

Legend & Truth

Legend & Truth Quickstart

Think of it as a combination of mythology (“seven fingers on each hand, seven toes on each foot, and seven pupils in each eye”) and a game of telephone.

The game host posts that the game is beginning. The post should include:

- Four or five basic facts about the world, including genre and setting.
- A goal for the heroes to aim for, ignore, achieve, or destroy accidentally or on purpose.
- A hashtag or callsign to identify solo games that are opting in to the shared game.
- If the world will be shared by default or if all facts up for sharing must be declared to be so.
- If permission is needed to use characters or if they will be shared by default.
- If permission is needed to use protagonists or if they will be shared by default.
- How long the game is expected to run, at least initially.

Each player plays a solo game, using whatever mechanics and format they prefer. Touch base with the main post thread frequently. Use it to:

- Notify the other authors that your game is included and under what terms (if they are different from the defaults given by the host).
- Let everyone know how your game is going and if an update has been posted somewhere.
- Ask questions about your hero’s journey to get a human oracle response (you may do this in your own thread or a companion thread if you prefer).
- Ask to borrow other players’ characters if necessary (you may do this privately instead).

Whenever a new fact about the world is established in another player’s game and shared, you may choose if it is “legend”, meaning it’s not necessarily true, or “truth”, meaning you accept its reality.

You may add any or all of the information developed in play by anyone (including yourself!) about your hero to your own game as legend or truth as well.

- If it is legend, you get a small bonus (+1 equivalent) to any rolls related to using the fact that you’re known for something in play.
- If it is truth, or you decide to convert it to truth at some point, you get a moderate bonus (+2 equivalent) to rolls that would be improved if it were true about your hero (because it is). At your option you can also use this to unlock new skills or traits (if playing with them).

Note that you can’t revoke permission, once granted, and that you have no control over how the other authors portray your character. You only choose if you accept their portrayal as legend, truth, or “must have been some other guy”.

Play Example

Joe is hosting. He posts that the setting will be fantasy, and that the players are in the royal court, where the famed Eye of Argon will be unveiled as part of the Crown Prince's coronation. He states that the world is shared and characters will be fair game, but people should ask to use each other's heroes. The game's tag is #EyeOfArgon.

Meg later posts in the thread that she just finished her first solo session (with a link to her blog) and she's happy to have people use her hero, the feisty red-headed witch Isabeth, as they please. She is embroiled in a court intrigue and Meg's not sure where to go next with it; does anyone have any ideas?

Jim suggests that his wandering swordman, Con, join her in her adventures; Meg accepts.

During her next few game sessions, and with input from the participants in the main thread, the two have a tumultuous affair, Con loses a hand in a duel for her honor, and ultimately he unleashes a dark demon on the whole court through a combination of drunken magic and carelessness that Isabeth only narrowly manages to contain. The Eye is lost with the demon.

Meanwhile, Jim follows along with Meg's play as he plays his own and chooses which parts of her game he wants to incorporate as truth, which are legend, and which he simply ignores. In Jim's own game, Con defeats a wicked and seductive flame sorceress, Isabeth, who was attempting to usurp the throne, exiling her to the Cold Wastes for her crimes. The Eye remains where it should be, as part of the crown of the king.

If Isabeth is ever in a situation where convincing someone she's a wicked sorceress is necessary, Meg can use this aspect of Isabeth's legend as part of the roll with a +1 to it. If she needs to seduce someone, she can pull that out of legend, declare it truth, and give herself a +2 to rolls intended to accomplish her goal of seduction – or just use the +1 as legend because maybe that impresses her target.

In Jim's game, Con has both hands, is a teetotaler, doesn't like feisty red-headed witches, and has just banished a conniving sorceress to the Cold Wastes. If he's ever in a situation where he needs to know how to summon a demon, however, he may decide that that part really did happen.

In that case, it is now truth, and he takes a +2 for the rest of the attempt to summon the demon (and any time he tries to in the future). Of course, he might also suffer in game ramifications from being a demon summoner, but that's up to Jim.

Both Jim and Meg – and anyone else playing – can use any part of the developed world; the Cold Wastes, demon summoning, a particularly potent type of beer, an interesting scene or situation, or whatever – as part of their game, as legend or truth, as they prefer.