

PROLE

**CREATED BY
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INTRODUCTION

WHAT IS THIS?



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

The Moderator describes the world and any non-player characters to the players, and the players in turn describe how their PCs behave.

REQUIRED MATERIALS

To play PROLE, each player needs a pencil, a coin, and a character sheet (you can photocopy the back of this book or print the digital file from Highland Paranormal Society).

The Moderator needs some kind of adventure prepared—either one of their own making or a published module from a reputable publisher such as Highland Paranormal Society.


Art, words & design by Nate Treme. Edited by Jared Sinclair.



THE RULES

RESOLVING UNCERTAIN ACTIONS

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

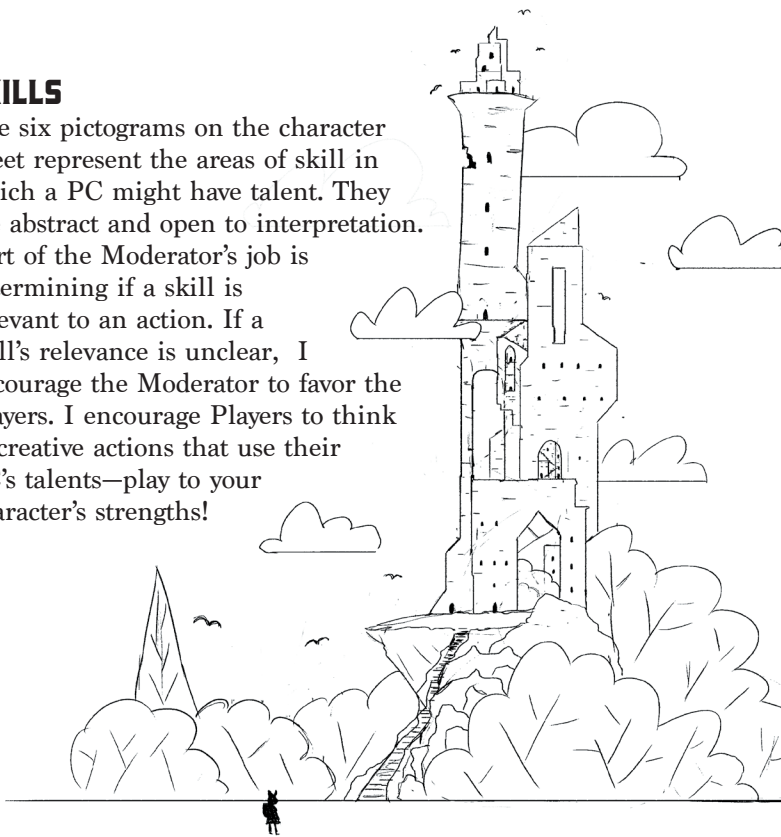


Example 1: A PC attempts to jump over a gap between rooftops, to determine if they make the jump, the player flips a coin. It's tails, which means failure, but their PC has a box checked next to their  skill so they make an additional coin flip. This time they get heads! They successfully make the jump!

Example 2: A PC drinks poisoned root beer! To attempt to resist the poison's effects, the player must make a  flip. They don't have any boxes checked next to the  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

The six pictograms on the character sheet represent the areas of skill in which a PC might have talent. They are abstract and open to interpretation. Part of the Moderator's job is determining if a skill is relevant to an action. If a skill's relevance is unclear, I encourage the Moderator to favor the Players. I encourage Players to think of creative actions that use their PC's talents—play to your character's strengths!



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



Toughness, surviving injury, resisting poison and sickness.



Perception, tracking, listening, aiming.



Recalling knowledge, casting spells, learning, hacking.



Swiftness, balance, sneaking, dodging, jumping.



Strength, hitting things, intimidation.



Charming, performing, acting, haggling.



