Stealth
5	Home Economics	11	Resources	17	Techie stuff
6	Intimidation	12	Scathing insults	18	Throwing stuff

HIGH-SCHOOL FAUNA (NO OFFENSE INTENDED)

1	Angsty Artist	10	Face-in-the-crowd	19	Precocious Kid	28	Caring Nurse
2	Beefy Jock	11	Fashionista	20	Rich Kid	29	Concerned parent
3	Class Clown	12	Genius Nerd	21	Slacking Stoner	30	Cool Teacher
4	Class Representative	13	Goody Two-shoes	22	Toady Sycophant	31	Friendly Chef
5	Clique Leader	14	Gothic Occultist	23	Transfer Student	32	Harsh Teacher
6	Cloud Cuckoolander	15	Granola Boy/Girl	24	Almighty Janitor	33	Strict Principal
7	Club President	16	Grim Delinquent	25	Annoying Sibling	34	Suspicious Cop
8	Clumsy Fool	17	Heartbreaker	26	Boring Teacher	35	Wacky Teacher
9	Dreaded Bully	18	Overachiever	27	Burly Coach	36	Worried Counselor

ALMA MATER (SNORT!) LOCATIONS

1	Administrative Office	10	Classroom (Yours)	19	Infirmary	28	Rooftop
2	Art Room	11	Computer Lab	20	Library	29	School Bus Loop
3	Auditorium	12	Counseling Office	21	Locker Room	30	Science Laboratory
4	Back alley	13	Food vending machines	22	Maintenance room	31	Showers
5	Basement	14	Football Field	23	Media Center	32	Staff Lounge
6	Bathrooms	15	Front door	24	Metalworking Shop	33	Staircase
7	Boiler room	16	Gym	25	Music Room	34	Swimming pool
8	Cafeteria	17	Hallway	26	Parking lot	35	Track and Field
9	Classroom (Other)	18	Home Economics Room	27	Principal's Office	36	Woodworking Shop

BEYOND THE WALLS LOCATIONS

1	Arcade	10	Community Center	19	Library	28	Shopping Mall
2	Bakery	11	Farmer's Market	20	Mini Golf Course	29	Skate Park
3	Bank	12	Fire Station	21	Movie Theater	30	Sports Field
4	Bar	13	Gas Station	22	Music Store	31	Supermarket
5	Bookstore	14	Gymnasium	23	Park	32	Swimming Pool
6	Bowling Alley	15	Hair Salon	24	Pet Store	33	Tattoo Parlor
7	Car Wash	16	Hardware Store	25	Police Station	34	Theme Park
8	Coffee Shop	17	Hospital	26	Post Office	35	Town Square
9	Comic Book Store	18	Laundromat	27	Restaurant	36	Shopping Mall

"ACADEMIC" LIFE (YEP, WITH QUOTES, TOO)

1	A chance to cheat	10	Foreign language class	19	Malicious gossip	28	School health examination
2	Biology lab	11	Gang warfare	20	Malicious vandalism	29	School-inspector visit
3	Cafeteria woes	12	H.E. class	21	P.E. class	30	Sciences Fair
4	Chemistry lab	13	HS newspaper scoop	22	Petty theft	31	Self-defense training
5	Clique-clashing	14	Inter-class rivalry	23	Pop quiz	32	Sport competition
6	Disciplinary measures	15	Interesting gossip	24	Popularity contest	33	Study group
7	Dodgy rumors	16	Inter-school rivalry	25	Power failure	34	Substitute teacher
8	Emergency drill	17	Intra-class rivalry	26	Random vandalism	35	Urban legend
9	Field trip	18	Lockers shenanigans	27	Scheduled test	36	Yard fight

ROMANTIC WOES

1	Blind date	10	First sight love	19	Just a toy for you?	28	Oblivious to love
2	Chaperone's duty	11	Forbidden love	20	Kavorka man/woman	29	Romantic wingman
3	Cheating partner	12	Fragile love	21	Let just be friends	30	Secret admirer
4	Chick/Dude magnet	13	Friendly breakup	22	Love triangle	31	Secret relationship
5	Declaration of love	14	Friendly ex	23	Loves makes you stronger	32	The green-eyed monster
6	Disastrous date	15	Heated argument	24	Loves makes you stupid	33	Toxic relationship
7	Double date	16	Hidden love	25	Mistaken for cheating	34	Unresolved romantic tension
8	Failed flirting attempt	17	Hopeless suitor	26	Mistaken for flirting	35	Wolf in sheep's clothing
9	First kiss	18	Hurt feelings	27	Mr./Ms. Fanservice	36	Oblivious to love

WACKY SHENANIGANS

1	Abhorrent admirer	10	Embarrassing photography	19	Late to the punchline	28	Small name, big ego
2	Accidental pervert	11	Face palm	20	Lethal chef	29	Stop helping me!
3	Backfiring prank	12	Freudian slip	21	Lost in translation	30	Terrible artist
4	Captain Obvious	13	Heavy sleeper	22	No indoor voice	31	Terrible driver
5	Chirping crickets	14	Horrible judge of character	23	No social skills	32	That wasn't a compliment!
6	Comic damage	15	Humiliation conga	24	Nosebleed	33	Too dumb to live
7	Comically missing the point	16	Hyperventilation bag	25	Oh, crap! Moment	34	Wardrobe malfunction
8	Disproportionate retribution	17	I'm standing right here!	26	Overacting reaction	35	Your mom joke
9	Dope slap	18	Ironic karma	27	Phrasing!	36	Zany scheme

OUT-OF-SCHOOL ACTIVITIES

1	Attending a party!	10	Doing physical training	19	Helping with homework	28	Reading a book
2	Attending cram school	11	Family time	20	Home crafts	29	Relaxing bath
3	Bike ride	12	Going fishing	21	Home repairs	30	Stargazing
4	Binge-watching series	13	Going for a walk	22	Jumble sale	31	Street market
5	Buying groceries	14	Going to a concert	23	Listening music	32	Trip to beach or pool
6	Chatting online	15	Going to the arcade	24	Mowing the grass	33	Trip to the countryside
7	Community work	16	Going to the movies	25	ONG work	34	Uploading stupid videos
8	Cooking lunch	17	Half-time job	26	Ordering food	35	Watching the clouds
9	Doing house chores	18	Helping an elder	27	Playing videogames	36	Writing in your Dear Diary

PIRATES!

Fair warning: if you're looking for historical accurate pirates, prepare for some disappointment: the following is as historical accurate as Vikings with horned helmets drinking in skulls.

TEMPLATE RULES

Concept. You want to be a pirate, even if people keeps saying that you look like a flooring inspector. Maybe you have the right skills, maybe not. But where there's the will, there's a way (and speaking of that…have you written your will, just in case?).

Goal: This template plays well in a two-parts Saga. In the first Tale, your Goal is turning into a pirate.

Before the second Tale, on the other hand, draw a card, look at its Challenging Icon and check the table below to see the *real* Goal!

💪	You just turn pirate, and then a powerful pirate hunter appears. Go figure. Defeat them!
🧠	That <insert animal> Island seems to be hiding a big secret. Find it!
💬	Being pirate is cool, but you know what's cooler? Being pirate *captain*! Go for it!
♡	You have been cursed! Undo it or face an eternity in Hell!

