



Play Sheet

Getting Started

Pick a playset: Decide together what playset to use. Read it to see if there are any special instructions.

Create Characters: Make the choices on the character sheets, and any additional choices from the chosen playset. Tell each other what you chose.

Roll: Roll on the following tables: *A-plot Inciting Incidents*, *B-plots*, and the *Premises* table from your chosen playset. If there is a Chorus, roll again on the *B-plots* table to generate a C-plot.

Begin Play: Bob sets scene A1, rolling on any additional tables he likes.

Scenes

Bob sets A-scenes using prompts from the tables, and Ariadne ends them when they are explained.

Ariadne sets up B-scenes following on from her explanation at the end of the previous scene. Bob adds description and ties in the B-plot. Once the B-plot has progressed or Bob gets fed up, he ends the scene.

Scene A1: Introduce the premise and potentially the B-plot.

Scene B1: Play on from A1. Introduce the B-plot if not done in A1. (Ariadne and Bob both write goals by the end of this scene.)

Scene A2: Start a conflict, get the characters in trouble.

Scene B2: Play on from A2.

Scene A3: Push the conflict towards a resolution.

Scene B3: Play on from A3.

Scene A4: Reverse A3 and Conclude.

Scene B4: Wrap up loose ends or have a post-credits stinger.

Chorus Character

Name: _____

Chorus' Agenda

- Play other characters the way they have been described to you, using them to put the spotlight back on the other players.
- Try to wedge in the C-plot as a running gag or by dropping in surprises and callbacks.
- Ask questions and make helpful suggestions.
- Give set-ups and assists to the other players.

d10

A-plot Inciting Incidents

①	A run-in with your nemesis
②	Someone shows up looking for help or protection
③	You are desperate for supplies
④	You have found a coveted treasure
⑤	Theft!
⑥	Your location is under attack
⑦	Your past comes back to haunt you
⑧	The premise has gone awry because of another premise! [roll twice for premise]
⑨	You are on the run
⑩	Sabotage!

d10

B-plots

①	A date or love interest
②	A road trip or cruise
③	Quotidian errands
④	Preparing for an exam or inspection
⑤	A run-in with your nemesis
⑥	Spying on one another
⑦	A gift or favor for a friend
⑧	Pet-sitting or babysitting
⑨	A friendly wager or challenge
⑩	A side job

Generic Oracles

d66	People	Things	Events	Statements	Screw-Ups	Disasters	
Generic Extras		Soldier holding a weapon	A fancy ride	The civil authorities are called	A grave accusation	Mistaken identity	Attempted murder
		Visitor bearing gifts	Tatters and rags	A pair fall in love or break up	An explosive secret	Misplaced or left something behind	A great storm, flood, or natural disaster
		Exile or outcast with secrets	Drugs or intoxicants	Someone is on trial	A dying person's last request	Misheard or mistaken insult or offense	Fire!
		Messenger with urgent news	Jewels or valuables	A whodunnit or a criminal act	A solemn oath	Picked up the wrong bag or luggage	Under attack or besieged by foes
		Wise person with advice	A disguise or costume	A magnificent opportunity	Blackmail or coercion	Lost or in the wrong place	Sabotage
		Boss or noble with a need	Documents or letters	A time limit is imposed	A dark warning or prophecy	Late or at the wrong time	Plague or epidemic

d6	Directions		
	Relative	Change	Cardinal
	Up	Growing	North
	Down	Shrinking	South
	Forward	Stopping	East
	Backward	Reversing	West
	In	Gathering	Central
	Out	Dispersing	Non-contiguous

d66	Mammals 1	Mammals 2	Reptiles & Amphibians	Birds	Insects & Arachnids	Fish & Others	
Animals		Canines (dog, wolf, fox)	Flying (bat, flying squirrel)	Turtles & tortoises	Flightless (penguin, cassowary)	Beetles (firefly, dung, diving, bombardier, stag)	Sharks & Rays
		Felines (cat, lion, cheetah)	Farm (goat, cow, pig)	Crocodilians (caiman, gator)	Raptors (owl, vulture, condor)	Parasites & pests (blackfly, flea)	Fish with cool accessories (swordfish, anglerfish, pufferfish)
		Primates (monkey, ape, lemur)	Herds (antelope, wildebeest)	Lizards & chameleons	Water birds (crane, gull, duck)	Colonial (ant, bee, wasp)	Other fish (eel, barracuda)
		Rodents (squirrel, porcupine)	Large (rhino, giraffe, hippo)	Snakes & Skinks	Songbirds (canary, shrike)	Butterflies & moths	Molluscs (squid, snail, clam)
		Fully aquatic (dolphin, narwhal)	Small (hedgehog, weasel, mole)	Dinosaurs & extinct creatures	Corvids (raven, jay, magpie)	Other insects (dragonfly, roach)	Ocean weirdos (jelly, urchin)
		Partly aquatic (seal, otter)	Other (koala, skunk, anteater)	Amphibians (toad, newt)	Other birds (lyrebird, hornbill)	Arachnids (scorpion, tick)	Other arthropods (crab, pillbug)

d66	Outside	Inside	
Locations		On the high seas	Holding court or at a party
		On the road	In a place of industry or resources
		On the battlefield	In a place of finance or trade
		In the public square	In a place of captivity
		In the wilderness	A secret or hidden place
		In paradise	A place of worship or death

d66	Classic	Abstract	Life	Material	
Elements		Fire	Light	Flesh	Wood
		Earth	Darkness	Blood	Stone
		Water	Order	Bone	Metal, base or precious
		Air	Chaos	Illness	Sand, glass, or crystal
		Ice	Life	Mind	Oil, fat, or grease
		Lightning	Death	Spirit	Smoke or fog