ADVANCEMENT

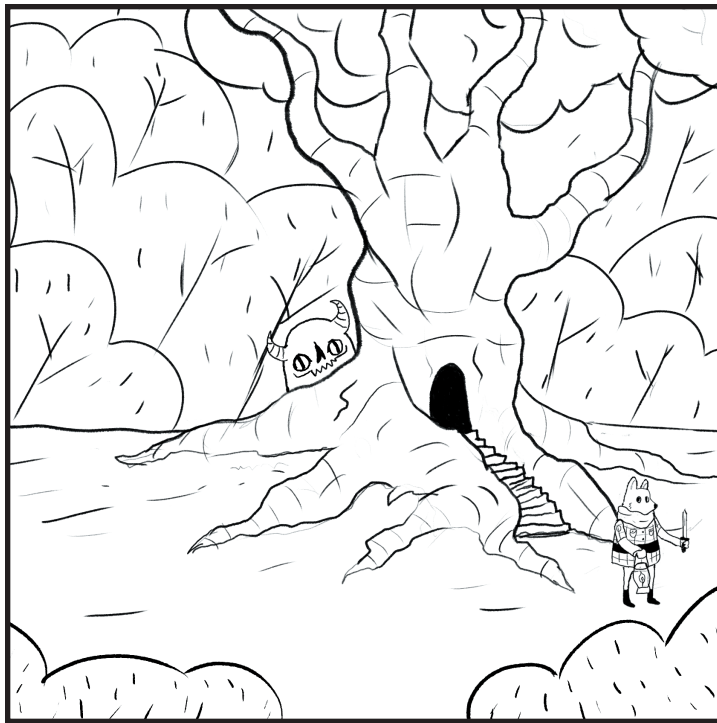
As a character gains more experience, their skills improve. After 2 sessions of adventuring, a player may check a skill box on their character sheet, then another after 5 sessions, another after 8 sessions, and one final box after 10 sessions.

ADVANTAGE & DISADVANTAGE

If a character has significant factors in their favor while attempting an action,—such as planning, assistance, or luck—the Moderator may allow them an extra coin flip on the attempt. If they are attempting an especially difficult action or have significant obstacles against them, the Moderator may require two successful flips 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 immediately. Players should 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, write your character's name and check four skill boxes. Use the following coin tables to help further define your character. **H=Heads, T=Tails**



TEMPERAMENT

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

HH Sanguine:

Outgoing, optimistic, impulsive, distractible.

HT Choleric:

Ambitious, confident, aggressive, impatient.

TT Melancholic:

Thoughtful, independent, timid, pessimistic.

TH Phlegmatic:

Calm, curious, indecisive, indifferent.



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

STARTING ITEM

Your character starts with one of these items.

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

RELIGION

Your character's religious affiliation. Their participation may be nominal or devout, but they start with a relevant item either way. 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



HTT Church Verdant

*Plants are God's firstborn. We live to cultivate them.
We die to nourish them.*
Items: Pouch of Seeds and a Trowel

HTH 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 10 Matches

TTH Circle Of The Inverted Mountain

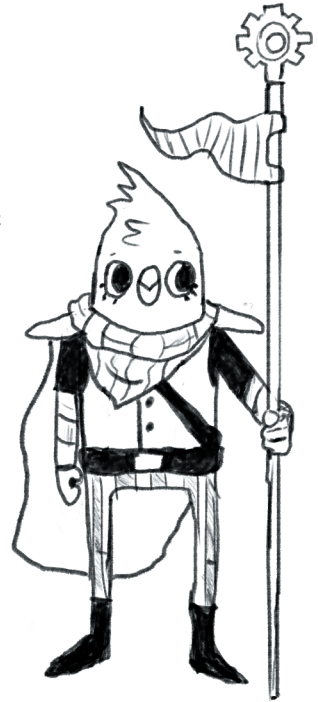
A cult devoted to studying magic. Reality is a dream of some kind Membership is secret.
Item: Silver Bell

THH Siblinghood of Stars

We come from the stars, and the stars guide our lives. We must learn to read them well.
Item: Brass Telescope

THT Materialist

*All of reality can be reduced to matter.
All else is a fairy tale.*
Item: Flask of Whiskey



PROLE

NAME, DRAW, AND DESCRIBE YOUR CHARACTER. CHECK FOUR BOXES.

NAME:



PORTRAIT

INVENTORY

DESCRIPTION