SEA DOG SKILLS

1	Artillery	7	Intimidation	13	Sailing
2	Carousing	8	Latin by the bucket	14	Scouting
3	Endure privations	9	Lying	15	Stealth
4	Gambling	10	Navigation	16	Survival
5	Gunmanship	11	Negotiation	17	Swimming
6	Insulting	12	Rigging Monkey	18	Swordsmanship

SEAFARERS & LANDLUBBERS

1	Agile rigger	10	Heir on the run	19	Rival smuggler	28	Street urchin
2	Brute squad	11	Information broker	20	Royal navy officer	29	Strong boatswain
3	Clueless landlubber	12	Island hermit	21	Savvy cook	30	Sword master
4	Cunning quartermaster	13	Islander leader	22	Sea monster	31	Tavern wench
5	Foppish fop	14	Melodious musician	23	Sea witch	32	The Pirate Queen/King
6	Ghost crew	15	Mischievous parrot	24	Seasoned navigator	33	Town merchant
7	Greedy governor	16	Pirate captain	25	Sharp-eyed lookout	34	Veteran first mate
8	Handy carpenter	17	Pirate hunter	26	Skilled gunner	35	War-veteran surgeon
9	Heir on the run	18	Preachy priest	27	Steady helmsman	36	Wise fisher

A PIRATE'S LIFE

1	A love in each port	10	Dead man's chest	19	Marooned!	28	Shipwreck!
2	Backstabbing	11	Dividing up the loot	20	Message in a bottle	29	Squandered riches
3	Black flag	12	Fencing duel	21	Mutiny!	30	The Black Spot
4	Bottle of rum	13	Flogging	22	Nameless island	31	The gallows
5	Bustling tavern	14	Gang-pressed crew	23	Palm and coconut trees	32	The Pirate Code
6	Cabin fever	15	Inescapable prison	24	Peg leg	33	Thunder and lightning
7	Castaway draft	16	Letter of marque	25	Safe harbor	34	Treasure map
8	Casting off	17	Losing course	26	Scurvy	35	Walk the plank
9	Dead calm	18	Man'o'war	27	Sea shanty	36	Whirlpool

PULP RPG-MATIC UNIVERSE (PRU)

This is a four-fold Template that covers the same era (kinda) and based on one specific literary references (sorta). That would be the 1930's and pulp magazines, respectively…as you may have guessed.

The PRU has four different flavors, depending on the pulp story you want to play: *Astonishing Action!*, *Detective Tales, Cosmic Horror,* and *Mob Stories.* So yeah, that 'pulp' references in this case the cheap paper those magazines were made off, not the 'daring adventurers punching Nazis in the face on top of an airship' genre. Do not worry, the latter is included as one of the four flavors…and, even if it doesn't *require* Nazis, face-punching or airships, it still *encourage* them. And if you miss some of the kind of stories that *also* featured in pulp magazines,

other templates will cover them: just give a look at *Space Rogues* and at *Sword & Sorcery.* Each flavor includes its own tables for skills, NPCs, and events; there's also several locations table, from the more local to the weirder. Nevertheless, you're free to mix-and-match however you want all those tables. There's also quite of overlap between some of these flavors, after all (specially the detective's one and the mob's one).

TEMPLATE RULES

Concept. Your concept will depend on the pulp-flavor you're using. See the tables below.

Goal: As your Concept, your Goal will vary with the kind of game you're playing. So draw a card, look at its Challenging Icon and check the tables below.

	ASTONISHING ACTION!	**DETECTIVE TALES**
	You're a bold adventurer who's just to be involved in an astonishing tale.	You're a hardboiled detective who's just to be involved in a seedy case.
💪	You have half of the map of that lost place. Your rivals have the other half. Who will get there first?	You have seen grisly murders before, but this one take the cake. And you suspect it's not going to be the only one…
🧠	Some evil genius has created a mind-control ray. Or maybe it's a drug. You must stop that wacko, nevertheless.	Surely, that rich guy was killed because of his money. Problem is, he had several heirs and all (*specially* your client) are suspects.
💬	You're a member of a crew who's gonna film a movie in an uncharted island. What could go wrong?	Welcome to Hollywood, a the place where if movie stars suddenly disappear in the middle of a filming, they must be found ASAP!
♡	Your buddy / partner has disappeared while working on a *big* scoop! You must find that person, ASAP!	An old love has been murdered, and no one seems to care. This time, it's personal.

	COSMIC HORROR	**MOB STORIES**
	You were living on a placid island of ignorance, but then you experienced an anagnorisis. Its initial states, to be precise.	You're a member of a mob Family with a relevant enough rank to have power and responsibilities in it.
💪	Someone has been stealing copies of an old, eldritch tome. But they'll have to pry *your* copy out of your dead, cold hands!	Threating you territory? That, my dear sir, means (gang) war!
🧠	You wake up in an asylum, without remembering anything about the last months. Discover what happened, and why!	There's a traitor in the *Famiglia*, and you should find that person soon before they start suspecting *you*.
💬	That Occultist Society seems to be more than meets the eye, and not in a good way. Infiltrate it!	The *Don* is thinking about choosing a new *Caporegime* soon. Prove you're worthy enough of it!
♡	A close relative recently died in strange circumstances, while investigating a mysterious cult. Complete that investigation!	At this point, what you really want is to leave your criminal life behind. Easier said than done.

1930'S CITY LOCATIONS

1	Apartment building	**10**	City Park	**19**	Hospital	**28**	Post office
2	Art gallery	**11**	Department store	**20**	Hotel	**29**	Press office
3	Asylum	**12**	Diner	**21**	Jewelry store	**30**	Print SHOP
4	Bakery	**13**	Dry cleaner	**22**	Laundromat	**31**	Speakeasy
5	Bank	**14**	Faculty	**23**	Library	**32**	Tailor shop
6	Barbershop	**15**	Fire station	**24**	Movie theater	**33**	Theater
7	Butcher shop	**16**	Gas station	**25**	Museum	**34**	Train station
8	Church	**17**	Grocery store	**26**	Pharmacy	**35**	Warehouse
9	City Hall	**18**	Hardware store	**27**	Police station	**36**	Post office

1930'S USA LOCATIONS

1	Albuquerque	10	Detroit	19	Milwaukee	28	Providence
2	Baltimore	11	El Paso	20	Mojave dessert	29	Salem
3	Boston	12	Fargo	21	Mount Rushmore	30	Salt Lake City
4	Cambridge	13	Great Canyon	22	Newmark	31	San Antonio
5	Cincinnati	14	Hollywood	23	New York	32	San Francisco
6	Chicago	15	Honolulu	24	New Orleans	33	Seattle
7	Cleveland	16	Houston	25	Philadelphia	34	St. Louis
8	Dallas	17	Las Vegas	26	Pittsburg	35	Yellowstone Park
9	Denver	18	Los Angeles	27	Phoenix	36	Washington D.C.

1930'S WORLD LOCATIONS

1	Alexandria	10	Cairo	19	Marrakech	28	Samarkand
2	Arctic ocean	11	Casablanca	20	Monaco	29	Shanghai
3	Antarctica	12	Dublin	21	Moscow	30	The Himalayas
4	Athens	13	Florence	22	New Delhi	31	Tokyo
5	Bagdad	14	Hong Kong	23	Oxford	32	Transylvania
6	Barcelona	15	Istanbul	24	Paris	33	Turin
7	Berlin	16	London	25	Rio de Janeiro	34	Venetia
8	Bermuda	17	Luxor	26	Rome	35	Vienna
9	Borneo	18	Machu Pichu	27	Ruritania	36	Zanzibar

1930'S (?) MYSTERIOUS & WEIRD LOCATIONS

1	Agartha	10	Carcosa	19	Kaddath	28	R'lyeh
2	Aokigahara	11	Celephais	20	Kingsport	29	Roswell
3	Arkham	12	Danakil	21	Lake Hillier	30	Sarnath
4	Atlantis	13	Dunwich	22	Lemuria	31	Shambala
5	Avalon	14	Dylath-Leen	23	Leng	32	Stonehenge
6	Bar-Wul-Yann	15	El Dorado	24	Lyonesse	33	Thule
7	Bermuda Triangle	16	Great Blue Hole	25	Mandaroon	34	Troy
8	Blood Falls	17	Innsmouth	26	Mu	35	Ulthar
9	Brangarh Fort	18	Irem	27	Perdonaris	36	Ys

BOLD SKILLS!

