

SOLIPSIST



Richard

VISION

My vision is of a world where I am the Jungle Lord in a land ruled by nature; where the works of man are overturned and humans live in harmony with beasts, where beasts are like men and men are like beasts.

OBSSESSIONS

Obsession	score	Ticks	Un-ticks
I will command the animals	3	✓✓	
I want harmony with nature	2	✓	
I want an end to technology	1		
I want to live in the Jungle	1		
The cities will be destroyed	2	✓	✓

LIMITATIONS

Limitation	score	Ticks	Un-ticks
I am terrified of dogs	2	✓✓	
I like my creature comforts	2	✓	
I am too weak to be a leader	2		
I must protect my family	1		
People won't give up their technology	2	✓	

TEARS

3

INFESTATION

6

Character Generation

1. Vision
2. Five Obsessions (9 pts)
3. Five Limitations (9 pts)
4. Infestation (5), Tears (0)

Changing Reality: Difficulty: 3 (or 5); Contradictions: +1 or +2;

Shadow Tokens: +2 each; +Shadow Strength if opposing directly; Reduce by Obsessions; Increase by Limitations; Spend Infestation. +ve Fail (Tick Lim., Unticks?, Taint?), 0 Perfect (Tick Obs., player narrates), -ve Overshoot (Tick Obs., gain Tear, gain Infestation, Shadow twists?)

Convass hat, unshaven face, survival gear



SUMMARY OF PLAY

Character Creation

1. Write a Vision about your ideal world.
2. Choose 5 Obsessions and split 9 points between them.
3. Choose 5 Limitations and split 9 points between them.
4. Begin play with 5 Infestation (Tokens).

Scenes

1. In the initial scene the GM narrates the opening of the story then...
2. The narrator introduces each subsequent scene (based on previous scenes).
3. Players can act as they wish without Changing Reality, so long as the GM agrees and they like the GM's answers.
4. Or players can Change Reality to make things as they wish and end the scene.
5. The GM may also open a scene by triggering a Solipsist's Obsession or Limitation, or by introducing a Thread or Shadow-dominated scene. A player may initiate a new scene by adding themselves to the current scene if they are currently absent.

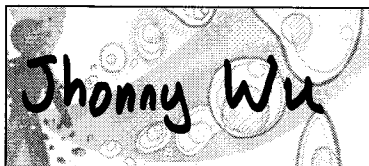
Changing Reality

1. Describe the Change you want (which must be about you and fit your Vision).
2. The GM calculates the difficulty...
 - i. 3 (or 5 if the Shadow is active),
 - ii. +1 if contradicting one or more facts from this story,
 - iii. or +2 if contradicting one or more facts from this scene,
 - iv. +2 per Token if the GM chooses to spend Shadow Tokens,
 - v. + Shadow Strength if opposing the Shadow directly.
3. Reduce the difficulty by your relevant Obsessions.
4. Increase the difficulty by your relevant Limitations.
5. If the result is not 0, optionally spend Infestation to bring it closer.
6. Narrate the result.
 - i. If equal to 0 you narrate a perfect result.
 - ii. If above 0 the GM narrates your failure.
 - iii. If below 0 the GM narrates your excessive success.
 - iv. Optionally, if below 0 the GM can spend 1 Shadow Token to twist it.
7. If you succeeded Tick each Obsession used. If you fail Tick each Limitation used. If the Shadow made you fail gain Un-ticks and Shadow taint. If you overshoot gain a Tear, and Infestation equal to the value below 0.

Grounding

1. Between stories a player can ground themselves.
2. Use Infestation to remove traits and Tears, or to gain new traits.
3. Narrate a scene where you attach to a Limitation to do the same.

SOLIPSIST



OBSESSIONS

Obsession	score	Ticks	Un-ticks
I will become a Fu-Dog	3	✓	
I will bring harmonies	1		
I want to find gold and silver	1	✓	
I want to bring the sound of bells	1	✓	
I want to find heaven	3		

VISION
 My vision is of a world where I am the spirit of the Fu-Dog, guardian of the harmonious celestial heavens; gold and bronze scaled, as strong as steel, ringing like a bell.


LIMITATIONS

Limitation	score	Ticks	Un-ticks
I'm not ready to leave it all behind	1		
I always let down those who trust me	4	✓	
I owe everything to Father Maloney	2	✓✓	
There is no harmony in this world	1		
I have a death on my conscience	1	✓	

TEARS
 3



INFESTATION
 4



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 +ve Fail (Tick Lim., Unticks?, Taint?), o Perfect (Tick Obs., player narrates),
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Tangram set, chinese mask, scars on mind & body



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