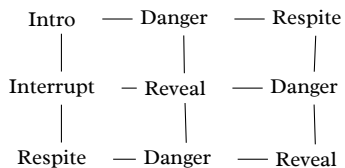


SCENE MAP



Start with the Intro node. Roll a core issue. Set the Scene.

Resolve the core issue, then follow any line to a new node. Don't cross used nodes. If you can't move, go to the Climax.

If you're incapacitated, play Dire Straits. Pick or roll the next node.

HOW TO USE THIS

Rocket Sheep

a soloing framework

katamoivan rpgs // Inspired by all of my challenge games // November 30, 2018.

ODDITY PART A

- 1 inexplicable
- 2 forced
- 3 vicious
- 4 unexpected
- 5 invisible
- 6 out of place

COMPLICATIONS

- 1 locality; environmental
- 2 offer; temptation, benefit with a risk
- 3 unexpected danger; random event
- 4 callback; motif, theme, backstory
- 5 harm
- 6 end; ongoing effect, resource, etc.

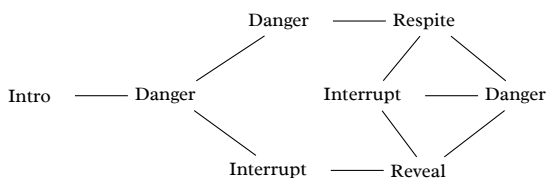
ODDITY PART B

	1	2	3	4	5	6
1	movement	stigmata	whispering	shadows	bullies	hysteria
2	nightmare	thing	vertigo	scent	echo	hallucinate
3	attraction	blood	wind	action	flashback	time
4	static	hostility	lights	attack	cold	vibe
5	fire	water	gears	death	knife	thump
6	blow	weather	illusion	touch	noise	emotion

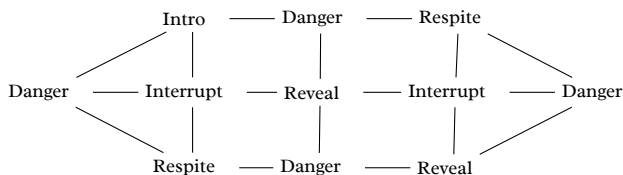
TO NE

	3-	4+	cold	hot	dark	light	caustic	genuine
			sad	joyful	grim	manic	brooding	aggressive

SCENE MAP ARROW



SCENE MAP LONG



SCENE

Draw up to three cards. One is *who*; they *move*. One is *where*, with an *oddy*. One is *why*; it spurs *action*. Roll two *keywords* and a *tone*.

INTRO

- 1 captured
- 2 in a bad spot
- 3 misbehaving
- 4 looking for you
- 5 *obstacle*
- 6 *interrupt*

DANGER

- 1 cornered
- 2 tempted
- 3 attacked
- 4 put in a bad spot
- 5 exposed in a *reveal*
- 6 a *move* to *action*

REVEAL

- 1 a betrayal
- 2 a special ability
- 3 mistaken identity
- 4 an *aspect keyword*
- 5 an actor's *action*
- 6 a *big reveal*

INTERRUPT

- 1 trap/ambush
- 2 betrayal
- 3 seduction
- 4 an actor's *move*
- 5 *danger*
- 6 *reveal*

RESPITE

- 1 hidden cost
- 2 hidden injury
- 3 temptation
- 4 *reveal*
- 5 *danger*
- 6 *interrupt*

DIRE STRAITS

- 1 imprisoned
- 2 left for dead
- 3 in a death trap
- 4 framed
- 5 lulled/complacent
- 6 powerless

CLIMAX

there's a *big reveal* and a new *danger*, and...

- | | | |
|---|-------------------------------|--------------------------|
| 1 | you find out... | to help you... |
| 2 | it will take a sacrifice | someone thought lost |
| 3 | it means a hard choice | discover a weakness |
| 4 | you must look at it a new way | find an unexpected use |
| 5 | it has an ally hostage | one of your allies knows |
| 6 | only you can stop it | discover a blind spot |
| | you planned for this | discover a bigger prize |

KEYWORDS FOR SETTING SCENES

1	capture	revenge	castle	want	envy	self-interest
2	ice	hatred	jealousy	love	hope	despair
3	rage	sacrifice	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