1	Acrobatic Stunts	7	Folk Lore	13	Sixth Sense
2	Action Humanities	8	Intimidating Look	14	Smart Stealthiness
3	Action Science	9	Iron will	15	Social Charms
4	Contact Network	10	Larceny Arts	16	Spot Stuff
5	Endure Pain & Fatigues	11	Rowdy Brawling	17	Vehicle Stunts
6	Feats of Strength	12	Sharp Shooting	18	Wilderness Survival

FASCINATING CHARACTERS!

1	Action archaeologist	10	Daring pilot	19	Martial art master	28	Scrappy kid
2	Beefy bouncer	11	Enthusiastic sharpshooter	20	Mysterious mystic	29	Skilled martial artist
3	Bold smuggler	12	Fearless explorer	21	Mysterious vigilante	30	Smiling politician
4	Bumbling sidekick	13	Grizzled mercenary	22	Nazi scum	31	Sneaky saboteur
5	Calculating mastermind	14	Honest cop	23	Noble philanthropist	32	Spoiled heir
6	Charismatic thief	15	Intrepid reporter	24	Relic hunter	33	Stealthy assassin
7	Circus strongdude	16	Jolly pirate	25	Resilient boxer	34	Wacky scientist
8	Clever pet	17	Local chief	26	Resolute bodyguard	35	Wealthy industrialist
9	Cunning conman	18	Loyal butler	27	Savvy grease-monkey	36	Wise mentor

ASTRONISHING EVENTS!

1	A mysterious figure!	10	Big explosion!	19	Dirty fight-trick!	28	Killer pets!
2	A shoot from the dark!	11	Bound and gagged!	20	Dramatic entrance!	29	Law of ninja power!
3	Alone against danger!	12	But for me, it was Tuesday!	21	Exotic locales!	30	MacGyvering time!
4	An attempted kidnapping!	13	Cackling villain speech!	22	Fast-paced chase!	31	Mexican standoff!
5	An improvised weapon!	14	Casual danger dialog!	23	Fight on top of a vehicle!	32	One in a million shot!
6	A mysterious figure!	15	Collateral damage!	24	For *Science*!	33	Panicked crowd!
7	Badass boast!	16	Conveyor belt o' Doom!	25	Gas leak!	34	The building is on fire!
8	Battle Royal!	17	Countdown of Doom!	26	Hidden weapon!	35	Warmongering!
9	Better lucky than good!	18	Crushing walls!	27	Hostage situation!	36	Wrath of Mother Nature!

NOIR SKILLS

1	Breaking & Entering	7	Law & Order contacts	13	Street-map knowledge
2	Charming talk	8	Remain undetected	14	Stunt driving
3	Detect bullshit	9	Resist pain	15	Sympathetic talk
4	Fist fight	10	Resist temptation	16	Talk bullshit
5	Gun fight	11	Sense danger	17	Tracking & Shadowing
6	Harsh interrogation	12	Spot clue	18	Underworld contacts

STRANGERS IN THE NIGHT

1	Accidental witness	10	Disillusioned cop	19	Hopeless addict	28	Shady informant
2	Aggressive enforcer	11	District attorney	20	Loyal assistant	29	Shifty blackmailer
3	Black market dealer	12	Double agent	21	Mob boss	30	Sly smuggler
4	Cab driver	13	Federal agent	22	Movie star	31	Street hustler
5	Corrupt cop	14	Femme fatale	23	Mysterious stranger	32	Uncorrupted innocent
6	Crime suspect	15	Gangster's offspring	24	Nightclub singer	33	Understanding bartender
7	Crime victim	16	Greedy tycoon	25	Nosy journalist	34	Union boss
8	Crooked politician	17	Grieving widow	26	Private Eye	35	Vengeful hitman
9	Defense attorney	18	Hardworking immigrant	27	Safe cracker	36	War veteran

AN EVENT IN THE NIGHT

1	Accidental murder	10	Falsely charged	19	Random beating	28	Skeleton in the closet
2	Alcohol & cigarettes	11	Flashback	20	Redemption equals dead	29	Start of darkness
3	Cool blood murder	12	Harsh interrogation	21	Ruined reputation	30	Stressed-out
4	Corrupted ideal	13	Honor among thieves	22	Ruthless ambition	31	The Lesser Evil
5	Court of public opinion	14	In the tabloids	23	Screw the money!	32	The temptation
6	Crippling addiction	15	Old wound	24	Screw the rules!	33	Tragic love
7	Crippling regrets	16	Papertrail	25	Personal code	34	Unreasonable authority
8	Cycle of revenge	17	Pay-a-bail	26	Sic transit gloria mundi	35	Crippling debt
9	Dirty streets	18	Punished good deed	27	Sins of the fathers	36	Violent crowd

LOVECRAFTIAN SKILLS

1	Athletics	7	Human Sciences	13	Persuade
2	Brawling	8	Library Use	14	Sanity
3	Credit	9	Listen	15	Sciences
4	Driving	10	Mechanics	16	Spot Hidden
5	Guns	11	Medicine	17	Stealth
6	History	12	Occult	18	Wilderness lore

GALLERY OF ~~NUTJOBS~~ NPCs

1	Agonized researcher	10	Decadent gentry	19	Haunted survivor	28	Sinister cult leader
2	Asylum inmate	11	Delusional visionary	20	Jaded investigator	29	Tormented artist
3	Bewildered librarian	12	Doomed academic	21	Lost heir	30	Traumatized survivor
4	Bewitched scribe	13	Doomsday-sayer	22	Obsessed collector	31	Troubled insomniac
5	Bored dilettante	14	Doubtful priest	23	Ostracized scientist	32	Troubled physician
6	Broken wanderer	15	Elderly scholar	24	Paranoid journalist	33	Unnerving child
7	Conservative professor	16	Endogamic villager	25	Reclusive hermit	34	Unorthodox psychologist
8	Crazed cultist	17	Enigmatic stranger	26	Relentless seeker	35	Unstable medium
9	Curious historian	18	Frenzied antiquarian	27	Shattered dreamer	36	Unwilling sectarian

STRANGE AEONS

1	Alien technology	10	Degenerated town	19	Madness-inducing tome	28	Sigil of protection
2	Amorphous aberration	11	Disjointed ramblings	20	Mercy of ignorance	29	Sinister relic
3	Ancient inscriptions	12	Disturbing physiognomy	21	Message in dreams	30	Sudden suspicious dead
4	Apocalyptic log	13	Fainting from shock	22	Nameless monstrosity	31	Summoning ritual
5	Artifact of Doom	14	Fortean phenomenon	23	Non-Euclidean geometry	32	The Great Old Ones
6	Blasphemous artwork	15	Foul smells	24	Ominous chants	33	The Lands of Dreaming
7	Body horror	16	Haunted bloodline	25	Out of the corner of the eye	34	The stars are right
8	Colossal monstrosity	17	Human sacrifice	26	Psychically sensitivity	35	Vision-inducing drugs
9	Cyclopean architecture	18	Maddening revelation	27	Reanimated dead	36	Whispers in the shadows

MOB SKILLS

1	Bagman	7	Nimble	13	Status in *Famiglia*
2	Bookworm	8	Outside Connections	14	Stealthy
3	Cold Blood	9	Safe Cracker	15	Street Reputation
4	Hustler	10	Shakedown Artist	16	Though as Nails
5	Iron-willed	11	Sharp-Eyed	17	Triggerman
6	Muscle	12	Smooth Talker	18	Wheelman

