



Okkam

okkam

by **Skip Rainsmyth**

*"It is vain to do with more what can be
done with fewer."*

- William of Ockham

*"No, no, the adventures first!
Explanations take such dreadful time."*

- Lewis Carroll

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INTRO

Okkam is a collaborative storytelling game. The objective is to create a story together by taking on the roles of characters in a fictional world, and discovering what challenges they will overcome to achieve their goals. Rolling dice will help determine the plot twists, consequences, and general direction of the story.

Most players will create a **Player Character (PC)**. These are the main characters of the story. Describing what the PCs say and do to in pursuit of their objectives drives the narrative forward.

One player, the **Guide**, has a special role. They are equal parts designer, narrator, and referee. The Guide describes the fictional world around the PCs, determines the potential risks and outcomes of their actions, and controls the environment and other characters in the story.

You can play a short game in one session, or an epic saga that spans months or even years. The story only ends when everyone agrees that it does.

SETUP

Collect two six-sided dice, writing supplies, and some good people. Decide what kind of story you want to tell:

- When and where does it take place?
- Who are the main characters? What are their goals? Why are they together?
- How do any unique elements of the fictional world (*magic, technology, economy, politics*) work?

Take inspiration from your favorite media (*classic heroic fantasy; Ghostbusters but in space; grimdark Redwall*), or come up with something brand new.

Set some guidelines for playing the game:

- Desired 'age rating', content, tone
- Player etiquette and expectations
- Scheduling and communication

Choose someone to be the Guide. Other players will create PCs.

Once the story idea is settled, a Guide is chosen, and PCs are created, the game is ready to play!

PLAYING THE GUIDE

Design the fictional world. Populate it with friends, enemies, mentors, factions, challenges, and rewards related to the PCs' objectives and backgrounds. Give them opportunities to pursue their goals, but put compelling obstacles in their way.

Bring the world to life. Describe what the PCs see, hear, smell, taste, and feel. Play the role of any creatures or supporting characters the PCs interact with. Make things happen around or to the PCs and describe how the world responds when they speak or act.

Moderate the conversation. Interpret and execute the game rules, move the spotlight equitably between the PCs, and make rulings when there is confusion or disagreement.

PLAYING A PC

Act like the main characters. Describe the actions the PCs take to overcome challenges, pursue their goals, and make their mark on the world of the story.

Interact with the game world as if it were a real place. Think about how the PCs would really explore and manipulate their surroundings, how they would react to danger or dramatic situations, and what they would do when in need of help or information.

Be engaged. Ask questions, take notes, and make maps to keep track of the story so far. Knowledge of the game world will enrich the story and ensure the PCs' success.

CREATING A PC

To create a PC, first give them a **Name**. Then give them 3 current and 3 maximum **Resolve**.

Give them 3 starting **Tags**: broad traits (*strong, charming, observant*), trained skills (*linguistics, firearms, cooking*), or single-effect special abilities (*laser eyes, Magic Missile, animal speech*). Tags are not occupations (*wizard, soldier*) or backgrounds (*orc, orphan*), but rather the talents and characteristics they bestow.

Give them up to 10 starting **Items**: mundane tools (*rope, flashlight, journal*), consumable resources (*9mm magazines, first aid kit, currency*), tools of the trade (*thieves' tools, cyberdeck, longsword*), or personal belongings (*family pendant, stuffed bear, lucky dice*). Some actions are impossible without appropriate Items.

PCs can carry a reasonable amount of Items. More than one heavy or bulky Item may hinder them or cause risks. Items may be found, bought, made, lost, stolen, or expended as the story progresses. Note the location of dropped or stored Items.

Starting Tags and Items must make sense for the PC and story. All Tags and Items that grant special or supernatural abilities must have a drawback, cost, or limitation (*laser eyes: blind for 5 minutes; Magic Missile: consumes 1 ruby; animal speech: only under moonlight*).

Players may also gradually complete initial Tags and Items as the story progresses over the first few sessions.

