

INTRODUCTION

PROLE is an analog adventure game where one player, called the Moderator, describes an imagined world and other players explore that world through characters, called Player Characters or PCs.

The Moderator describes the world, non-player characters (NPCs) and situations to the players, and they in turn describe how their PCs behave.

To play Prole, you need 2-6 people, a coin, a pencil, and character sheets.

RESOLVING UNCERTAIN ACTIONS

When a PC attempts an action where the outcome is uncertain, the player flips a coin. Heads equals success. If they have talent in a relevant skill (indicated by a checked box next to a skill) they can attempt the coin flip an additional time for each box checked.

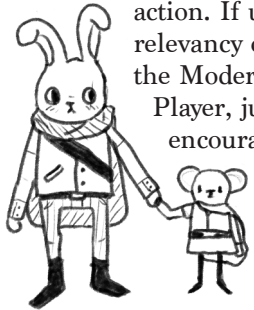
Example 1: A PC attempts to jump over a gap between rooftops, to determine if they make the jump, the player flips a coin. It's tails, which means failure, except their PC has a box checked next to their skill so the Player gets an additional coin flip. This time they get heads! Their character makes the jump!

Example 2: A PC drinks poisoned root beer! To attempt to resist the poison's effects, the player must make a successful heart flip. They don't have any boxes checked next to the heart skill so they only have one chance. They get tails, the character dies. The player makes a new PC. Or they continue with the same character but as a ghost! I don't know. Discuss with the Moderator how death works in this world.

SKILLS

Six pictograms represent the general areas of skill in which a PC might have talent. They are not concrete and are open to interpretation. Part of the Moderator's job is determining if a skill is relevant to an action.

If unsure about the relevancy of a skill I encourage the Moderator to favor the Player, just be consistent. I encourage Players to think of creative actions that use their PCs talents.



Here are some suggested areas where each skill might be relevant. As Moderator, you might interpret these differently, that's fine, just try to be consistent as you play.



Toughness, resisting injury, poison, and sickness.



Perception, tracking, listening, and aiming.



Recalling knowledge, casting spells, learning, hacking.



Swiftness, balance, sneaking, dodging, and jumping.



Strength, hitting things, and intimidation.



Charming, performing, acting, and haggling.

ADVANCEMENT

As a character gains more experience, their skills improve. After 2 game sessions, a player may check a skill box on their character sheet, then another after 5 sessions, another after 8 sessions, and one final box after 10 sessions..

ADVANTAGE & DISADVANTAGE

If a character is attempting an action and has significant factors in their favor, such as planning, assistance, or luck, the Moderator may allow them an extra coin flip attempt. If they are attempting a very difficult action or have significant obstacles against them, the Moderator may require an additional successful flip to accomplish the task.

PAUSE

Players can always take a break and discuss any troubling content or behavior that may occur in a game session. If a player flips their character sheet over, it's a signal to the Moderator to come to a stopping point. Discuss and readjust the game as needed. For more safety tools, look up the free TTRPG Safety Toolkit curated by Kienna Shaw and Lauren Bryant-Monk.

CREATE A PROLE

On your character sheet, name your character and check four skill boxes. Use the following coin tables to help further define your character. **H=Heads, T=Tails**

STARTING ITEM

Your character starts with one of these.

Flip a coin 4 times to select.

HHHH Ancestor's Weapon

HHHT Rusty Bugle

HHTH Sharp Walking Tusk

HTHH Pack Snail

HHTT Jar of Sticky Syrup

HTTH Notebook and Pen

HTTT Folding 12' Ladder

HTHT Sour Date Wine

TTTT Beetle Lantern

TTTH Worn Concertina

TTHT Ceremonial Hat

THTT Whale Bone Knife

TTHH Wobbly Wheelbarrow

THHT Smelling Salts

THHH Sack of Dried Figs

THTH Fat Goldfish in a Jar



BACKGROUND

What your character did before becoming an adventurer, and how much money you have. Flip a coin 4 times to select.

HHHH Plague Refugee, \$3

HHHT Disgraced Noble, \$10

HHTH Snail Farmer, \$6

HTHH Dock Urchin, \$2

HHTT Flunkee, \$4

HTTH Exiled Academic, \$6

HTTT Pit Brawler, \$3

HTHT Tea Brewer, \$6

TTTT Church Cantor, \$4

TTTH Book Binder, \$7

TTHT Eel Farmer, \$6

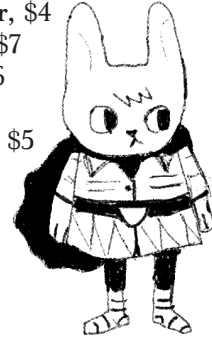
THTT Busker, \$3

TTHH False Prophet, \$5

THHT Painter, \$5

THHH Mudlark, \$3

THTH Midwife, \$5



TEMPERAMENT

Your character's general disposition and personality type. Flip a coin twice to select.

HH **Sanguine:**

Outgoing, optimistic, impulsive, distractable.

HT **Choleric:**

Ambitious, confident, aggressive, impatient.

TT **Melancholic:**

Thoughtful, independent, timid, pessimistic.

TH **Phlegmatic:**

Calm, curious, indecisive, indifferent.

RELIGION

Your character's religious affiliation. Their participation may be nominal or devout. Religious views can change.

Flip a coin 3 times to select.

HHH **Church of Gears**

Technological advancement is the holiest pursuit.

Order your life like clockwork.

Item: Pocket Watch

HHT **Spiritualism**

Spirit beings exist and can guide us.

We all become spirits after death.

Item: 5 Black Candles

HHT **Church Verdant**

Plants are God's firstborn. We live to cultivate them and die to nourish them.

Items: Pouch of Seeds and a Trowel

HHT **Holy Wheel Of Evolution**

The Wheel slowly perfects us. Each child is a new spoke. Fertility and family are holy.

Item: Compass

TTT **Broken Crown**

All hierarchies are chains keeping us from freedom. All thrones shall be emptied.

Item: Lockpick and a Dozen Matches.

TTH **Circle Of The Inverted Mountain**

A cult devoted to studying magic. Believes reality is a dream of some kind. Membership is a secret.

Item: Silver Bell

THH **Siblinghood of Stars**

We come from the stars and the stars can guide our lives. We must learn to read them.

Item: Brass Telescope

THT **Materialist**

All of reality can be reduced to matter. Anything else is a fairy tale.

Item: Flask of Whiskey