WISE GUYS (& OTHER PEOPLE)

1	Amoral attorney	10	Empty suit	19	Made man	28	Safe buster
2	Bag man	11	Fence jumper	20	Mafia princess	29	Secret mistress
3	Button man	12	Fifty runner	21	Meat eater	30	The *capo bastone*
4	*Cagnolazzi*	13	Film producer	22	Mustache Pete	31	The *consigliere*
5	*Capo di tuttu capi*	14	*Giovane d'onore*	23	Naïve newcomer	32	The *cugine*
6	*Caporegime*	15	Gold digger	24	Paparazzi	33	The *Don*
7	Casino manager	16	Gopher boy	25	Phone man	34	The ratter
8	Clueless relative	17	Loan shark	26	*Picciotto*	35	Undercover agent
9	Elder matriarch	18	Loose cannon	27	Politician on payroll	36	Union leader

IT WOULD BE A SHAME IF ONE OF THESE THINGS HAPPENED

1	A friend of mine	10	Drug stash	19	Layoff operation	28	Pragmatic Villainy
2	A friend of us	11	Getting a place ready	20	Looks like an accident	29	Protection racket
3	An offer you can't refuse	12	Hot place	21	Making a marriage	30	Put on a shelf
4	Bootleeging	13	*Infamita!*	22	Making your bones	31	Sleeping with the fish
5	Buying someone a hat	14	It *is* personal	23	Message job	32	Surprise raid
6	Cement shoes	15	It would be a shame	24	Mob War	33	Taking a walk
7	Crash car	16	It's not personal	25	Money stash	34	The Commission
8	Disputed territory	17	Kiss of Death	26	Off the books	35	*Vendetta!*
9	Doing time	18	*La Famiglia*	27	*Omertà*	36	With a kind word, and a gun

ROMA, URBS AETERNA

Empire? Republic? Meh, whatever. Just remember that, when in Roma, do as the Romans do. And as you are the latter, that shouldn't be *so* difficult, amarite?

TEMPLATE RULES

Concept. You're a Roman citizen, not from the upper ranks (and that's probably an understatement!).

Goal: Draw a card, look at its Challenging Icon and check the table below.

💪	Threating the territory controlled by your crossroads brotherhood? That, my dear sir, is *casus belli*!
🧠	Being an investigator in Rome isn't a prestigious work, but it's a work. And your last one seems to point to a *big* conspiracy…
💬	Climbing the social ladder (and you're quite down) is gonna require doing some works and winning some people to your cause…
♡	Truth be told, your family was *up* in the ranks before…until *that* politician ruined everything. Time to turn the tables!

ARTES ET COGNITIONES

1	Agilitas (Agility)	7	Inquiere (Investigation)	13	Praestigiae (Reputation)
2	Arci (Bows)	8	Intimidare (Intimidation)	14	Pugilatio (Brawling)
3	Ars Medica (Medicine)	9	Latrocinium (Larceny)	15	Scientia naturae (Nature lore)
4	Constantia (Willpower)	10	Litterae (Scholarship)	16	Scientia Urbs (City lore)
5	Delenimentum (Seduction)	11	Pecunia (Resources)	17	Sigillum (Stealth)
6	Eloquentia (Persuasion)	12	Perceptio (Perception)	18	Vigor (Strength)

CIVES & PEREGRINI

1	Actor	10	Custos Vestibuli	19	Miles	28	Scholaris
2	Agricola	11	Delator	20	Obstetrix	29	Scriba
3	Ancilla	12	Equites	21	Orator	30	Senator
4	Architectus	13	Gladiātor	22	Patricius	31	Servus
5	Artifex	14	Lanista	23	Philosophus	32	Tabernarius
6	Augur	15	Magistratus	24	Plebeius	33	Tribunus
7	Auriga	16	Medicus	25	Popularis	34	Venditor
8	Caupo	17	Mendicus	26	Sacerdos	35	Vigil
9	Centurio	18	Mercātor	27	Sceleratus	36	Virgo Vestalis

URBS AETERNA

1	Amphitheater	10	Circus	19	Gate	28	Rostra
2	Aqueduct	11	Colonnade	20	Horreum	29	School
3	Arch	12	Colosseum	21	Insula	30	Shrine
4	Atrium	13	Courtyard	22	Library	31	Stadium
5	Basilica	14	Curia	23	Market	32	Stoa
6	Baths	15	Domus	24	Mausoleum	33	Taberna
7	Capitolium	16	Forum	25	Odeon	34	Temple
8	Carcer Privatus	17	Fountain	26	Palace	35	Theater
9	Catacumb	18	Garden	27	Pantheon	36	Villa

EVENTUS ALEATORII

1	*Alea iacta est*	10	*Cursus honorum*	19	Incendiary speech	28	*Pro patria mori*
2	Arranged marriage	11	Disputing consuls	20	Magistrate election	29	Province unrest
3	*Audentes fortuna iuvat*	12	Divide and conquer	21	*Mare Nostrum*	30	Sacrifice to the Gods
4	*Aut Caesar aut nihil*	13	*Dura lex, sed lex*	22	*Memento mori*	31	Scathing satire
5	Bad omens	14	Falling on your sword	23	Panem et circenses	32	Senate factions
6	Barbarians at the gates	15	Food shortage	24	*Pax Romana*	33	*Si vis pacem…*
7	Big fire	16	Foreign cult	25	*Pecunia non olet*	34	The Plague
8	Bribed jury	17	Foreign Embassy	26	Political Murder	35	Triumphal procession
9	Collapsing structure	18	*Genius loci*	27	Political rivalry	36	Violent mob

SPACE ROGUES

Space is big, but most of it is quite empty; or, at least, void of stuff we can detect and measure. Luckily, there's also places which are not so empty…but at the end of the space-day, you can find troubles both in the more crowed places and the more into-the-void ones. Sorry, I said 'troubles'? 'Adventures' I mean!

TEMPLATE RULES

Space tables. This template has plenty of tables to randomly generate space-related stuff: planets, alien species (being quasi-human but with some non-human feature, being totally non-human), etc. As in the case of the High School template, you probably should write down more than one Location Pool, with different zooming levels.

Concept. You're a Space Rogue that's been a bit out of luck in recent times. Or at all times, to be honest.

You just wait for the perfect job that will make a name for yourself (and, this time, a *respected* name!). You should probably start with at least a good combat skill or Pilot Spaceship, so remember you have one swap/replace option!

Goal: Draw a card, look at its Challenging Icon and check the table below

💪	Somehow, you managed to angry someone who is both resourceful and grudge-bearing. And a criminal boss. Survive this!
🧠	That rumor about an unexplored and profitable planet is *probably* worth of study!
💬	Okay, the resourceful, grudge-bearing, criminal boss will give you one last chance. Deliver this dangerous cargo!
♡	A dearly friend or relative is missing. And even if space is big, you'll not leave one inch unchecked to find them!