Optionally, make some **Character Notes**:

- A concept and background: who are they (*exiled knight, hardboiled detective, guerilla hacker*), and what brought them here?
- A description of their appearance, personality, and mannerisms.
- At least 3 connections to other PCs, characters, locations, factions, or goals (*married to Simon, member of the Greenwood Scouts, currently seeking the Black Crystal*).

Players may work together to create connections between the PCs. When done, introduce the PCs and confirm all Tags, Items, and Notes with the Guide.

CONDITIONS

Conditions are any temporary effects that help (*invisible, blessed, satiated*) or hinder (*injured, cursed, exhausted*) PCs. PCs gain Conditions when they use certain items or take certain actions (*drinking a potion, falling off a roof*), as a consequence of an unsuccessful action, or any other time that makes sense.

Conditions may cause or prevent risks and dice rolls (*that sprained ankle makes this normally simple jump risky; the flight spell lets you traverse the wall automatically*). They may also grant advantages or disadvantages when relevant (*being disguised makes it easier to persuade the duke; your concussion makes it harder to dodge the grenade*).

The Guide describes what it takes to end Conditions. Many simply end with time (*invisibility potion: 10 minutes*). Some require actions or resources (*broken arm: medical attention*). Still others require the completion of tasks (*lycanthropy: swim in Mirror Lake under a full moon*).

Sticky notes can help track Conditions.

CONDITION EXAMPLES

Helpful Conditions:

- Lucky Day: Advantage on all rolls. Lasts 24 hrs.
- Stimpack: increased reflexes and speed, 2 hrs. Exhausted afterwards.
- Blessing of Demeter: can always find food when foraging. Ends if the PC wastes food or harms soil.


Hindering Physical Conditions:


- Banged Up: hinders quick movements. 3 hrs.
- Broken Foot: hinders physical actions. Seek medical attention.
- Disintegrated Arm: can't hold stuff. Consult the Geneseer for replacement.

Hindering Mental Conditions:

- Exhausted: hinders mental and physical tasks. A good night's sleep.
- Banned from the Denny's: ejected on sight. Pay the tab.
- Comatose: cannot think or act. Someone must enter the PC's psyche and unbind their soul.

EXAMPLE PCS

+--Player Name-----+	+--Portrait/Sigil-----+
Chadley	
+--PC Name-----+	
Emerald	
+--Resolve-----+	
3 / 3	
+--Tags-----+	+--Items-----+
Fiery	short sword, shield,
Archery	bow, 20 arrows, rope
Umbral Leap: move	handful of bright
up to 15ft daily -	gems, 2 potions of
once per day, only	healing, 4 days of
in shadows	rations, 3 torches
+--Character Notes, Conditions, Etc.-----+	
Fey Warrior; left their forest to find a	
cure for the curse that is infecting the	
flora and fauna. Slight, small, sharp	
pointed features. Impetuous, impulsive,	
fierce, and loyal. Says "hmp!" a lot.	
Mentor 'Aunty Oak' is still in the	
forest. Friends with Varith. Member of	
the Thornvale Rangers.	

+--Player Name-----+	-Portrait/Sigil-----+
Ash	
+--PC Name-----+ Alexa	
+--Resolve-----+ 3 / 3	
+--Tags-----+	-Items-----+
Burly Hacking History	Cyberdeck, lip gloss, 2 stimpacks, gold locket, cred- stick (6000c), brass knuckles, computer tools, 8 Tylenol
+--Character Notes, Conditions, Etc.-----+	
Genius Hacker; left Tachyon Corp when she found a terrible secret. Now she works to take them down. Muscular, tall, dark hair and skin, big smile. Laconic wit, skeptical. Stretches and flexes like a tiger. Part of an anti-corporate outfit called The Jammers. Crush on Jarvez. Wants to destroy Tachyon for good.	



GAMEPLAY

The Guide describes the environment and inhabitants of the game world, makes things happen around or to the PCs, and prompts their players to act or react. Other players ask clarifying questions, make plans, and then describe what their PCs say and do to overcome challenges and achieve their objectives.

