



A FREEFORM ROLEPLAYING GAME
BY NORBERT G. MATAUSCH



- 1 - Failure, and there's a new complication in completing the mission.
- 2 - Success, but it complicates the mission.
- 3 - Failure, and you attract trouble.
- 4 - Success, but you attract trouble.
- 5 - Failure, and you're under a limiting condition (e.g. wound) as a result.
- 6 - Success, but at the cost of falling under a limiting condition.
- 7 - Failure, but something brings you closer to completing your mission.
- 8 - Success, and it brings you closer to completing your mission.

Inspired by a discussion on the Forge
(<http://www.indie-rpgs.com/forum/index.php?topic=24309.0>).

Before the Game.

Get a couple of d8s.
Choose a genre.
Choose a GM.
Create characters.

Determine Traits:

- *one Primary Trait (this is the cliché that defines your character)
- *two Secondary Traits (those are the two characteristics that further define your character)
- *one Weakness
- *one Secret

Determine Signs (those are visible or otherwise noticeable hints of your character's Traits and Weakness).

Tell the other players about your character. Don't tell them his Secret.

If anyone has doubts, discuss and re-write till everyone agrees.

During the Game.

The players co-create a narration. Whenever someone thinks that the outcome of a conflict (= something is not the way someone wants it to be) could add to the story, he rolls 1d8. If there are more than one player who want to roll, they should discuss who rolls – or roll 1d8 with the highest result being the winner, eligible to roll the eight-sider for conflict resolution.

Then: Roll 1d8.

If your character's Primary Trait is the thing that is used predominantly in this scene, add two to your roll (+2). If one of his Secondary Traits is used, add one (+1). If it's his Weakness that's the main factor in the scene, subtract two from your roll (-2).

The GM interprets the chart.
Have fun.