SPACE SKILLS

1	Astronavigation	7	Perception	13	Robotics & IA's
2	Athletics	8	Persuasion	14	Security Systems
3	Drive vehicles	9	Pilot spaceship	15	Sixth sense
4	Endurance	10	Ranged weapons	16	Stealth
5	Galactic Knowledge	11	Repairs	17	Streetwise
6	Melee combat	12	Resources	18	Willpower

SPACE NPCs

1	133t Hacker	10	Daring pilot	19	Megacorporation suit	28	Scrap dealer
2	Catastrophe survivor	11	Expelled sawbones	20	Merchant captain	29	Secret law enforcer
3	Charming gambler	12	Gang member	21	Merciless bountyhunter	30	Space mercenary
4	Clone soldier	13	Hardworking colonist	22	Muscled bouncer	31	Space pirate
5	Con artist	14	Insurgency agent	23	Outlawed fugitive	32	Tech genius
6	Connected Go-between	15	Local snitch	24	Pangalactic preacher	33	Veteran explorer
7	Criminal big fish	16	Local trader	25	Picky bureaucrat	34	Vr junkie
8	Criminal small fry	17	Loyal bodyguard	26	Science genius	35	Worlds conqueror
9	Cyber psycho	18	Media celebrity	27	Scoundrel smuggler	36	Xenophobe activist

SPACE (NOT TOO MUCH) ALIENS

1	Additional arms	10	Feline eyes	19	Huge	28	Porcine nose
2	Amphibian	11	Four-fingered	20	Insect eyes	29	Prensile hair
3	Android	12	Frog tongue	21	Multi-jointed	30	Reptile eyes
4	Antennae	13	Hairless	22	No ears	31	Shape changer
5	Clawed	14	Hairy	23	No eyes	32	Small
6	Cyborg	15	Hard skin	24	No nose	33	Tailed
7	Exotic coloration	16	Hologram	25	No teeth	34	Third eye
8	Fangs	17	Hooves	26	One eye	35	Tusks
9	Feline ears	18	Horns	27	Pointy ears	36	Wings

SPACE (VERY) ALIENS

1	Amorphous	10	Energy being	19	Lizard	28	Simian
2	Arachnid	11	Equine	20	Lupine	29	Starfish
3	Avian	12	Erinaceinae	21	Ophidian	30	Swarm
4	Caprine	13	Feline	22	Parasite	31	Taurian
5	Cephalopod	14	Gaseous	23	Piscean	32	Toad-like
6	Chameleon-like	15	Grey	24	Raccoon-like	33	Ursine
7	Chelonid	16	Insectoid	25	Robotic	34	Vegetal
8	Crab-like	17	Jellyfish	26	Rock being	35	Vermiform
9	Crystal being	18	Liquid	27	Sand being	36	Vulpine

SPACE CITY

1	Academy	10	Energy plant	19	Mansion	28	Restaurant
2	Ancient ruins	11	Factory	20	Market	29	Sewers
3	Barracks	12	Farm	21	Mine	30	Smuggler's den
4	Clinic	13	Fight club	22	Opera	31	Space elevator
5	Corporation building	14	Gambling den	23	Palace	32	Stadium
6	Derelict building	15	Illegal clinic	24	Park	33	Star port
7	Drug den	16	Insurgence refuge	25	Port	34	Subway
8	Dump	17	Junkyard	26	Pub	35	Underground refuge
9	Embassy	18	Local enterprise	27	Public baths	36	Water supply

PLANET CLASS

1	Archipelago world	10	Ice world
2	Asteroid field	11	Jungle world
3	Burning world	12	Nomad fleet
4	Cold world	13	Rocky world
5	Desert world	14	Space station
6	Eden world	15	Swamp world
7	Fungal world	16	Sylvan world
8	Hollow planet	17	Temperate world
9	Hot world	18	Water world

PLANET STATUS

1	Diplomatic Hub	10	Recent Colony
2	Disputed world	11	Scientific station
3	Fallout wasteland	12	Space junkyard
4	Governmental center	13	Species home planet
5	Industrial world	14	Tourist attraction
6	Lost Colony	15	Trade hub
7	Military garrison	16	Unsettled world
8	Penal colony	17	War-torn world
9	Rebel Colony	18	Wretched hive of villainy

SPACE TROPES

1	Abandoned cargo	10	Hostile fauna	19	Shields failure	28	Stellar anomaly
2	Automated defenses	11	Hostile flora	20	Solar flare	29	Supernova
3	Black hole	12	Hull break	21	Space battle	30	Tectonic activity
4	Bug hunt	13	Life-support damage	22	Space caravan	31	Terraformation troubles
5	Climatic instability	14	Megafauna	23	Space Fleet	32	The last of its kind
6	Disputed space	15	Meteor impact	24	Space genii	33	Time anomaly
7	EM interferences	16	Precursor species	25	Space shipwreck	34	World-destroyer tech
8	Extra-dimensional visitor	17	Psionic anomaly	26	Space swarm	35	World-devourer entity
9	Forbidden Space	18	Radiation leak	27	Spaceship fuel leak	36	Wormhole

(TECHNICALLY-NOT-IN) SPACE TROPES

1	Ambulant city	10	Crapshoot A.I.	19	Genetic abomination	28	Rebel hideout
2	Artificial human	11	Cryogenization	20	Humongous mecha	29	Sufficiently advanced tech
3	Automated city	12	Cybernetic shenanigans	21	Killing sports	30	Ultraviolent gangs
4	BFG	13	Dimensional travel	22	Lotus-eater machine	31	Uncontrolled pollution
5	Big Brother is watching	14	Doppelganger infiltration	23	Mental implants	32	Underground city
6	Body swapping	15	Elite combat unit	24	Nuclear fear	33	Underwater city
7	Cloning blues	16	Elite hacking	25	Out of control tech	34	Unscrupulous science
8	Combat simulator	17	Flying city	26	Powered armor	35	Unwitting test subjects
9	Corporate wars	18	Freak lab accident	27	Precursor technology	36	Virtual World

SLASHER FLICK

Maybe it's supernatural, maybe it isn't, but point is there's someone out there who's gonna get ya. Well, ya, and everyone close to ya, if needed.

Goal: You're kidding, right? Survive, of course! Killing the murderer would be an added bonus, but don't count on that sticking. Don't count on surviving any post-credit stinger, either. In fact, if you make a Saga out of this, you should change the protagonist, instead of the villain!

TEMPLATE RULES

Concept. You're ~~a fresh victim~~ the troubled protagonist chased by a seemingly unstoppable murderer.

DELAYING-THE-INEVITABLE SKILLS

1	Breath-catching acrobacy	7	Instill fear	13	Quick wound-mending
2	Brief feat of might	8	Intuitive point-connecting	14	Resist fear
3	Desperate fighting	9	Mercy begging	15	Resist pain
4	Friendly talk	10	Overcome skepticism	16	Resist weariness
5	Heart-throbbing hiding	11	Panic running	17	Sense danger
6	Impromptu tinkering	12	Perceive details	18	Shaky shooting

~~MORE VICTIMS~~ TROUBLED NPCs

1	Asshole Victim	10	Entitled Celebrity	19	Morbid Mortician	28	Scrappy Kid
2	The Athlete	11	Faith-shaken Priest	20	The Narcissist	29	The Survivalist
3	Best Friend	12	Federal Agent	21	The Nerd	30	The Teacher
4	Bully	13	The Fool	22	Old School Sheriff	31	Town Drunk
5	Conspiracy Nutjob	14	The Guilt-ridden	23	Ominous Harbinger	32	Traumatized Survivor
6	The Copycat	15	Inquisitive Journalist	24	The Outcast	33	Unorthodox Scientist
7	Creepy Elder	16	Jaded Veteran	25	Overprotecting Parent	34	The Virgin
8	Creepy Kid	17	Local Hillbilly	26	Preppy Kid	35	The Whore
9	Cryptic Occultist	18	Maverick Cop	27	The Scapegoat	36	Wise Elder

STEPS TO THE INEVITABLE

1	Blinding fury	10	Cryptic message	19	Ironic death	28	Severed head
2	Blood stains	11	Deja vu feeling	20	Isolation	29	Severed limb
3	Bound & gagged	12	Derelict building	21	Killer trap	30	Shattered innocence
4	Cold blood torture	13	Disappearing evidence	22	Mad laughter	31	State of denial
5	Creepy basement	14	Escape route	23	Misleading shadows	32	The door closes
6	Creepy music	15	Frightful mask	24	Not quite dead	33	The light goes out
7	Cries for help	16	Gratuitous shower scene	25	Out of nowhere	34	Useless adults
8	Crippling hysteria	17	Gratuitous sex scene	26	Past victims	35	Useless police
9	Crippling wound	18	Improvised weapon	27	Sacrificial Lamb	36	Vehicle failure

