

YOU ARE A TREE is a mini-RPG written by Côme Martin in January 2018, for 1 MC and 3 to 5 players.

YOU ARE A TREE and when you were born, you were tasked with the protection of one of this old world's realms. It's not easy: the world goes much too slow and everything you do seems to make things worse. And then there are those who'd like to see you reduced to twigs, and the other trees looking after rival realms...

START BY choosing your species (that's the name of your PC) and the realm you look after: **HUMANS**, **ANIMALS** or **NATURE**. Each must be picked at least once. You also all must look after the other **TREES** of the region. **THEN**, with the MC, draw this session's setting on a sheet: where trees are planted and what's around them when the game begins (there necessarily are humans animals and natural elements). You also decide of the setting's technological and fantastic levels.

THEN, **DECIDE** who's your realm's emissary: a farmer, an owl, a stream of water... It's the only entity with whom you can talk apart from other trees. When it dies or is destroyed, its descendant or a similar entity takes its place.

FINALLY, every player chooses (by circling it) one of the abilities your trees have at the beginning of the session, opposite and on the last page. They often take a lot of time to be activated. You can make others up, but your trees can never move, no matter what.

Talking and hearing remotely

Lying down and getting up at will

Making your trunk hard as steel or soft as sand

Catching small things with your roots or branches

Write on the ground with your branches

Making music with the wind

Sharpening your leaves' edges

Losing branches without pain and making them grow again

Changing the color of your leaves

Making fruits grow at will on yourself

Using your roots or branches as a shield

Multiplying the number of your branches

Controlling the clouds and/or wind nearby

Attracting lightning without pain

Making small flowers grow around you

Creating impressive trunk cracking noises

Detaching parts of your bark

Extending your branches or roots on several feet

Projecting your leaving on hundreds of feet

Receiving visions from remote areas

Densifying your foliage until it's completely opaque

WHEN YOU WANT TO CHANGE THE WORLD AROUND YOU, tell the MC what you want to do: they'll describe the positive effects of your action. You can invent a new ability to receive help if they agree. You or another player can take or receive a token from the common pool: these represent the negative fallout from your action, which increase its positive impact.

TO GROW, empty the token pool. At the beginning of the game, you're a young sprout and can't do much to influence the world; but you can grow and become a shrub, then a fragile tree, a robust tree and finally an old tree.

WHEN YOU GROW, you and the other trees receive bonuses to give to your roots, your trunk, your branches or your foliage. The tree with the healthiest realm when you grow (the MC decides) receives a +2 bonus; the tree which received the most token (maybe the same tree) receives a +1 bonus. Several trees can receive the same bonus in case of a tie.

You also get new abilities: each player circles one or makes one up (see the first and last pages).

WHEN YOU ARE AN OLD TREE AND IT IS TIME TO GROW AGAIN, the game ends, usually with your death. Describe your last look at your realm! Are you satisfied with your actions? Are there some you wish you hadn't done?

YOU ARE THE MC FOR A SESSION OF YOU ARE A TREE: your role is to create difficulties for the PCs and see that the protection of each realm is complex and in contradiction with the others.

YOU HANDLE the common token pool. When the trees grow, they give all the tokens they accumulated back and you adjust the pool:

Young sprouts	2 x number of players
Shrubs	3 x number of players
Fragile trees	4 x number of players
Robust trees	3 x number of players
Old trees	2 x number of players

WHEN THE TREES GROW, make as many years or decades go by as you like. Describe what changes and draw it on the map.

YOU ALSO HANDLE time passing by: difficulties always take months or years to be overcome. Make at least a season go by between each scene: trees don't live on the same rhythm as the rest of the world and there are many things which are too fast for them to have influence on!

WHEN YOU HAVE TO DESCRIBE THE POSITIVE EFFECTS OF AN ACTION, refer to the following table, where each rank corresponds to the number of tokens played. Adjust it according to the bonuses linked to the trees' growth (a +1 means you shift the result one rank down) or if the trees help each other (in which case they choose how they divide tokens).

0	The action succeeds but takes more time and has less reach than anticipated.
1	The action succeeds but takes more time than anticipated.
2	The action succeeds just like you planned.
3	The action succeeds better than anticipated.
4	The action succeeds better than anticipated and has a small extra positive consequence.
5+	The action spectacularly succeeds, and the player chooses how long it takes to do it.

THE NEGATIVE EFFECTS ARE DESCRIBED by the players who gave or took tokens. The tokens can be divided or regrouped at will. You, MC, have the last word on whether the consequences are acceptable.

1	Minor effect: the tree gets hurt, it disturbs a neighboring element...
2	Important effect: another action will be needed to mitigate it.
3	Major effect: the land is changed, beings are killed...
4	Disastrous effect: the tree puts itself in grave danger, the surroundings are durably devastated...
5	Cataclysmic effect: several new difficulties are created.

WHEN YOU HAVE TO PRESENT A DIFFICULTY TO THE PCS, look at the table on the next page. Always suggest (directly or indirectly) its source or a way to overcome it.

NEVER FORGET to describe the consequences of all actions, difficulties and consequences on the long term before introducing new elements! It's always more interesting to fully explore these consequences than to introduce new difficulties. Draw the changes on the map when you deem it necessary.

INSIST ON THE EXCHANGES AND RIVALRIES between the trees and with their emissaries! Remind the PCs as much as you need that they needn't worry about the mess in other realms than their own. You can also tell them, from time to time, about the well-being of their respective realms.

	HUMANS	ANIMALS	NATURE
1	Humans take trees down to build houses!	An epidemic spreads to several species!	Fires devastate nearby lands!
2	Animals are chased by humans for pleasure!	A species reproduces way too much!	A landslide threatens a forest!
3	A community divides itself in two!	A large predator ravages the area!	A hot summer dries up lakes!
4	Pursued humans hide near a river!	Farm animals rebel against their masters!	Land change makes two isolated groups meet!
5	Humans want to migrate because they lack resources!	Animals wreck the lands of nearby farmers!	A series of floods threatens to submerge a valley!
6	A member of the community gets lost in the wild!	A species is depressed and refuses to come out of its hibernation!	The road between two visitor places is suddenly cut!
7	A war between two communities destroys the land between them!	Humans unknowingly settle in the midst of an animal habitat!	A natural disaster decimates a species or a community!
8	A human decides to go and live among animals!	A predator remorselessly kills humans!	An earthquake turns the landscape upside down!
9	A community spreads and threatens the neighboring ecosystem!	The fight against two species threatens a whole territory!	Food stocks (natural or artificial) rot unusually!
10	A technological discovery leads humans to nearly deplete a resource!	Rodents invade a human community!	Large, long lasting clouds disturb the plants' growth!

Tree capacities (continued):

Predicting the near future through the land's vibrations

Suddenly stripping from your leaves

Influencing the temperature around you of a few degrees

Creating small tremor in the nearby land

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