BIG REVEAL

- | | | |
|---|------------------------|-----------------------------|
| 1 | major character dies | they're not who you thought |
| 3 | story within a story | this is not the end |
| 3 | you had it all along | you're not who you thought |
| 4 | it was all a lie | you are betrayed |
| 5 | subplot is now crucial | it's all your fault |
| 6 | bigger enemies arrive | reversal of circumstances |

MOVE

- 1 does something impetuous
- 2 tips your hand
- 3 demands answers
- 4 acts exactly as expected
- 5 rebels against norms
- 6 tries to manipulate you

ACTORS

- | | | | |
|---|----------|---|----------|
| 1 | enemy | 2 | innocent |
| 3 | rival | 4 | friend |
| 5 | stranger | 6 | lover |

Immediate goal: *aspect keyword*

Long-term goal: *aspect keyword*

ACTION

- 1 ambush
- 2 propose
- 3 alarm
- 4 assault
- 5 explode
- 6 *danger*

SCENES

ASPECT

RANDOM EVENT

- | | | |
|--------------|-----------|---------------------------|
| intro | emotional | <i>oddy</i> attacks |
| danger | physical | <i>action</i> hurts |
| reveal | financial | <i>draw</i> a <i>card</i> |
| interrupt | moral | <i>reveal</i> |
| respite | logical | <i>big reveal</i> |
| dire straits | resource | <i>dire straits</i> |

SUIT

NAME

Pos (3-)

NEC (4+)

	1	C6	Spring	Newness	Decay	ENDURANCE, RESISTANCE NATURE, EARTH
	2	C7	Fairy	Despair	Hope	
	3	C8	Status Quo	Order	Rebellion	
1	4	C9	Whip	Pleasure	Pain	
	5	C10	Rose	Beauty	Thorn	
	6	CJ	Law	Justice	Injustice	
	1	CQ	Fist	Power	Corruption	INTELLIGENCE, STRATEGY SOCIETY, AIR
	2	CK	Fertility	Growth	Wantonness	
	3	CA	Tower	Alliance	Solitude	
2	4	D6	Winter	Hard Choice	Selfishness	
	5	D7	Wolf	Outsider	Outcast	
	6	D8	Knowledge	Truth	Falsehood	
	1	D9	Unicorn	Innocence	Ruse	SENSITIVITY, WEIRD OTHER, WATER
	2	D10	Serpent	Self-interest	Treachery	
	3	DJ	Fox	Cunning	Cynicism	
3	4	DQ	Sun	Revelation	Blindness	
	5	DK	Stars	Insight	Overreach	
	6	DA	Key	Open	Close	
	1	H6	Autumn	Plenty	Scarcity	PHYSICAL ENERGY, ACTION TRANSFORMATION, FIRE
	2	H7	Vampire	Natural	Supernatural	
	3	H8	Chance	Safety	Risk	
4	4	H9	Succubus	Power at a Cost	Temptation	
	5	H10	Virgin	Chastity	Lust	
	6	HJ	Birds	Intuition	Logic	
	1	HQ	Cross	Belief	Disbelief	PHYSICAL ENERGY, ACTION TRANSFORMATION, FIRE
	2	HK	Love	Selflessness	Jealousy	
	3	HA	Fool	Freedom	Isolation	
5	4	S6	Summer	Passion	Exhaustion	
	5	S7	Dragon	Protection	Greed	
	6	S8	King	Authority	Tyranny	
	1	S9	Lion	Strength	Arrogance	PHYSICAL ENERGY, ACTION TRANSFORMATION, FIRE
	2	S10	Death	Change	Stasis	
	3	SJ	Moon	Enthusiasm	Fickleness	
6	4	SQ	Satyr	Tolerance	Indulgence	
	5	SK	Shadows	Bravery	Fear	
	6	SA	Phoenix	Rebirth	Destruction	

If you draw a face card or one that depicts a living creature, introduce a new NPC.