IMPLEMENTS OF SLAUGHTER / DESPERATE DEFENCE

1	Axe	10	Fire extinguisher	19	Pepper spray	28	Sickle
2	Baseball bat	11	Fireplace poker	20	Power drill	29	Spade
3	Broken bottle	12	Gas can	21	Rake	30	Stake
4	Butcher knife	13	Hammer	22	Razor	31	Syringe
5	Chainsaw	14	Hook & chains	23	Rock	32	Taser
6	Clawed glove	15	Hooked hand	24	Rope	33	Whip
7	Crossbow	16	Katana	25	Scalpel	34	Wire garrote
8	Crowbar	17	Machete	26	Scythe	35	Wood log
9	Dagger	18	Nail gun	27	Shears	36	Wrench

SUPERS

It's a bird? It's a plane? No, it's you! Except if you were piloting an invisible jet, in which case the second would also be right. But that would be silly.

TEMPLATE RULES

Concept. You're a super of the 'lone-wolf' kind, and with a moderate power level: you're more of 'protecting the city' than 'saving the world', even less 'guarding the galaxy'. You should have a good *Melee combat* or *Ranged combat* Skill, for all your typical KA-POW! and PEW-PEW! scenes.

Powers. Powers aren't treated as Skills, but as not-normal things you can do it just because. To know your Powers, draw 2 cards and use their *Powers* answer. Draw another card and look at its D12 value to set the Origin of those powers.

Assign to each Power one typical use that would be challenging to you and that would work as its 50/50 Odds benchmark, and just shift it up or down it when you try to do stuff more demanding or easier than that, respectively. As a reference, assume that powers that destroy stuff should have a 'destroy an armored vehicle' as its 50/50 benchmark, those that affect areas should have 'affect the whole room', etc. You can modify this if you want to play as a humbler type of super, or up if you're actually digging that 'saving the world' stuff.

Finally, an important note: you do NOT apply Skills to modify the Odds when using your Powers, for god or ill; they're a totally different kind of animal.

Goal: This kind of game is more reactive than proactive. As in, there's an evil plan in the making, and your goal is to thwart it! For designing that plan, just draw 4 cards and apply their D6 results to each column in the Evil Plan table, just below.

(NOT) SUPER SKILLS

1	Acrobatics	7	Manage secret identity	13	Persuasion
2	Drive cool vehicle	8	Science!	14	Ranged Combat
3	Calm the citizens	9	Intimidation	15	Resources
4	Endurance	10	Melee combat	16	Streetwise
5	Investigate	11	Notice	17	Stealth
6	Security systems	12	Contacts	18	Willpower

SUPER ORIGINS

1	Chi Mastery	7	Magic training
2	Extraterrestrial origin	8	Supernatural ancestor
3	Freak accident	9	Supernatural being
4	Innate mutation	10	Supernatural item
5	Intentional mutation	11	Ultra-tech
6	Magical bless (or curse)	12	You have no clue!

EVIL PLAN

	Who's behind the plan?	What does they want to do?	To whom?	And how?
1	Your personal nemesis	Destroy	The whole City	Raw physical powers
2	Someone from your rogue's gallery	Control	A whole neighborhood	Mental powers
3	A know villain you have met once or twice.	Corrupt	An important citizen (or several)	Lots and lots of goons
4	A known villain you have never met before	Plunder	A common citizen (or several)	Cutting edge technology
5	A new villain	Terrorize	One of your acquaintances	Magic
6	An unknown (for now) force	Weaken	You!	Elemental powers

(NOT) SUPER NPCs

1	Angry protestor	10	Criminal boss	19	Parental figure	28	Special forces
2	Bigoted demagogue	11	Daring reporter	20	Police officer	29	Spoiled rich kid
3	Bratty kid	12	District attorney	21	Prison warden	30	Super fan
4	Brutish goon	13	Federal agent	22	Private detective	31	Tech genius
5	City leader	14	General ripper	23	Respected professor	32	Terrorist
6	Clever lawyer	15	Local teacher	24	Rich philanthropist	33	Troubled teenager
7	Clueless relative	16	Loyal employee	25	Security guard	34	Tycoon mogul
8	Concerned partner	17	Media celebrity	26	Social activist	35	Underground hacker
9	Corporate suit	18	Newspaper editor	27	Social worker	36	Unorthodox scientist

(ACTUALLY) SUPER NPCs

1	AI assistant	10	Galactic conqueror	19	Lab freak	28	Retired super
2	Amoral thrill seeker	11	Hero-hunter	20	Legacy carrier	29	The sidekick
3	Burnt hero	12	Heroic brick	21	Living divinity	30	The swarm
4	Cybernetic horror	13	Heroic paragon	22	Lovable rogue	31	Thrill-seeker
5	Dark knight	14	Heroic wisecracker	23	Order of Cosmic Protectors	32	Time traveler
6	Evil opposite	15	Hero-killer	24	Powered mercenary	33	Underground people
7	Evil twin	16	Honorable megalomaniac	25	Psychotic menace	34	Unleashed beast
8	Extraterrestrial menace	17	Killer bot	26	Redeemed villain	35	Unrestrained vigilante
9	Fallen hero	18	Killer clown	27	Reluctant hero	36	World destroyer

SUPER CITY LOCATIONS

1	Art gallery	10	Fire department	19	Power plant	28	Superteam base
2	Billionaire mansion	11	Hero academy	20	Research laboratory	29	Supervillain prison
3	Building site	12	Luxury hotel	21	Rooftop gardens	30	Technological district
4	Central park	13	Medical center	22	Science expo center	31	Train station
5	City hall	14	Mega mall	23	Secret lair	32	Underground hideout
6	City library	15	Museum	24	Shopping district	33	Underground network
7	Corp headquarters	16	News agency building	25	Skyline plaza	34	VR arcade
8	Entertainment arena	17	Police headquarters	26	Sports stadium	35	Warehouse
9	Financial district	18	Port	27	Supers memorial	36	Zoo

SUPER EVENTS

1	Alien technology	10	Hero Vs Hero	19	Origin story	28	Secret identity woes
2	Blackmailed city	11	Heroes, assemble!	20	Out-worldly portal	29	Slandered by the media
3	Cosmic Artifact	12	Hostage situation	21	Pantheon Vs Pantheon	30	The hero we deserve
4	Crime wave	13	I let [X] die	22	Passing the torch	31	The hero we need
5	Damage control	14	Impersonator troubles	23	Power enhancer	32	The hero we want
6	Dating the enemy	15	Loved by the crowd	24	Power nullifier	33	Vehicle accident
7	Dysfunctional team	16	Massive jailbreak	25	Power Vs Responsibility	34	Warring Worlds
8	Enemy mine	17	Natural catastrophe	26	Return from the grave	35	What if…?
9	Hanging the cape	18	Nuclear menace	27	Science gone wrong	36	Who watches the Watchers

SWORDS & SORCERY

Are you ready to treading the jeweled thrones of Earth? Good! But Remember to use fitting footwear!

TEMPLATE RULES

S&S tables. This template is also quite rich in specific tables. And, again, it also treats Locations at different zoom levels (Realm / City / Site).

Concept. You're an adventurer with morals that can be (charitably) described as 'sometimes accidentally heroic'. Also, not saying that you *must* be a barbarian adventurer, but not saying that you *cannot* be, either. And not saying that you *must* have a good *Melee combat* or *Ranged combat* Skill…but maybe you should?