To start the story, describe the PCs in an interesting situation, make something happen, and ask "what do you do?".

There are no turns - act in any order. The Guide may make the environment or its inhabitants take actions whenever they like, and ask the PCs to react. However, the Guide may not harm or hinder the PCs without giving them a chance to respond (*a pit trap opens up under your feet, what do you do?; the bad guys start to run away, what do you do?*).

The Guide decides the outcome of the PCs' actions, describes how the situation changes, and prompts the other players again. Use common sense to decide the outcome of most actions.

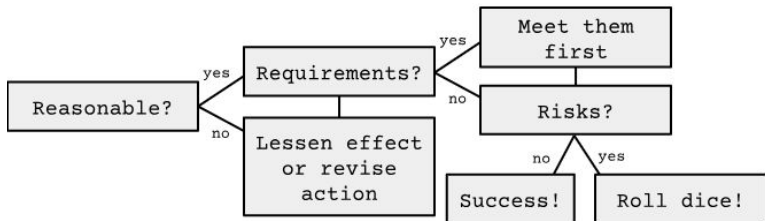
PCs have access to all common knowledge and are experts at anything related to their Tags. Hidden or obscure knowledge must be discovered by taking appropriate actions in the game. If a PC looks for something in a reasonable way, they find it, unless it is hidden in a way that would require very specific actions.

When a PC acts, ask the following questions:

- Is the desired outcome or effect possible and reasonable? Some things can't be done without appropriate Tags or Items (*the door won't budge, you'll have to find the key*). Some are inherently impossible (*the alien can't speak Common*). Conditions, circumstances, or opposition can also make outcomes impossible (*you're too Exhausted to swim across the river*). If an action is impossible, offer a lesser effect (*you can't disable the entire mainframe, but you can target a subsystem*) or revise the action (*your weapons have no effect, you'll have to try something else*).

- Does the action have requirements or costs? Will it take time, money or resources (*fixing the ship will cost 1000 credits and take two weeks*)? Are there other actions that must be taken first (*you'll have to dodge the goblin's spear before you attack*)? If so, PCs must fulfill the requirements before the action can be taken.
- Are there obvious risks? If not, and the requirements are met, the desired outcome simply happens. If so, the PC's player will roll dice to find out what happens (*impressing Clara is possible, but you might make a fool of yourself; let's roll to see how you do!*).

Action Flowchart



GAMEPLAY EXAMPLE

Guide: The dragon swoops down over the village, breathing fire upon the houses and market stalls. What do you do?

Emerald: I whip out my bow and headshot the dragon!

Guide: It's basically a fantasy fighter jet... It'll take more than a single arrow to take it down. You'll have to find a weak point or something first.

Emerald: Hmm... Then I'll take cover behind a cart and scan it for a loose scale.

Guide: Sounds like a plan; it may take a few minutes, and you'll have to avoid its claws and fire breath in the meantime.

Emerald: Fine with me!

Guide: OK. The dragon descends, claws reaching out to grab you. What do you do?

Emerald: I dodge out of the way as I watch its underbelly for weaknesses.

Guide: Sounds risky; let's roll the dice!

ROLLING THE DICE

When a PC acts or reacts under pressure, roll two six-sided dice. Take the total and add or subtract relevant **Modifiers**:

- +1 if a helpful Tag is declared.
- +1 if the PC has **Advantage** due to position, preparation, help, circumstances, or helpful Conditions. Items normally do not give Advantage.
- +1 if the PC spends 1 Resolve before rolling the dice.

- -1 if the action involves extra **Difficulty** due to complexity, the magnitude of the desired effect, or a feature of the target or object.
- -1 if the PC has **Disadvantage** due to being overwhelmed or ill-equipped, bad circumstances, or hindering Conditions.
- -1 if the PC is hindered by 3 or more Conditions.

