S C A P E

The Scenario Create-And-Play Engine

1. Scenario

Outline the scenario, including overall setting, time period, tone, and so on.

Create a list of generic dangers appropriate to the kind of scenario. (These work like GM Moves in Apocalypse World, but specific to the scenario.) Examples are "someone gets hurt," "goal comes at a cost," "nasty rumors spring up," "characters are separated."

2. Characters

Create player characters with three edges and one issue.

Edges give the character a bonus to their roll when they apply. For example, a war veteran would get the bonus during fights, a politician would get a bonus when trying to persuade someone, etc. They should have fictional descriptors like AW moves. For example, "When engaging in fistfights," "when flashing skin," "when pursuing vengeance against Robert Miles," etc.

The GM can give NPCs an edge as well (serving as a penalty for players acting against that NPC), with fictional requirements like PC edges. There might also be levers that give PCs a bonus when they've figured them out and apply them ("when you threaten Charlotte with hurting her brother"). If the levers are unknown to the PC players, that might make for fun exploration.

Issues are things like a dark secret, grief, vengeance, addiction, and so on (like issues in PTA). Name it and create three specific dangers for it. For example, if your issue is "Dark Secret," your dangers could be "you arouse suspicion," "the web of lies expands," and "a piece of evidence shows up."

3. Locations

Create individual locations that serve as sets for scenes. They need a description, activities, and events. Putting them on index cards should work well.

Descriptions should fit the scenario tone and overall setting.

Activities are things like fistfights, criminal deals, last stands, seductions, and so on. Whenever a player is involved in an activity specifically listed for the location, they get a bonus to their roll. However, if they are trying to interfere with one of these (break up a mob in a location that has "mob justice" as an activity), they get a penalty. Activities should be the kinds of things that not only make sense given the scenario, but that the players want to see occur in the story at one point or another.

Events are things that could happen in this location. They provide ideas when players are looking for things to happen in the story. (See *Love in the Time of Seid*.) They don't have mechanical weight, they just serve as inspiration.

4. Resolution

Declare a goal. You get to roll two dice, an edge die and a circumstance die. A 4 or higher is a success, a 3 or lower a failure. If at least one die is successful, the PC achieves the goal. If at least one die is a failure, a danger comes to pass. So you either succeed without cost, succeed with cost, or fail with cost.

For your edge die, you start with a D6. Each applicable edge raises the edge die by one step, going from D6 to D8 to D10 to D12 (e.g., if two of your edges apply, your D6 is stepped up to a D10).

Also, if the PC engages in a location activity, raise the edge die by a step. If the PC works against a location activity (e.g., the location activity is "robbery" and the PC tries to stop the robbers), the die is moved down one step. It can't go higher than a D12.

For your circumstance die, the GM will determine whether you are in a neutral, advantaged, or disadvantaged position. This can be based on whether the PC is outnumbered, has a weapon while the opposition does not, is being helped by another PC, and any other circumstances. Taken all of this into account, the GM determines the circumstance die to be a D4, a D6 (neutral), a D8, or (rarely) a D10.

If the dice show one or two failures (3 or lower), the GM picks a danger from either the generic dangers list or the player character's issue. This comes to pass in the fiction as in Apocalypse World.

For example, a player makes a roll for her PC to persuade an NPC to do something for her. The player rolls one success and one failure. The GM can decide that the other character wants something (generic danger: "goal comes at a cost" or "tough choice"), that the other character does as asked but with hard feelings (generic danger: "someone gets hurt"), or that the other character manages to find out during this conversation that the PC is keeping a secret (Dark Secret issue danger: "arouse suspicion").