

## *Solo (or multiplayer)*

Initially conceived as a solo game, it can also be played by several players, by imagining each player a different evocation or memory (or omen) of the character. It can also be used to build relationships between different characters and create a common background, or not. Ultimately, this game is to be used as you please, to spur your creative freedom.

## *Materials*

In this game, four-faces dice (d4) are used. And paper and pencil, ballpoint pen, fountain pen, or whatever analog or digital writing medium. Or your memory, if you prefer so or such is your creative style.

In case you don't have a d4 dice, you can use a d20 and make this equivalence:

1 (d4) = 1-5 (d20); 2 (d4) = 6-10 (d20);

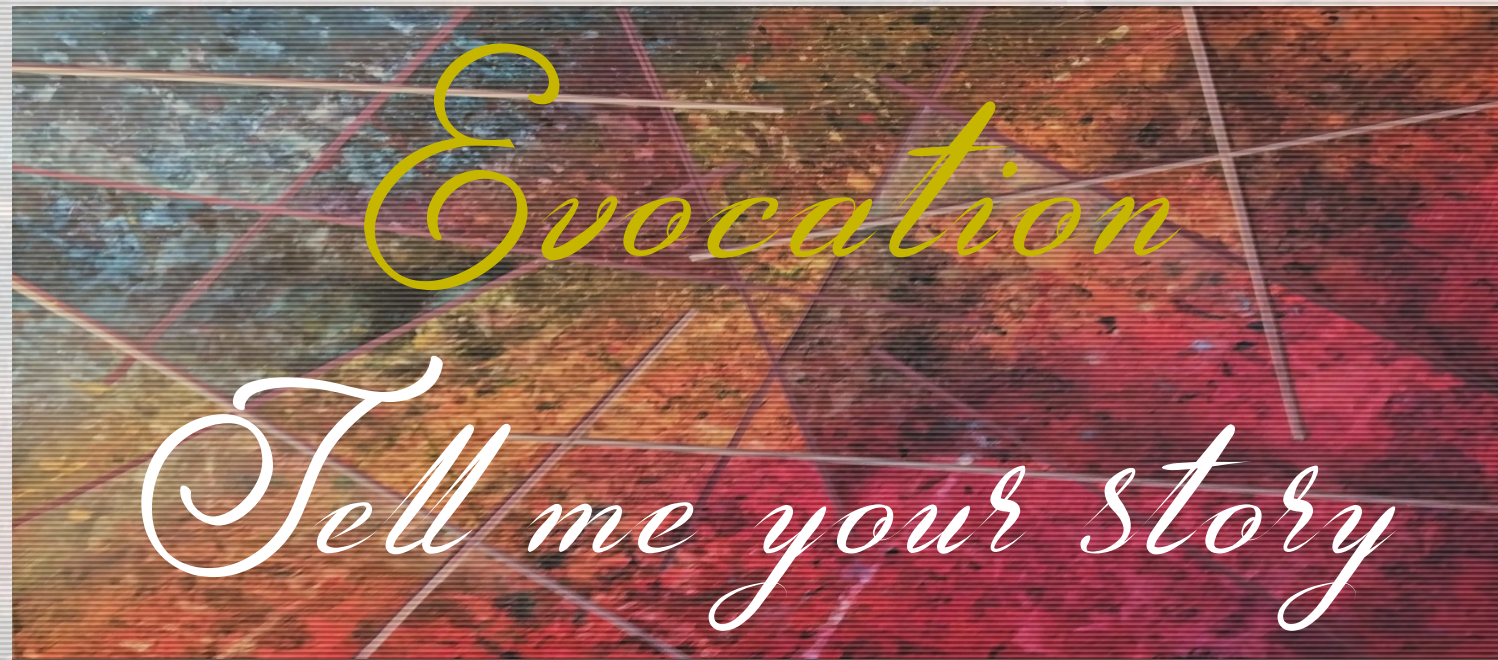
3 (d4) = 11-15 (d20); 4 (d4) = 16-20 (d20).

If you only have d6 dice, you can use only the faces with 1-4 values and discard the 5-6, repeating the dice rolls in case of rolling 5 or 6.

## *How did the idea come about?*

I created this game to assist me in creating the backstories of my own characters for short (or long) stories that I write. On my Twitch channel ([twitch.tv/solohistorias](https://twitch.tv/solohistorias)) I use games to create story seeds and ideas that I then develop into better structured and better-written stories that I write and narrate on podcasts (in Spanish).