Each Modifier counts only once. Players may not spend 2 Resolve, or suffer from 2 Disadvantages. The Guide decides if Tags and Advantage are reasonable.

If the result is 9 or more, the action succeeds. If not, choose a consequence:

- **Frustration:** the action has limited effect (*they only agree to a tiny discount*), or fails to prevent an unwanted outcome (*you try to dodge, but she disarms you anyways*).
- **Complication:** the action succeeds, but the PC loses an Item, takes a new hindering Condition, or causes collateral damage or unintended side effects (*the bandits are pinned down behind the wall, but you've expended an ammo magazine; you avoid death but take an injury*).
- **Interruption:** before the action is completed, a new obstacle or challenge manifests that they must contend with first (*before you can sneak past, the guards spot you and sound the alarm; before you can reach the top, the rope snaps, sending you falling*).

Some consequences make more or less sense in certain contexts. Choose an option that keeps the story moving!

Consequences should change the situation in a way that prevents the PC from simply trying again; "nothing happens" is not a consequence. If the stakes aren't high, don't roll. The severity of consequences should also match the attempted action.

PCs may **Exhaust** a Tag, if they declared it, to reroll the dice using the same Modifiers. Exhausted Tags may not be declared again until the PC Rests.

For collective actions, elect a PC to lead the effort. They act with Advantage, but the entire group suffers any potential consequences.

For immersion, the Guide can arbitrate Modifiers and Conditions, and narrate the outcomes of PCs' actions. If the group prefers collaborative storytelling, the PC's player or anyone else can suggest Modifiers, Conditions, outcomes, and consequences instead. Discuss your preferences as a group.

Modifiers: Chance of Success

-3	-2	-1	0	+1	+2	+3	+4	+5
3%	8%	17%	28%	42%	58%	72%	83%	92%

ROLLING THE DICE EXAMPLE

Jarvez: Alright, I'll try to jump across the chasm. I'm Athletic, so that's +1. I'll go ahead and burn a Resolve for another +1; I really want to stick this!

Alexa: Can I lean over the edge and try to catch him to Help? I'm Burly, so...

Guide: Sure, I'll grant Advantage for that. But you also have a Bruised Leg from that scuffle earlier, so that's a Disadvantage. So +3, -1, for a +2 total Modifier. Roll the dice!

Jarvez: Rats! 3, +2, makes it a 5. I really need my Athletic Tag in case we have to run later, so I don't want to Exhaust... I'll just take a consequence.

Guide: Alright. How about a Complication? You already have two harmful Conditions, so I'll be nice and say you jump right into Alexa's arms, but your pack slams into the rooftop, shattering your compass Item. You're both on top of the roof now; you can hear sirens from a few blocks away. What do you do?

CHALLENGES

Some challenges will take more than one successful action to overcome. An ogre may take a dozen or so good whacks to take down; fewer if the PCs make a plan and strike carefully. Fewer still if they avoid direct combat and find a way to tie it up and drag it into sunlight.

Some challenges can't be overcome at all unless certain requirements are met; a normal rifle will never penetrate a tank, no matter how many shots are taken. A magic seal may be impossible to breach until the correct incantation is found. Think carefully and logically to overcome seemingly impossible challenges.

Some dramatic or complex challenges can be broken into steps or stages. Building a ship is a long process; first labor and materials must be procured, then a shipwright must be found or designs must be planned, followed by weeks or months overseeing the process. Finally the vessel needs finishing touches and a crew. Each of these stages must be completed in turn to accomplish the task.

The Guide decides the logical effect that each action has toward overcoming a challenge, and is responsible for determining when it is finally complete. Progress toward completing long-term goals and challenges may be described as part of Rest narration, or at random intervals during the story.

The Guide can also affect the difficulty or drama of challenges by giving them special features, minions, immunities, stages, or hazards; making the challenge act or interrupt PC actions more often, causing them to be on the defensive; or giving harsher consequences to PCs. These tools can increase the tension when it counts, but use sparingly! The idea is not to defeat the PCs, but to create trials and victories worth remembering.