MOTIFS

1	the bigger they are, the harder they fall	51	a gesture of pity, sowing a seed of disaster
2	an offer of help, and of forgiveness	52	every hero has clay feet
3	a locket around the lover's neck hides a secret	53	wings, given up for pride
4	a fire, turning ancient trees to ash, reveals horror	54	four sullen fires, one in each cardinal direction
5	the prideful, humbled, to save another	55	a maiden, escaping on foot, from her ardent lover
6	judge, jury, and executioner	56	cruelty for kindness' sake
7	a history of hatred, overcome	57	meddling rashly has unexpected consequences
8	five spiteful ghosts, plotting revenge	58	a chance encounter leads to misfortune
9	indulgence without temperance leads to ruin	59	a ritual combat, to the pain
10	six lords pass judgement on the seventh	60	five coins, spattered with blood, on a marble step
11	a new life, nurtured as a parent would	61	what price immortality?
12	a reckless choice leads to misfortune	62	the ends don't justify the means
13	it offers to be your friend, if you just let it inside	63	a slow transformation into another form
14	a knight, dying, offers his sword to a squire	64	a magic circle, violated, empty now
15	a ruffled sea, wine dark under a brilliant sky	65	what price vengeance?
16	a soul, divided into parts, and hidden away	66	a moment of weakness leads to misfortune
17	at least turnips won't try to kill you	67	a rusalka, restless in her watery grave
18	a swift river, engorged with rain, carrying something away	68	a blow strikes true, unexpectedly
19	a spider's web, gleaming in moonlight, on fire	69	leaves crunching under booted feet
20	the way only opens with sacrifice	70	three ships sailing for home, laden with treasure
21	a dark cave, walls slick with moisture	71	a gesture of kindness, sowing a seed of friendship
22	silence is tacit approval	72	a spirit seen only in glimpses, in reflections
23	from a tiny acorn grows a mighty oak	73	a merchant overcharges for junk, but it is valuable
24	a broken wing, sacrificed to save another	74	a vast and empty plain
25	some loves shouldn't conquer all	75	two magpies, fighting over a bright gem
26	better to rule in hell than to serve in heaven	76	stasis, broken
27	a cup, engraved with anthropomorphic animals, over-full	77	two houses, at war, and in love
28	seven ravens circling a dying man in torn leather	78	for want of a nail the kingdom was lost
29	make hay while the sun shines	79	a flood, scouring corruption clean
30	uneasy lies the head that wears the crown	80	a gesture of kindness, sowing a seed of disaster
31	the line between love and obsession can be thin	81	a wraith, forgotten and alone, waits in the dark for redemption
32	a brass key in an unexpected place	82	a sword, forged in blood, wielded in despair
33	a chance encounter leads to fortune	83	vengeance, leading to more vengeance
34	beauty is worth preserving	84	a locked chest in an unexpected place
35	seven demons hunting seven sorcerers	85	pride goeth before a fall
36	a rod, broken in half, explosively	86	the earth, heaving as it births horror
37	a deathless sleep, a cure sought	87	reckless experimentation leads to a plague
38	knowledge versus ignorance	88	a choked out warning in the dark
39	great beauty hides great cruelty	89	food, freely offered, without expectation
40	a stained glass window, lit from behind by fire	90	a line drawn in the sand, a moment of hesitation
41	a lover, left to wonder	91	nature is beautiful and fickle and indifferent to you
42	three crows, perched on a dead knight, quarreling about his eyes	92	a shy smile, granted over a cautious attempt to cheer
43	what price peace?	93	it offers to take away your regrets, but you need those
44	twins, the same, but different	94	one bird, soaring over a bloody, still battlefield
45	a larva becomes an adult	95	a secret whispered between allies, overheard by a joker
46	the ends justify the means	96	a moment of hesitation leads to misfortune
47	fine clothing do not a nobleman make	97	two couples, dancing, stealing looks at each other
48	to truly live, one must experience life	98	six faeries inspecting the damage
49	eight nobles convening to discuss war	99	better to serve in heaven than rule in hell
50	wings, given up for love	100	immortality is a curse

