

Storylike

Designed for Lark Ralya by Martin Ralya

Character Creation

Agree on what kind of story you want to play. Come up with a character that fits the story and sounds fun to play.

Write down your name, and then your character's name, age, gender, and what they are. If you like, draw or describe them.

Think of three things that make your character special and write them down. These are your Talents, and they can be everything from character traits (Brave, Intelligent) to occupations (Princess, Firefighter) to items (Magic sword, Custom blaster rifle). They should be broad, but not too broad—for example, "Wizard" is probably too broad, but "Necromancer" is just right. Whichever one she's best at gets a d10, one she's good at gets a d8, and one she's average at gets a d6.

Fill in the d6 on the fourth line. This is your Hidden Talent, which you can decide on during play. Fill in the first Star Point.

Mechanics

All rolls are opposed, and they're always one die vs. one die. Usually player vs. GM, but sometimes player vs. player.

Dice: Decide what you want to do, and agree on what happens if you succeed or fail. See if you have a Talent that applies. If you have an open Hidden Talent, you can fill it in at any time; you now have that Talent.

If you don't have a Talent that applies, you roll a d4. If you have a Talent that applies, roll that Talent's die. High roll wins. Players always win ties against the GM. Against other players, ties are rerolled.

Helping: If someone can help you with a Talent (not a default d4, usually), roll a die one type "larger" than the die you were going to roll. Usually only one person can help you, but sometimes the GM may let more than one person help. You can never go higher than a d12.

If you have multiple Talents that apply, you can step up your die for each one. You can step up the same roll due to helping and having multiple applicable Talents.

Difficulty

If you're rolling against another character (PC or NPC), they use the same rules to determine their die type.

If you're rolling against anything but a character, the GM decides the difficulty (based on the task, circumstances, etc.).

The difficulties are:

- **Certain success:** No roll needed, you succeed
- **Easy:** d4
- **Average:** d6 (when in doubt, it's average)
- **Hard:** d8
- **Very hard:** d10
- **Insanely difficult:** d12

Margin of Success

The difference between the two dice determines how well you succeeded, and how you narrate the outcome:

- **Tie:** Barely successful (remember, players win ties)
- **1-2:** Successful
- **3-4:** Very successful
- **5-6:** Extremely successful
- **7:** As successful as possible

You can also take the size of the die relative to its result into account: When a d12 rolls a 1, for example, that could represent bad luck or extraordinary circumstances.

Star Points

You can spend a Star Point to reroll a die you just rolled. You take the new result, even if it's lower.

Whenever you do something cool, the GM will give you a Star Point. You can never have more than five.

Problems

Every time you acquire a Problem, write it down and fill in the d6. If you fill in all three Problems, you're taken out. The GM will tell you what this means.

Whenever a character (PC or NPC) has at least one Problem, default (non-Talent) rolls against them are made on a d6, not a d4. Also, when you roll against anything but a character, the difficulty goes up by one.

Problems can be removed by rolling against them (vs. d6, always). Unless you have a Talent that lets you remove Problems under stress or in the middle of an action scene, you have to wait until you have time to rest safely.

At the End of the Adventure

At the end of every session, you can do one thing on this list:

- Raise a Talent by one die type (maximum d12)
- Add a new Talent at d6
- Add a Hidden Talent (fill in a d6 and leave the line blank)

Go around the table and describe your favorite thing another player did. They get a Star Point. Everyone has to pick a different player, so everyone will get one Star Point.

Storylike

Your name _____

Character Name _____

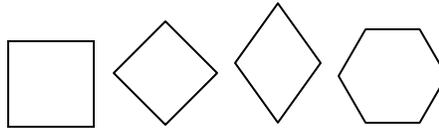
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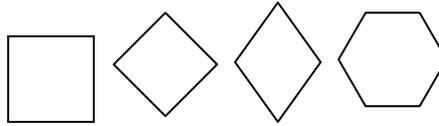
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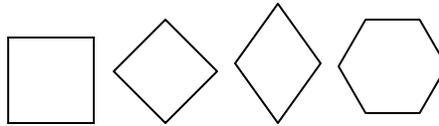
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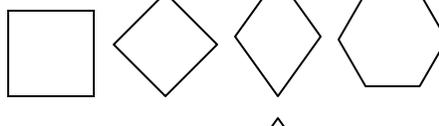
Im a/an _____

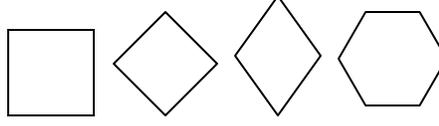
Talents

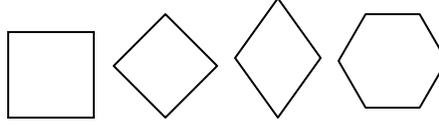


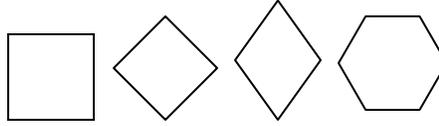












Star Points



Problems





