

HIDDEN STORIES

CHARACTER SHEET

FULL NAME

NAME MEANINGS

NICKNAMES

SPECIES

PLAYER

HEALTH

LEARNING

CONTACT

MAGIC

THIS IS NOME

XP

Force

XP

Know

XP

Charm

XP

Detect

XP

Move

XP

Search

XP

Connect

XP

Magic

XP

Resist

XP

Teach

XP

Lead

XP

Magic

XP

Sneak

XP

Understand

XP

Network

XP

Magic

FAVORITE ITEM/PET
(1D8)

XP

COMMON ITEMS
(1D6)

SPECIAL ITEMS
(0-5)

HOBBIES
(1D6)

CONDITIONS
(-1 DIE EACH)

PROBLEM

MAGIC SPELLS

 Broken

FLOWER CROWNS
zywy.itch.io

HIDDEN STORIES

REFERENCE SHEET

SETTING PRINCIPLES

1. **FOLKLORIC ORIGINS**. In the Hidden World, the boundary between myth and reality has broken down.
2. **FICTIONAL ORIGINS**. The Hidden World is inspired by modern fiction.
3. **MAGIC EVERYWHERE**. Magic is very common in everyone's day-to-day life. The effects of magic are usually obvious and instantaneous.
4. **LIMITED TECHNOLOGY**. The technological development of the world is equivalent to that of the 1980s (or early 1990s at most).
5. **Δ DANGEROUS WORLD**. The Outside is dangerous.
6. **Δ SAFE PLACE**. Home is safe.
7. **∇ VIOLENCE ISN'T THE ANSWER**. The PCs should not use violence to solve their problems. As the GM, you should always give your players non-violent solutions.

SETTING NOTES

HOME

These are the requirements for a place to be considered Home:

FOOD & DRINK. Home must have food & drink for those who need it.

SHELTER & SPACE. Home must provide shelter to, and be big enough for, you and your stuff.

Δ FRIEND. Home must contain a friend (even a soggy one).

SAFETY. You must be safe at Home.

These are the things you can do at Home:

HEAL CONDITIONS. You can spend a scene to heal up to 2 Conditions. Other players can heal or spend XP in the same scene.

SPEND XP. You can spend a scene to spend up to 10 XP on Skills. Other players can spend XP or heal in the same scene. Once you've spent 35 XP on a Skill, it increases by 1d6.

OUTSIDE

Anywhere that isn't Home is Outside.

These are the things you'll do while you're Outside:

GET IN TROUBLE. This can happen at Home, but it's more common Outside.

GAIN CONDITIONS. This can happen at Home, but it's more common Outside. You usually gain Conditions by failing rolls to overcome Trouble. The Conditions are Hurt, Tired, Upset, Scared, Cursed, and Sick. When you gain a fourth Condition, you're Broken.

EARN XP. You can earn XP from your Problem, or by discovering something or interacting with something in a new way. You can earn XP from your Problem while you're Home or Outside, but you can only earn XP by discovering things or interacting with things in new ways while you're Outside.

- Common: 1 XP
- Uncommon: 2 XP
- Rare: 3 XP
- Mythical: 4 XP

TROUBLE

If there is a **consequence for failure**, no matter how small or how large;

and there is a **non-negligible chance of failure**,

you are in Trouble. Describe how you overcome the Trouble, then roll dice:

- Add the die of the Attribute you're using — 1d6, 1d8, 1d10, or 1d12.
- Add the dice of the Skill you're using — 1 to 5d6.
- Add dice from items and hobbies. Common Items and Hobbies add 1d6, your Favorite Item/Pet adds 1d8; Special Items add 1d6, 1d8, 1d10, 1d12, or 1d20.

Each die that shows 6 or more is a success. You usually need one success to overcome Trouble, but you might need two, three, or even four.

If you push a roll, you take a Condition and reroll all failures. You can push a roll a number of times equal to the amount of successes you need.



HIDDEN STORIES

GM SHEET

CAMPAIGN TITLE

PLAYERS

GM

'S PROBLEM

NPCs & THEIR TRAITS

'S PROBLEM

'S PROBLEM

'S PROBLEM

'S PROBLEM

'S PROBLEM