PLACES

1	a coffin-like box, filling with water	51	the garden maze, low voices wafting over the hedge
2	an ex-lover see you across a busy train station	52	a mansion's balcony, the night air cold
3	outside of time, with death asking you a question	53	a long-still tomb, defiled, your rival laughs
4	you've just stepped out of the shower and the person you least wish to see is waiting on the couch	54	a cargo ship's hold, fish, the rocking of waves
5	a deserted balcony; there's another just out of reach	55	an apple orchard, a picnic laid out, it looks like rain
6	an exclusive club; slipped something into your pocket	56	your office, a banging on the door and raised voices
7	the garden; a silent struggle for survival	57	the solarium; a nighttime swim, a secret agenda
8	a school, closed, in a classroom alone	58	a living room with a fireplace filled with cold dark ashes
9	a dusty attic, the shadows moving	59	a fancy nightclub, and you're in disguise
10	a hidden laboratory; a prisoner, transformed, trapped	60	the middle of nowhere, you stumble over a dying courier
11	a nightmare; your love dancing with your worst enemy	61	an unexpected garden, in the heart of a wild grove
12	drinking in a bar; an ex-friend walks in looking for help	62	a back room in a run-down brownstone, someone tied up, someone smoking downstairs
13	in the back of a van, being driven full-tilt	63	a dusty bedroom; something whimpers under the bed
14	an amusement park after hours, the power on	64	the library; something moves in the shadows
15	a frigid castle parapet, the person you love most in the arms of the person you wish were here least	65	an island, the tree canopy rustling
16	a secret room, a fancy grimoire and alchemical supplies	66	a blood-spattered study, the body slumped across a map
17	in a park by a fountain, on a sunny day; you wake up	67	the lake's waters, icy, cold, dark; something moves
18	a dingy hotel room, someone tied to a chair	68	the musty cellar, a broken jar, liquid trickling
19	a sterile lab, a shattered vial on the floor next to a cage	69	a hospital room; the power is out
20	a tiny bar in a quaint little nowhere town	70	a hallway of eyes and doors, at the far end one ajar
21	an overgrown lost city, eyes watching you	71	a clearing in the jungle, sticky, the bushes rustle
22	the basement, the shadows dark, secret door glowing	72	a quiet sitting room; an argument outside
23	a moving train passing through a very long tunnel	73	an old mill, long-disused, loud pursuers circling outside
24	a crowded ballroom, the last person you wanted to see	74	a perfumed pool, the moonlight casting shadows
25	a disused laboratory; machinery fused with magic	75	in a luxury penthouse over cocktails, needing to ask a hedonist a favor
26	a cave of treasures, the dust from the collapse settling	76	after the funeral; it's just you and her and him now
27	a dark cloakroom, the coat you're holding not yours	77	a secure cell, padded, the door ajar
28	a fancy office, not yours, and the owner is glaring at you	78	a muddy hill in a lake
29	a discreet drawing room, the sounds of music and voices tantalizingly close by	79	a bathroom, flooded, filthy, something shiny in the tub
30	a hidden nook, the murmur of voices nearby	80	a run-down diner at three am, an argument
31	a secret room, papered with maps, notes, and pages	81	an abandoned ancient city, atop a ziggurat
32	the dusty catacombs, lined with skulls, graffiti	82	the overgrown garden, wild and unkempt, laughter
33	the forgotten library, the books stacked	83	in the car, driving nowhere, in the rain
34	cornered in the basement; they don't look friendly	84	a scenic spot over a lake; a dark shape under the water
35	the opulent study; a secret behind one wall	85	an ill-lit balcony, overlooking the gardens
36	a luxurious bedroom, blood pooling on the floor	86	an ancient tomb, far beneath the earth, with the thing you needed in your hand and the dead rising
37	the lightless depths, the key home clutched in your hand	87	scavenging deep in a plague town, looking for something to pay a debt
38	the master suite, coated in ice, the window broken	88	the shadowy basement, the furnace glowing sullenly
39	a sitting room, empty, quiet, a shadow at the window	89	the dirty kitchen, a rustle from the pantry
40	a damp dungeon, the door rattling	90	the master bedroom; the key is here, under guard
41	a dark highway, fifteen miles from anywhere, a body	91	a taboo study, the lock on the glass case is broken
42	a secret room filled with arcane machinery, rumbling and dangerous	92	a plane's cockpit, the wind loud over the silent engine
43	the ballroom floor as a stiffly formal waltz begins	93	a seedy bar at noon, even the bartender looks bored
44	a fragrant market city, someone tugs at your sleeve	94	at a dusty crossroads, facing down a bitter old enemy
45	a trophy room, six natural beasts, one unnatural one	95	a museum exhibit on ancient Egypt, the lights out
46	in the driveway, in a car, waiting in the rain	96	in the cold, silent dark; something hunts you
47	an expensive and well-kept house, dark with mourning	97	staring down the hatch into the old missile silo
48	a warehouse by the docks, on fire	98	on a bridge, over a rushing river, in the snow
49	atop the tile roof; it starts to rain, then thunder	99	an observation room, the one-way glass cracked and scratched to ribbons
50	a chain-enclosed parking lot, broken concrete, pools of light infrequent	100	an elevator, headed up to the penthouse, unwillingly