

# BROMELIAD: FAR FROM HOME

*Each flower, a city. Each branch, a nation. Each treetop, a world.  
It is time to leave your home and see what lies beyond the glory of the petals and the pool.  
Pack your things and make your way, brave soul.  
What lies ahead may be dangerous, but one day you will return with what you set out to find.*

You are a tree frog, of the genus *Bromeliophyla*. You were born in the pool inside this great flower in the tree-tops. Until now, it is all you have known.

You have seen travellers come through. Their weary legs carrying them over the edge of the petals above. They sell their wares and tell their tales. They look into each other's eyes with understanding and they look into yours with something that could be sadness, or nostalgia, or pity.

Today, you pack what little you have into a folded leaf and tie it to your back. You take one last look behind you and begin to scale the petal walls. Ahead of you is a world you have never seen before...

## HOW TO PLAY

You will need a handful of dice (1d20, 1d10, 1d6 & 5d4), the **RUNNING A GAME** page, and a way to write things down to keep track of your story.

This game is GMless and designed for solo play. It relies on generating **OUTCOMES** for your actions by rolling dice and adding modifiers.

Depending on how high you roll, a selection of potential **OUTCOMES** will be generated. When **OUTCOMES** are generated, pick one that fits the current narrative. Try and ask yourself how the narrative will move forward, based on the wording of the **OUTCOME** and the story so far. Remember, you are the hero, but you are not perfect. Things will not always go your way.

## CONFIDENCE

On your adventure you will need to make rolls to generate **OUTCOMES**. Only make a roll when the success of your action is in doubt.

Whenever you wish to generate an **OUTCOME**, check what your current **CONFIDENCE** level is and roll the appropriate dice.

Your **CONFIDENCE** can be either **LOW**, **NORMAL**, or **HIGH**.

<b>HIGH</b>	5d4
<b>NORMAL</b>	1d10, 1d6, 1d4
<b>LOW</b>	1d20

Each **OUTCOME** will tell you to increase or decrease **CONFIDENCE**.

When you increase or decrease **CONFIDENCE**, change it by one level unless otherwise stated - if it is currently **LOW**, it becomes **NORMAL**. If it is currently **NORMAL**, it becomes **HIGH** etc.

You begin with a **NORMAL** level of **CONFIDENCE**.

## SITUATIONS

You may have lived a sheltered life that hasn't prepared you for the true dangers of the outside world, but you are better in some **SITUATIONS** than others.

Assign the modifiers +2, +1, +1, 0 to the **SITUATIONS** below.

<b>STRIFE</b>	BEING IN DIRECT OPPOSITION TO AN INTELLIGENT CREATURE
<b>PERIL</b>	BEING ENDANGERED BY THE WORLD OR THE WILD
<b>TOIL</b>	BEING ENGAGED IN TASKS THAT REQUIRE SKILL, EFFORT, OR CONCENTRATION
<b>STRESS</b>	BEING UNDER PRESSURE IN A SITUATION NOT COVERED ABOVE

Whenever you generate an **OUTCOME**, decide which **SITUATION** you are in and add the appropriate modifier to your roll.

## PURPOSE

Before you begin your journey, decide what you are setting out to find or accomplish and write it down.

If you are unsure whether something you're doing will drive you towards your **PURPOSE**, roll on the **PURPOSE PROMPT** table in **RUNNING A GAME**.

When you have achieved your **PURPOSE**, your story ends and you may return home, or you can find a new **PURPOSE** to work towards.

## OBJECTS OF USE

**OBJECTS OF USE** are items that you have, find, or barter for on your travels. Whenever you generate an **OUTCOME**, if an **OBJECT OF USE** would help you, then add +1 to your roll.

You start your adventure with three **OBJECTS OF USE**. Decide what they are. Each one may have up to three **CHARACTERISTICS** from the list below. Pick them or roll on the table.

D20	CHARACTERISTIC	D20	CHARACTERISTIC
1	HEAVY	11	LONG
2	DURABLE	12	ROOMY
3	RELIABLE	13	WATERTIGHT
4	LIGHT	14	CHEAP
5	OBVIOUS	15	SHARP
6	VALUABLE	16	STICKY
7	SHORT	17	BLUNT
8	COMBUSTIBLE	18	SOFT
9	DISTRACTING	19	BEAUTIFUL
10	SUBTLE	20	BENDY

If an **OBJECT OF USE** is **GAINED**, choose up to three **CHARACTERISTICS** from the list to describe it.

If it is **IMPROVED**, give it an additional **CHARACTERISTIC**.

If it is **PERFECTED**, gain an additional +1 when using it.

If it is **DAMAGED** or in need of **REPAIR**, then it cannot be used until it is **REPAIRED**. You can attempt to **REPAIR** it by making a roll in a **SITUATION** of **TOIL** or finding someone to do it for you. If it is **DESTROYED** or beyond **REPAIR**, it can no longer be used. You will need to find a replacement.

# RUNNING A GAME: YOUR ADVENTURE

You are not only a player, you are your own Game Master - try to keep these motives in mind when deciding what to do:

**PLAYER MOTIVES:** Be the hero. Follow opportunities. Play to make a story. Work towards your PURPOSE. Play on from OUTCOMES. Create a world that you want to exist in.

