

# Player Emulator (with Tags)

Give each Player a name.

Select or roll an Agenda for each Player.

Assign each Player 1d6/2 Personality Tags (rounded up) and two Focus Tags.

Create a character for each Player.

At the start of each session, roll up to three Seeds, but only keep three total.

## Playing the Game

Make inconsequential choices by fiat, Agenda, or Tags. Ask the Oracle if you need details.

**When a PC is faced with a risky decision,** roll on the Player Moves chart.

When you roll on the Player Move Chart, move the result one step towards the Player's nearest Agenda entry. If it's a tie, you pick the direction.

If a Player can act to satisfy a Focus tag with no or minor risk, he does; don't roll. If there's obvious risk, ask the Oracle.

Whenever you'd roll an Oracle or Player Move, you can instead interpret a Seed as the answer or Move. Cross it off when you use it.

If a Personality Tag applies to a situation, roll twice on the Move chart and keep the one you like best. Check off the Tag when you use it; Tags are restored at the end of the session.

## Agendas

**[True Face]** Loves secrets and dramatic reveals; good or bad, himself or someone else.

**[Inept]** Chaotic, bored, and not paying attention. Will try to assassinate anyone who might have good loot or for laughs.

**[Flashback]** All about backstory and character development, but focused on her own character and pet NPCs.

**[Ignoble]** Cares about keeping his character intact and about amassing something of value – name it.

**[Weak]** Craves new experiences, escapism. Not chaotic but doesn't think about her allies before acting on temptation.

**[Focused]** Wants to play the game he signed up for, do what's on his character sheet, and avoid too much of any one game aspect.

**[Skilled]** Plays skilled or flexible characters; wants to show that off. Motto: "if all you've got is a hammer, everything looks like a nail".

**[Noble]** Wants to do the right thing and sacrifice herself for the greater good, preferably while being recognized and suffering for it.

**[On Point]** Brings his best game. Always pushes the story and adventure towards a dramatic and satisfying conclusion.

## 2d6 Oracle

**10+** You get what you want.

**7-9** As 10+. If a 6 shows, trigger intraparty conflict as if a 6-, otherwise, roll a PC Move, NPC Move, or GM Move.

**6-** You don't get what you want. Trigger a minor Intraparty Conflict; determine two or more potential Player actions and interpret them in opposition.

## Tags

Replace one Focus Tag at the beginning of each session and keep the other.

Add a Personality Tag when the Player does something interesting or unexpected.

Each session, roll a d6 for each player. On a 6, assign a Meta Tag. Meta Tags expire at the end of the session.

If a Player rolls their Agenda exactly, roll up an Event starring them.

Swap out Tags as events demand.

## Evolution

When a Player achieves a goal that satisfies one of their Focus Tags, they gain 1 Satisfaction Point (SP).

Spend 1 SP for a minor (+1) bonus to any roll.

Spend 3 SP to answer an Oracle the way you want to or choose a Move roll's result.

Spend 5 SP to choose a new Agenda.

*You can also treat Player and PC as one unit; keep Agenda and Meta Tags separate but mix Personality Tags.*

### FOCUS TAGS

	1	2	3	4	5	6
1-2	Fame	Wealth	Knowledge	Magic	Do Good	Mayhem
3-4	Backstory	Romance	Sex	Explore	Conflict	Prove Self
5-6	Rivalry	Item	Dominate	Crush Foe	Uplift Ally	Infamy

### PERSONALITY TAGS (3-)

1	Chatty	Ruthless	Casual	Cheerful	Indecisive	Assertive
2	Asocial	Blunt	Timid	Rigid	Invested	Argumentative
3	Gambler	Greedy	Turtle	Methodical	Whimsical	Mercurial
4	Needy	Asexual	Curious	Bully	Lecherous	Peacemaker
5	Smart	Clumsy	Flaky	Restless	Flamboyant	Charismatic
6	Creative	Dramatic	Thespian	Trouble	Leader	Forgetful

### PLAYER MOVES

2	True Face	PC acts out of character in a negative way; a secret revealed.
3	Inept	Draw a new Seed and interpret it negatively as the PC's action.
4	Flashback	Something from the PC's backstory negatively influences their action.
5	Ignoble	PC indulges or expresses a vice or ignoble facet of their character.
6	Weak	PC takes the easiest and safest possible option for them.
7	Focused	PC acts in accordance with their current desire or to preserve their well-being.
8	Skilled	PC uses an aspect they're comfortable with (a skill, profession, tactic, or similar).
9	Noble	PC expresses a noble facet of their character.
10	Flashback	Something from the PC's backstory positively influences their action.
11	On Point	Draw a new Seed. Play any Seed; interpret it positively as the PC's action.
12	True Face	PC acts out of character in a positive way; a secret revealed.

