STORYWORLD

...a solo story framework...

OPEN—ENDED MOVE

1	announce sudden danger or a new threat	2	offer a hard bargain or tease with a temptation
3	show a drawback to or new facet of a Fact	4	draw a connection between two people, things, or events
5	reveal a secret or hidden agenda or well-laid trap	6	bring in someone interesting with an agenda

YOU

Choose three Facts, things about you that are true. Assign two +1s and two -1s to your Approaches; the rest are 0.

You have 12 AP; this is your ability to keep fighting. If it hits 0 and you MISS, roll DIRE STRAITS and start a new scene.

THE BASIC ROLL

When **you want something but can't just have it,** roll a d6 for (or choose) the Conflict Risk (CR). The higher the CR, the higher the stakes. Then take three dice, one for each of two suitable Approaches and one for Lucky, and roll plus modifier.

15+ A strong hit. The conflict is over; you get what you want. The enemy is at your mercy. You have dodged the falling column. The higher die is why.

10+ You hit, but the result is still in contention. Decide if you want to pay AP equal to the difficulty to escalate or just accept a mixed outcome. If you escalate, swap one Approach out for another and roll again. Otherwise, the middle die is why.

Miss The conflict is over; you don't get what you want. You're at the enemy's mercy. You're pinned under the column. The lowest die is why. When you miss, you can choose to pay AP equal to 2x the difficulty to escalate.

If the consequences for a miss or the risks aren't obvious, roll a CONSEQUENCE.

Modifier: Add the value of the three Approaches in play and up to +2 for applicable Facts. You may bring another Fact to bear, if you have one, for each AP you spend now.

	1	2	3	4	5	6	
Approach	careful	clever	forceful	quick	secret	sincere	lucky
Reversal	reckless	foolish	weak	slow	open	insincere	unlucky

BEGIN PLAY

Each segment, SHOW, and then CONTINUE. Start and end scenes as needed. Start with NEED.

NEED

SHOW: The status quo. The hero's wish.

CONTINUE: An explicit call to adventure, refused.

GO

SHOW: Undeniable proof action is required.

CONTINUE: Act as demanded.

SEARCH

SHOW: Learn. Train. Experience.

CONTINUE: Lose something that matters.

FIND

SHOW: A powerful figure. A major revelation.

CONTINUE: Choose to keep going.

TAKE

SHOW: A failure.

CONTINUE: Accept failure or seek success.

RETURN

SHOW: The return.

CONTINUE: Revisit the status quo.

CHANGE

SHOW: Clean house. Callback to SEARCH.

MIXED OUTCOME

1	a Pyrrhic victory; CONSEQUENCE
2-3	success at a cost; COMPLICATION
3-5	a bare success; MOVE
6	an okay success; MOVE

CONSEQUENCES (RISKS)

1	dead, dying, or worse
2-3	mark a Fact; it's likely lost to you
4-5	circumstances drastically altered
6	mark a Fact; you can't use it until you un-mark it by dealing with it

COMPLICATION   DIRE STRAITS

	COMPLICATION	DIRE STRAITS
1	someone's hurt	imprison
2	unwanted notice	left for dead
3	a Fact is a problem	death trap
4	make a connection	frame
5	be put in a spot	torture
6	lose an advantage	interrogate

TWO PART SEED

	1-3	4-6		1-3	4-6
1-2	Seek	Fight	1-2	Body	Pain
3-4	Help	Hinder	3-4	Veil	Mind
5-6	Change	Destroy	5-6	Heart	Person

ADVANCEMENT

Gain 1XP per scene you play and 1XP per CONTINUE passed. Spend 3XP to restore your AP or to add a new Fact. Spend 5XP to add +1 to an Approach, up to +3.