Goal: Draw a card, look at its Challenging Icon and check the table below.

💪	No one should live in chains. Free yourself, and those chained with you!
🧠	A forgotten place full of treasures? Find the former and take the latter!
💬	It's good to be King. Or so they say. Let's give it a try!
♡	Wealth can be wonderful, but revenge is better. Destroy those who wronged you!

SKILLS

1	Athletics	7	Intrigue	13	Ranged Combat
2	Animal handling	8	Larceny	14	Stealth
3	Deceive	9	Martial Lore	15	Scholar Lore
4	Empathy	10	Melee combat	16	Streetwise
5	Endurance	11	Notice	17	Wilderness Lore
6	Folk Lore	12	Persuasion	18	Willpower

NPCs

1	Ambitious ruler	10	Disquieting prophet	19	Nerdy scholar	28	Skilled crafter
2	Bleak assassin	11	Faithful parishioner	20	Out-of-the-farm noob	29	Stalwart bodyguard
3	Boring clerk	12	Decadent noble	21	Exotic dancer	30	Tomb raider
4	Brutish goon	13	Grisly necromancer	22	Rich merchant	31	Travelling minstrel
5	City guard	14	Grizzly mercenary	23	Fleeing slave	32	Unreliable diviner
6	Crime lord	15	Local healer	24	Rowdy barbarian	33	Veteran commander
7	Cult leader	16	Local rumormonger	25	Pirate crew	34	Wandering peddler
8	Cunning scammer	17	Loud fanatic	26	Rustic hedge-wizard	35	Wise holyperson
9	Deft pickpocketer	18	Ne'er-do-well loafer	27	Simple peasant	36	Wizard's apprentice

CREATURES

1	Amorphous ooze	10	Deadly vegetation	19	Elemental humanoid	28	Mindless construct
2	Angelic zealot	11	Demonic schemer	20	Feral skin-changer	29	Mindless undead
3	Animated elemental	12	Dire Beast	21	Flying predator	30	Mischievous faery
4	Animated item	13	Disembodied undead	22	Giant brute	31	Mutant humanoid
5	Animated plant	14	Divine offspring	23	Giant vermin	32	Possessed humanoid
6	Awakened animal	15	Draconic beast	24	High Faery	33	Self-conscious construct
7	Chimeric beast	16	Dragon	25	Infernal beast	34	Subaquatic predator
8	Cunning shapechanger	17	Eldritch abomination	26	Invader-from-beyond	35	Swarm of vermin
9	Cunning undead	18	Elemental beast	27	Land predator	36	Titanic monstrosity

LOCATIONS - REALM

1	Battlefield	10	Fort	19	Monument	28	Ruins
2	Bog	11	Grasslands	20	Moor	29	Scree
3	Camp	12	Grove	21	Mountain	30	Shrine
4	Cave	13	Hamlet	22	Pass	31	Stronghold
5	Chasm	14	Lagoon	23	Plains	32	Swamp
6	Crypt	15	Lair	24	Plateau	33	Temple
7	Estate	16	Lake	25	River	34	Tower
8	Farmlands	17	Marsh	26	Road	35	Town
9	Forest	18	Mines	27	Road-inn	36	Village

EVOCATIVE LOCATION DESCRIPTORS

1	Bright	10	Earth	19	Lost	28	Shining
2	Cursed	11	Fire	20	Madness	29	Storm
3	Dammed	12	Forbidden	21	Magic	30	Sword
4	Dark	13	Forgotten	22	Misty	31	Terrible
5	Dead	14	Forsaken	23	Mystery	32	Thunder
6	Devil	15	God	24	Nameless	33	Unspeakable
7	Doom	16	Heaven	25	Night	34	Water
8	Dread	17	Hell	26	Old	35	Water
9	Dream	18	Lonely	27	Secret	36	Wicked

LOCATIONS - CITY

1	Academy	10	Gate	19	Mansion	28	Soothsayer
2	Arena	11	Graveyard	20	Marketplace	29	Tailor
3	Bakery	12	Greengrocery	21	Miller	30	Tannery
4	Barracks	13	Guild	22	Palace	31	Tavern
5	Bathhouse	14	Herbalist	23	Park	32	Temple
6	Butcher	15	Hospice	24	Pawnshop	33	Theatre
7	Castle	16	Inn	25	Port	34	Training grounds
8	Drug den	17	Jail	26	Shack	35	Wall
9	Forge	18	Library	27	Shrine	36	Water reservoir

LOCATIONS – SITE

1	Alchemy lab	10	Crypt	19	Kitchen	28	Shrine
2	Animal pen	11	Dorm room	20	Lair	29	Stairs
3	Armory	12	Gallery	21	Library	30	Study
4	Banquet hall	13	Garderobe	22	Monster pen	31	Throne room
5	Barracks	14	Grand chamber	23	Observatory	32	Torture chamber
6	Catacombs	15	Great hall	24	Prison cell	33	Training ground
7	Chamber of Secrets	16	Hidden passage	25	Rubbish dump	34	Treasure vault
8	Chapel	17	Hidden shrine	26	Scriptorium	35	War room
9	Courtyard	18	Infirmary	27	Secret exit	36	Water reservoir

THE BEST (AND NOT-SO-BEST) IN LIFE

1	A few stood against many	10	Beyond the Realms of Death	19	Evil magic	28	Ophidian cult
2	A sharp sword and a straight path	11	Breaking the law	20	Fear of the Dark	29	Raiders from the Sea
3	Ace of Spades	12	Consuming ambition	21	Fire and Wind from the Sky	30	Riches beyond dreams
4	Artifact O'Doom	13	Cursed blade	22	Gigantic melancholies and mirth	31	The Secret of Steel
5	Back from the Pit of Hell	14	Dark ritual	23	Honor among thieves	32	Thirst of Blood
6	Back with your shield, or in it	15	Day of Doom	24	Into the Void	33	To crush your enemies
7	Band of scoundrels	16	Devious trap	25	Live, love, slay, being content	34	Treading jeweled thrones
8	Barbarians at the walls	17	Dissipated riches	26	Mercenary band	35	Uncaring Gods
9	Battle rage	18	Earning a throne	27	Only pain hurts	36	Welcome to the Jungle

ZOMBIE OUTBREAK

Warning: this game template deals with *Regular Zombies.* For *Deadites,* check the Pulp RPG-Matic Universe template in its Lovecratfian flavor. And for the *Redneck Zombie Torture Family*, check the Slashers Flick one. You're welcome.

TEMPLATE RULES

Concept. You're just a survivor, trying to live up to that name in a world that has gone down the crapper because of a horde of walking dead.

Goal: Draw a card, look at its Challenging Icon and check the table below.

💪	Break through a horde of Z's to a safe zone! Well, it's *assumed* to be safe…
🧠	Those hints about a cure? Follow them!
💬	Keeping a semblance of 'society' between a group of survivors? Fat chance. But try it!
♡	World could go to Heck, but there's *that* person important to you. Go find them!