As a rough guideline, overcoming simple challenges require 1 successful action. Dramatic or complex challenges require 1-2 successes per PC. Epic challenges require 3-4 successes per PC.

REST & ADVANCEMENT

A **Rest** is an extended period of downtime, recovery, and practice for a PC. Rest can range from a few days to several months; as long as it takes for them to fully recuperate, reflect on recent challenges, and decide what's next. When PCs Rest:

- Restore all spent Resolve and Exhausted Tags, and clear any relevant Conditions.
- Narrate how the PC spends the remainder of their Rest. Decide outcomes and roll dice as needed.
- Check for Advancement.

During Rest, the Guide may also describe developments in relevant plots or faction agendas (*when you return to school, the mean kids have put up awful posters about you; after a few weeks, the locals are murmuring that the volcano looks close to erupting; the Confederation annexed 3 new planets today*).

If a PC has overcome or survived a major ordeal since their last Rest, choose one **Advancement**:

- +1 maximum Resolve.
- A Tag used to great effect becomes **Advanced**: it now gives +2 on rolls.
- Add a new Tag based on downtime training, new understandings, or skills related to the PC's concept or background (*they're getting the hang of the Fireball spell; they are becoming more Skeptical after being in the city for so long; they've always been good at Cooking*).

A Tag may also become **Mastered**; confer with the Guide to create a long-term goal or ordeal that results in mastery of the Tag when completed (*linguistics: find and translate the ancient Book of the Rosette; swordfighting: defeat all 12 Blade Masters; hacking: infiltrate the Gibson mainframe and cause worldwide chaos*). Mastered Tags give +3 on rolls.

New Tags may also be gained in other ways at the Guide's discretion. New Items, allies, knowledge, and renown must be gained by taking actions in the story.

OTHER RULES

Dice of Fate: to leave something completely to chance, the Guide rolls two six-sided dice and takes the total.

- 9 or more: favorable outcome, windfall, easy solution, benefit
- 8 or less: challenging outcome, setback, dilemma, cost

Use the Dice of Fate when there is a question without a ready answer, for random encounters when taking long journeys or retracing steps, for shifts in the environment or weather, to decide when resource are depleted, or just when you don't know what will happen.

Long-term goals: for long-term projects (*building a boat, learning a language, improving aim*), confer with the Guide on the requirements (*time, resources, actions*). Narrate progress toward the goal during Rest or any other appropriate time. Decide action outcomes and roll dice as needed. When the requirements are met, the goal is achieved.

Movement: ranges are close, far, and distant. As long as it is reasonable, any requirements are met, and there are no obvious risks, move between ranges freely. Use the Dice of Fate for random environmental changes or encounters when moving long distances (*overland journeys, backtracking through large structures*).

Death: decide as a group if PCs can gain Conditions that remove them from the story (*dead, exiled, insane*) due to narrative events or consequences. PCs can leave voluntarily at any time; give them the spotlight to narrate a grand exit.

PVP: if PCs agree to compete against each other, involved PCs roll dice as normal. Best result gets their way. Reroll ties.

Absence: when a player is absent, their PC takes a background role. They cannot act or be targeted directly, but they earn Advancement and experience story events and consequences as normal.

Agency: only a PC's player may dictate what they do, say, think, and feel, unless consent is explicitly given to another or the game rules say otherwise.



PC TIPS

The game world follows rules similar to the real world. Some ideas are dangerous. Actions have consequences. Characters do not forget how they are treated.

How the PCs approach an obstacle can be the difference between a decisive victory and a painful grind. Make plans and mitigate risks to avoid consequences. Use Tags and Items effectively and create Advantages to overcome great challenges.

Really get into the mindset of the PCs. What do they want? What are their flaws? How do their backstories and motivations inform how they act and treat others? Creating portraits and voices can help.