### SEED A

1-2	Seek	Fight	Question	Key	Danger	Darkness
3-4	Help	Hinder	Destroy	Emotion	Reward	Passion
5-6	Change	Stop	Pursue	History	Person	Goal

### SEED B

CONFLICT	
1	combat
2	argument
3	mutiny
4	theft
5	challenge
6	social

CAUSE	
1	methods
2	resentment
3	romance
4	wealth
5	principle
6	mistake

STAKES	
1	score points
2	first blood
3	humiliation
4	submission
5	domination
6	death or worse

ENCOUNTER (3-)		
1	bandits; they look worried	
2	a noble, humbled, asks for aid	
3	a lost child amid wolves	
4	huddled, grieving refugees	
5	a light, just up ahead	
6	an unexpected note	

ENCOUNTER (4+)		
1	something is missing	
2	the sky looks strange	
3	temptation out of the blue	
4	hunger encircles you	
5	a hunter, at loose ends	
6	a royal in disguise, ambushed	

META TAGS			
3-	1	Phone	if the Move dice match, the result is "Inept"
	2	Long Day	minor penalty (-1) to all rolls
	3	Tired	-1 to all Move and Oracle rolls
	4	Grumpy	adjust all Move rolls one step lower
	5	Unlucky	-1 to all Oracle rolls that affect her directly
	6	Vendetta	if Move dice match, a minor Intraparty Conflict, two 1s, major.
4+	1	Engaged	adjust all Move rolls one step higher
	2	Invested	if the Move dice match, you pick the result
	3	Late	under direct GM control until any two dice on a roll match
	4	Lucky	+1 to all Oracle rolls that affect him directly
5	Synced	pick another Player; move rolls towards that Player's Agenda	
6	In Zone	if Move dice match, the result is "On Point"	

ACTIONS			
1	exclude	resist	demand
2	hide	pursue	challenge
3	obsess	endure	attack
4	face	veil	betray
5	deny	deceive	reveal
6	enjoy	flee	crush

THEME	
1	strange
2	brutal
3	whimsical
4	sorrowful
5	double-edged
6	hostile

DANGER	
1	violence
2	cessation
3	surrender
4	loss
5	emotion
6	end

REACTION: HOSTILE (1)	
1	sass
2	threats
3	belligerence
4	fear
5	disgust
6	rage

NEUTRAL (2-5)	
1	expectation
2	interest
3	disdain
4	inquisitive
5	calculating
6	confusion

FRIENDLY (6+)	
1	respect
2	fascination
3	peaceful
4	curious
5	admiration
6	glee

KEY THEMES FOR SETTING SCENES						
1	capture	revenge	water	want	envy	self-interest
2	ice	hatred	jealousy	love	hope	despair
3	rage	fire	fear	time	history	dominance
4	attack	defense	magic	resist	pain	malice
5	scheme	honor	duty	betrayal	mistake	obsession
6	debt	vice	future	power	desire	machinery

MORE PERSONALITY TAGS (4+)						
1	Demanding	Stubborn	Dedicated	Vengeful	Democratic	Competitive
2	Kind	Romantic	Puns	Determined	Arrogant	Hidebound
3	Sensible	Free	Flighty	Callous	Avaricious	Conventional
4	Hoarder	Spendthrift	Fighter	Depressed	Manic	Quixotic
5	Attentive	Precise	Inattentive	Eidetic	Careless	Careful
6	Empathetic	Chummy	Louche	Daredevil	Sensitive	Amoral

TONE						
1-2	cold	hot	brooding	aggressive	cautious	bold
3-4	sad	joyful	serious	jolly	dark	light
5-6	grim	manic	caustic	genuine	deceitful	true

EVENT			
	1-2	3-4	5-6
1	justice	ambush	trap
2	betrayal	pride	challenge
3	speech	brawl	declare
4	bathe	respite	trade
5	meal	battle	accident
6	choice	puzzle	call out

ACTOR		
	3-	4+
1	healer	assassin
2	peasant	noble
3	bandit	guard
4	trader	crafter
5	wizard	soldier
6	leader	outsider

TARGET	
1	PC
2	party
3	ally
4	gear
5	asset
6	ideal

**CREDITS**  
*katamoiran rpgs*  
 Inspired by CRGE, BOLD,  
 Perilous Intersections,  
 & Apocalypse World.  
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METAPHORS	
1	vampire
2	werewolf
3	dragon
4	phoenix
5	fae
6	horde

GM MOVES	
1	expose a weakness
2	reveal a danger
3	tempt a reaction
4	introduce npc
5	take it away
6	inflict harm

**RECIPES**  
 Job = Personality Tag + Actor + Action *against* a Personality Tag + Actor  
 Attitude = Tone + Reaction | Major Intraparty Conflict = Conflict + Cause + Stakes  
 Set Scene = Key Theme x3 + Conflict *or* Event | Encounter = Encounter + Theme + Danger

Unless otherwise directed, roll random elements and take back control as you please.