**GM MOTIVES:** Ask if a roll is necessary. Consider the most likely outcome. Consider the most interesting outcome. Create opportunities for drama. Interpret the OUTCOMES in line with the narrative.

## OUTCOMES

On your adventure you will need to make rolls to generate OUTCOMES. Only make a roll when the success of your action is in doubt. Whenever you wish to generate an OUTCOME check what your current CONFIDENCE level is and roll the appropriate dice, adding any modifiers for SITUATION or OBJECTS OF USE. Compare the result below:

RESULT	OUTCOMES
21+	<input type="checkbox"/> The impact of your action is intensified and has ongoing positive effect <input type="checkbox"/> You have total control of the situation <input type="checkbox"/> A trust is made that cannot be broken <input type="checkbox"/> The situation is unassailable, your safety is guaranteed <input type="checkbox"/> An OBJECT OF USE is repaired, recovered or PERFECTED or a PERFECTED OBJECT OF USE is gained <input type="checkbox"/> You accomplish the task with no effort <input type="checkbox"/> You feel invigorated <input type="checkbox"/> Something you want is gained and better than expected ■ Increase CONFIDENCE to HIGH
20-16	<input type="checkbox"/> The impact of your action is intensified <input type="checkbox"/> You gain the advantage <input type="checkbox"/> A new friend or ally is made <input type="checkbox"/> The situation is safe and secure <input type="checkbox"/> An OBJECT OF USE is REPAIRED, recovered, IMPROVED or GAINED <input type="checkbox"/> You accomplish the task with little effort <input type="checkbox"/> You feel fit and well <input type="checkbox"/> Something you want can be gained with no effort or cost ■ If CONFIDENCE is LOW or NORMAL, increase
15-11	<input type="checkbox"/> The impact of your action is as intended <input type="checkbox"/> You gain some small advantage <input type="checkbox"/> Trust is gained or regained <input type="checkbox"/> The situation is stable or stabilises <input type="checkbox"/> An OBJECT OF USE is REPAIRED or recovered <input type="checkbox"/> You feel the strain of your action <input type="checkbox"/> You feel no lasting ill effects <input type="checkbox"/> Something you want can be gained with minor effort or a small cost ■ If CONFIDENCE is LOW, increase
10-6	<input type="checkbox"/> The impact of your action is lessened <input type="checkbox"/> You are placed at a disadvantage <input type="checkbox"/> Trust is weakened <input type="checkbox"/> The situation is at risk of becoming dangerous or violent <input type="checkbox"/> An OBJECT OF USE is lost, DAMAGED or in need of REPAIR <input type="checkbox"/> You are pushed to your physical limits <input type="checkbox"/> You feel unwell <input type="checkbox"/> Something you want cannot be obtained without great effort or cost ■ If CONFIDENCE is HIGH, decrease
5-1	<input type="checkbox"/> The impact of your action is nullified or voided <input type="checkbox"/> You are placed at a severe disadvantage <input type="checkbox"/> Trust is broken <input type="checkbox"/> The situation becomes dangerous or violent <input type="checkbox"/> An OBJECT OF USE is permanently lost, DESTROYED or beyond REPAIR <input type="checkbox"/> You are pushed beyond your physical limits <input type="checkbox"/> You are taken ill <input type="checkbox"/> Something you want is impossible to obtain ■ If CONFIDENCE is NORMAL or HIGH, decrease

## THE WORLD

You should build a world in the treetops that fits your imagination. Each flower may have a completely different way of life of culture, or there may be a shared, overarching theme. You could imagine your Flowers full of great, towering, ramshackle structures, or like tiny island nations that are traversed by small leaf-crafted boats. You could imagine twisting lanes and dark corners, great and magnificent boulevards, or simple and rustic dwellings. Make the world your own and have fun with it. You're a tiny frog person, after all!

## PROMPTS

The tables below will help you if you are not sure what you encounter next, or if you want to know if something will lead you towards your PURPOSE. Use these as the seeds for the next part of your adventure.

**ADVENTURE PROMPTS:** Ask "What do I stumble upon?", then roll a D20.

D20	PROMPT	D20	PROMPT
1	A MONSTER	11	A CROSSROADS
2	A CRIME	12	A THING NOT OF THIS WORLD
3	AN AMBUSH	13	AN ABANDONED SETTLEMENT
4	A SETTLEMENT OR DWELLING	14	A NATURAL FEATURE
5	A RELIC OF AN OLD NATION	15	A FAMILIAR FACE
6	A CHANGE IN WEATHER	16	SOMEONE IN NEED
7	A WILD CREATURE	17	SOMETHING THAT HAS BEEN LOST
8	AN ENCAMPMENT	18	A PLACE OF CULTURAL SIGNIFICANCE
9	A POTENTIAL FRIEND	19	A DEAD END
10	A CHANCE TO TRADE	20	A SIGHT THAT NO ONE HAS SEEN BEFORE

**PURPOSE PROMPTS:** Ask "Will this drive me towards my purpose?", then roll a D6:

D6	ANSWER
1	YES, IMMEDIATELY
2	YES, IN TIME
3	IT IS POSSIBLE
4	IT IS UNLIKELY
5	NO, THIS IS A DISTRACTION
6	NO, THIS WILL DRIVE YOU FURTHER FROM IT