Choose Tags wisely. Traits like *charming* are useful in more situations, but give no expertise. *Diplomacy* is narrower in scope, but implies knowledge of documents and politics. *Compel Thought* is potent, but has drawbacks and grants no insight.

Share the spotlight: set up opportunities for other PCs, and have them interact and speak with each other in the story.

GUIDE TIPS

The Guide is the narrator, but the PCs are the main characters. Never let the world or supporting characters hog the spotlight. Ask the other players what they want in the story, and use their answers and Character Notes to create compelling challenges and rewards.

Players can't be expected to read the Guide's mind or understand the world in exactly the same way. If something would be obvious to a PC, make it obvious to the player. Tell them what might happen before they act, and make sure they know the risks. Don't let PCs miss important things, either. If a clue or item is hidden, or they are about to walk into danger, give them a hint or prompt; just enough to get them thinking and talking about what to do next!

The PCs are responsible for keeping the action moving, but they may need a nudge from time to time. Make something happen whenever they hesitate, when they look to the Guide to see what happens next, or whenever there is a golden opportunity. Always end with "what do you do?"

Default to saying yes when PCs describe their actions. No stalls the action; yes moves it forward. Even better is yes, but..., offering them success with a cost, sacrifice, or complication. When actions are definitely impossible, try no, but...

Make everything a dilemma or hard choice. Show them what they want, and tell them the cost. Make them decide what they'll sacrifice to achieve their goals!

The Guide's most powerful story tools are questions (*What is your intent here? How are you doing that? What's your plan? What do you do next? What is everyone else doing while that's happening?*).

Use props (*maps, miniatures, music, images, objects*) to support immersion.

A good **Okkam** session always has:

- a hook: what gets the PCs involved?
- a puzzle or roleplaying challenge to engage the players' brains.
- a setback or twist: what goes wrong?
- a conflict or climactic challenge for the PCs to overcome.
- a reward or revelation: what do the PCs gain or learn?

No one should know or plan what's going to happen in the story; play to find out what happens, not act out a predestined plot. The PCs goals should be known, but not how they'll achieve them.

Don't create *plots*. Create factions, characters, and locations, and give them all agendas and plans. Imagine a living world, and what would occur in it without the PCs' intervention. Then stick them in the middle of it and see what they do.

Give each supporting character a unique voice or mannerism, personality trait, and agenda. Let their quirks and desires inform their interactions with the PCs.

Give each new area in the story 3 sensory details; 1 notable Item; and 1 challenge, puzzle, trap, or supporting character.

Between sessions, imagine what characters and factions are doing behind the scenes. When PCs return to a place or character they know, tell them what has changed. Drop hooks for new challenges and goals.

It's OK to ask for a time out to decide an outcome or prepare what happens next!

D66 STORY HOOKS

1 You are going to...

- 1 A faraway place
- 2 A large structure
- 3 Your home
- 4 An old hangout
- 5 A natural feature
- 6 A settlement/city

2 During a...

- 1 Celebration
- 2 Conflict
- 3 Natural disaster
- 4 Vacation
- 5 Political Event
- 6 Personal Crisis

3 In order to...

- 1 Deliver
- 2 Rescue/steal
- 3 Destroy/confront
- 4 Investigate
- 5 Hide/forget
- 6 Help/protect

4 A(n)...

- 1 Old friend
- 2 Rival/enemy
- 3 Important person
- 4 Important Item
- 5 Clue/information
- 6 Faction/group

5 Because of...

- 1 Personal gain
- 2 Revenge
- 3 Honor/values
- 4 Duty/orders
- 5 A debt/favor
- 6 A mix-up

6 But they're/it's...

- 1 Protected/hidden
- 2 Time-sensitive
- 3 Extra risky
- 4 Unwilling
- 5 A secret
- 6 Going to cost you