SKILLS

1	Bash heads	7	Intimidating speech	13	Precarious driving
2	Encouraging speech	8	Jury-rigging	14	Scavenging
3	Endure deprivation	9	Keen ear	15	Sense troubles
4	Equipped backpack	10	Keep coolness	16	Sharp eye
5	Firearms	11	Keep silent & still	17	Wilderness survival
6	Improvised sciences	12	Misleading speech	18	Wound-mending

THOSE WITH BRAAAAAAINS! (ALLEGEDLY)

1	Action dad/mom	10	Faithful priest	19	Nieztchisian wanabe	28	Selfish coward
2	Asshole victim	11	Fake Hero(ine)	20	Only sane dude	29	Silent catatonic
3	Badass veteran	12	Fearless fool	21	Opportunistic bastard	30	Stepford smiler
4	Big dude	13	Handicapped survivor	22	Protecting parent	31	The death seeker
5	Clever planner	14	Ignored expert	23	Rebel teenager	32	The stoic
6	Conspiracy nutjob	15	Innocent kid	24	Redemption seeker	33	Tigger-happy military
7	Crazy survivalist	16	Jerkass with gold Heart	25	Reluctant leader	34	Traumatized survivor
8	Dedicated scientist	17	Know-nothing know-it-all	26	Rescue worker	35	Unscrupulous scientist
9	Distressed person	18	Loyal friend	27	Resourceful scavenger	36	Virus immune

ZOMBIE TROPES

1	Barricaded position	10	Dubious experiment	19	Improvised weapon	28	Quarantined zone
2	Blocked access	11	Eaten alive	20	Left behind	29	Rumors of a cure
3	Burn it with fire	12	Emergency refueling	21	Life or limb decision	30	Senseless sacrifice
4	Cries for help	13	Evacuation plan	22	Lost in wilderness	31	Social tensions
5	Defiant to the end	14	Fighting for resources	23	Need of pharms	32	Undead horde
6	Disabling injury	15	Get out of my yard!	24	Never my fault	33	Unforeseen access point
7	Distant shooting	16	Heroic sacrifice	25	Partying our last days	34	Weapon supplies
8	Distracting addiction	17	Hidden contagion	26	Power failure	35	Zombified acquaintance
9	Doubtful contagion	18	Humans are the monsters	27	Promise of a sanctuary	36	Zombified celebrity

ZOMBIE TRAITS

1	Alive-looking	10	Dog / Wolf	19	Mangled	28	(Poor) tool-user
2	Blind	11	Emanciated	20	Moaning	29	Slow
3	Blob-of-flesh	12	Fast	21	Move-sight	30	Spitting
4	Clawed	13	Flaying entrails	22	Nimble	31	Staggering
5	Clever	14	Frenzied	23	No arms	32	Tracker
6	Crawling arm	15	Gas-bloated	24	No legs	33	Tree (!?!)
7	Crawling head	16	Headless	25	Pack leader	34	Tunnelling
8	Crow / Raven	17	Hollow	26	Passive	35	Unrelenting
9	Darkness-vision	18	Jumping	27	(Poor) talker	36	Wallcrawler

AUTHOR'S NOTES FOR 0.03 VERSION

Three versions already, and I still have one page left for doing this! Yay! As in the previous cases, Duskwillow, the Magical Cat, will assist me with this. And for those who are new: yes, he's a Magical Cat, and yes, it makes sense in context.

You know, I feel a bit ridiculous, asking for the *third* time these questions, as I already know their answers. And before you say anything…no, using a blue font for my text instead of a black one isn't enough of a change!
Just play along with it, please, if just for the new reader's sake. At least, with the mechanical-related questions; you can tone down a notch the ones where you lambast my design choices!

Sigh, whatever. At the very least, I will rephrase my questions. (☉ ‿ ☉) So, first of all…you already had written a solo RPG system, $V_1S_0R_{PG}{}^Z$. Why another one?
I've made this other game as a self-challenge because every RPG I have written before ended as bloated of a monster with pages and pages and pages and pages of rambling, and setting, and rambling, and rules, and rambling. So I just wanted to make something with a defined limit. 32 pages. That's it.

You have emphasized that '32-pages' point a lot. But this PDF has 33, and there're also those pages with the cards and the character sheet, so number do not seem to add up…
First of all, the PDF: the PDF says '33 pages', but one of them is the cover and that shouldn't count; the page *after* the cover is the one where page numbers start. Second, the PDF with the cards is there to be printed and *cut*, and the character sheet is to be copied and used *with* the manual, not as a part of it. If I were to envision this as a published game, both the pages for the cards and character sheet wouldn't be attached to the rest of the manual, but on separate sheets.

Nevertheless, including the game tables in the character sheet instead of the main text seems like a cheap trick to save space…
Oh, well, if those are the tables the player is going to check every game, plenty of times, that's the best place I can think of to put them. It's not as the character description required too much space, y'know.

Speaking of tables, aren't those 'Pool tables' <u>suspiciously</u> similar than the lists used by the Mythic GME system?
Yes, they're inspired by them. But they work in a different way, as they're based on card-drawing instead of dice-rolling. And, also, MQGA-32p give some alternatives of what to do to avoid 'blank' results, so…

Yes, I'm already *very* familiar with your 'imitate, don't innovate' politics. E.g., your answers in these page, which you're just copy&pasting from the previous version. (¬ ‿ ¬)
Hey, what did I say about lambasting me?!?

It's your fault, for making it so easy. Okay, as you're just phoning it, I'm not making the effort of rephrasing my next questions, either! So…isn't the 5-step structure of Plots too rigid? As if the player is on one heck of a railroad during the whole game?
Well, those steps are *very* generic, and if you read them in order they mostly look like a summary of what any given planned adventure would be based on.

But what happens when you get stuck in one of those steps? Does the game grind to halt?
Nah, it shouldn't. I would just see it as judging that step as a failed one and proceed to the next…even if it's just as a contrived coincidence or something like that. The idea is not punishing yourself too hard, to the point of making the game impossible to continue. For example, failing in defeating the Guardian of the Inner Sanctum in the Incursion Plot doesn't mean that you would never get access to that Sanctum. It's only that you do it in a precarious position…as being taken prisoner and taken into it by force. Or maybe what's *inside* the Sanctum comes out to kick your keister for your impertinence.

'Contrived' sounds to me like an understatement…but I've seen enough examples in allegedly respectable media, so I'll give it a pass. Next one. I've not seen any advancement system in these pages. Have I missed something?
As this system is thought for one-shots, even if played in different sessions, I don't think that's needed. Even then, as you always assign the odds of an action based on your level of competence, there's no need of a bonus-inflation. If, in general, you're better, then that's already taking into account when selecting those odds. … You know, you were right. I'm also feeling a bit silly right know, saying all of this for the third time…

Don't worry, I have a new question for this version! If you draw a series of cards to describe an NPC, there would be combinations that would be impossible, because they appear in the same card, right? For example, you couldn't get an Athletic Agitator, or an Artist who's feeling Arrogant!
There are two solutions for this. A) Shuffle the whole deck after drawing each card…which would be a bit of a hassle. Or B), using the Wild Cards: each time you draw a series of cards to get information from different sections, if you get a Wild Card you apply the result from the previous card, ignoring it if it's the first card you draw. Maybe, to avoid skewing the results in the other direction (making those combinations *too* probable) that rule should be applied just for ONE of the Wild Cards: I would select the 🌚 for this role, as it seems to be the wildest of all (seriously, just look at that dude!). This probably need a bit of more study…

But…but…why are you suggesting it <u>here</u>? Shouldn't that be mentioned with the rest of the Wild Card rules?!? Also, that last part would mean that the three Wild Cards are NOT the same, which contradicts what you already said!
Well, there was not enough room in that chapter to include that without deleting text from somewhere! But there was plenty of free room in this page, so…

… Seriously, you make me lambasting your design choices sooooooo easy. Oh, well, that's all.
Uh? Are you sure? You are not going to…ahem…

Yes, I'm sure. Fear not, in this 0.3 version I'm not going to mention that old shame of you. You know, that 'Guerreros de la autopista' game you wrote while in high school.
Phew, thank you, that's a relief! (ˆ▽ˆ) … Hey, wait! (·   ·)! By saying you were not going to mention it, YOU HAVE DONE THAT!!! (⌐ ⌐°)!!!

Oops, sorry! How silly of me! (ˆ‿ˆ)
(╥﹏╥)…