D66 TRAIT TAGS

1

- 1 Burly
- 2 Athletic
- 3 Huge
- 4 Tiny
- 5 Strong
- 6 Energetic

2

- 1 Sneaky
- 2 Agile
- 3 Acrobatic
- 4 Fast
- 5 Dextrous
- 6 Graceful

3

- 1 Tireless
- 2 Tough
- 3 Robust
- 4 Strong-willed
- 5 Brave
- 6 Disciplined

4

- 1 Thoughtful
- 2 Clever
- 3 Logical
- 4 Curious
- 5 Crafty
- 6 Scholarly

5

- 1 Observant
- 2 Steady
- 3 Wise
- 4 Intuitive
- 5 Attuned
- 6 Patient

6

- 1 Charming
- 2 Intimidating
- 3 Unassuming
- 4 Heroic
- 5 Lucky
- 6 Helpful

D66 FANTASY TAGS

1

- 1 Swordfighting
- 2 Archery
- 3 Leadership
- 4 Blacksmithing
- 5 Climbing
- 6 Survival

2

- 1 Entertaining
- 2 Sneaking
- 3 Acrobatics
- 4 Merchant
- 5 Tinkering
- 6 Thievery

3

- 1 Lore
- 2 Herbalism
- 3 Alchemy
- 4 Husbandry
- 5 Linguistics
- 6 Cooking

4

- 1 Summon Flame
- 2 Illusion
- 3 Flight
- 4 Telepathy
- 5 Telekinesis
- 6 Detect/Dispel

5

- 1 Blinding Light
- 2 Spirit Shield
- 3 Mending
- 4 Heal Wounds
- 5 Summon Spirit
- 6 Aura of Fear

6

- 1 Animal Speech
- 2 Control Plants
- 3 Shapeshift
- 4 Forest Friend
- 5 Summon Weather
- 6 True Sight

D66 SCI-FI TAGS

1

- 1 Martial Arts
- 2 Firearms
- 3 Leadership
- 4 Piloting
- 5 Demolition
- 6 Security

2

- 1 Xenobiology
- 2 Chemistry
- 3 Computers
- 4 Navigation
- 5 Engineering
- 6 Cybernetics

3

- 1 Scavenging
- 2 Esotericism
- 3 Linguistics
- 4 Investigation
- 5 Medicine
- 6 Subterfuge

4

- 1 Entertaining
- 2 Trading
- 3 Art
- 4 Diplomacy
- 5 Street Smarts
- 6 Cooking

5

- 1 Telepathy
- 2 Telekinesis
- 3 Teleportation
- 4 Shapeshift
- 5 Warp Timespace
- 6 Psionic Blast

6

- 1 EMP Shriek
- 2 Neural Interface
- 3 Nano-camouflage
- 4 Augmented Senses
- 5 Titanium Chassis
- 6 Logic Engine

GRATITUDE

Games are nothing without amazing people with whom to play them. Here is a small selection of people I am grateful to have known:

- **My dad**, for introducing me to D&D, fantasy novels, and real-life adventures of all kinds.
- **My buds**, for playing games with me, inspiring me to be a better Guide, and playtesting this garbage.
- **My brother**, for sharing all kinds of games and good times with me through the years. No matter how far apart we are on the map, we're always close.
- **My kids**, who tell the best stories.
- **My wife**, for patiently nodding and looking concerned while I rant about games, dealing with my nonsense, and generally being my best friend and favorite person. Muah!

Special thanks to **you**, dear reader, for whom I wrote this. May it serve you well, and may all your adventures be radical.

AUTHOR INFO

Skip Rainsmyth (6/6 Resolve)

- Tags: strong (advanced), friendly, overzealous, teaching (advanced), cooking, *Summon Factoid* (1/day)
- Items: mechanical pencil, journal, two six-sided dice, first aid kit, ragged copy of *A Wizard of Earthsea*, 3 Okkam zines, coffee, bicycle
- Character Notes: an RPG enthusiast adventuring in the Pacific Northwest. Boisterous, burly, bearded, talks with his hands. Married with two great kids. Representative for the Teachers' Union. Currently on a quest to create the perfect rules-lite RPG.

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BE NICE AND HAVE FUN.