The idea came to me from various systems, mainly the Caltrop SRD and its simple, effective use of the d4 die, but I ended up with something different.



*An emotional journey...*

*a character's inner monologue*

## *What is this and what is it useful for?*

This solo game is also a resource for creating/telling stories and it can be used to inspire you, meditate about your past or that of a character or another person (real or fictitious) whose backstory you want to imagine, make up or figure out.

It can be used as a one-shot or on successive sessions, to link and build a lifetime of memories, thoughts and emotions, not only referred to the past, but also to the present and the future.

The protagonist of this emotional journey is a character in a story to whom you want to discover the emotional background and personality.

You want to surface her character or forge it for her, in the case it wasn't obvious; briefly, to behold everything that has made (will make) her who she is, what determines his behavior and the way he acts and thinks, shaped by his past and present, as well as conditioned by his perception of the future.

*This is a narrative (journaling) game, as much as it is a tool to create a character's emotional backstory, his/her/its personality. Or... it can be as well a sort of meditation on your own past and future life through the present*

## How to play / create the character's story?

### 1 Basic data of the main character

of this emotional journey (optional)

Write their name and main character traits. If it's you, obviously you already know these data, but it helps a lot for this process to write down the main details that will help you to acknowledge the direction in which you want to channel this emotional journey. It's about the character's data (or yours, if that's the case) that you know or can remember, if it is a character that already lived in a previous story or draft (or scene of a game...) of yours, or you can make it up from scratch. The idea is to write down what you think may be useful or interesting for the creation of the personality, temper, mood for this character.

### 2 First evocation: memory of the past / premonition or omen of the future

To start, roll three d4 dice (or roll one three times, obviously) on the three tables of Evocation (Emotional Journey), Context, and Moment in time, in that order, and combine the ideas. It is about creating, rebuilding or rediscovering a past memory or feeling or an anticipated thought related to the future of your character.

To do this, (re)combine the three results obtained from evocation (memory of the past or omen about the future), the context in which that evocation has a sense and the moment in time, and let your imagination and creativity flow.

If nothing comes up, change the order of the rolled dice on each of the three tables. That is, if you applied the rolls of 1, 4 and 3, for example, in the three tables, in that order, try to consider another order, such as 4, 3 and 1, or 1, 3 and 4, in the same three tables, to see what these reorderings of the rolls suggest to you.

### 3 Second evocation / premonition and subsequent ones

If inspiration comes and goes its own way, let the character come alive and live their own life. This is ideal if you are creating a story yourself. If it doesn't work or you want to simply play, just play, keep rolling. If no idea is triggered or these ideas are not very original, you need a twist, a spark, or explore new facets of the personality and inner life of your character, then let's do as indicated below. Roll a die on the table Let your mind fly. This will lead to making new rolls on the other Evocation (Emotional Journey), Context and Moment in time, depending on the result obtained on the Let Your Mind Fly table. If the result of the previous evocation or omen is repeated, being the same as you were already evoking, then let's roll for Intensity.

### 4 Create a transition and link, bond, connect the evoked memories

The ideal is to do this in a parallel way, at the same time that the evoked memory is created, linking both. That brings coherence to the character's personal history and his way of thinking, feeling and behaving.

### 5 Conclusion of the emotional journey

When the retrieved memories or omens start to become absurd or incoherent, perhaps it is time to drop it, or to you can then...

- Level up one gear and change completely the type of story.
- Restart the emotional journey, as if it were another meditation or phase of evocations of the character at another time in his/her life.
- Finish when you feel like it.

You are the director of your own game.  
<https://solohistorias.itch.io>

## Short and to-the-point explanation of the mechanism

Roll on the three tables Evocation (Emotional Journey), Context, and Moment in time and create a memory, an evocation of the past, or a presentiment, an omen of something future. From there, roll on the Evocation (Emotional journey) table and follow the instructions, to roll on one or several of the different tables.

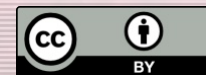
Let the story itself or the awakening character to guide you and lead you by the hand. Link the new memory or premonition to the previous one, so that the emotional journey has coherence.

Or don't do any of the above and follow your own rules: it's you who plays, after all.

### Adapt it and create your own version or improve mine with your contributions

I will continue developing this game and systemsince I use it to create my own stories. Feel free to contribute any comment, improvement or criticism. Or create your own version, if you prefer.

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Background image: painting by  
@miguel\_angel\_soto, my brother

## Let your mind fly

### 1 Roll for Evocation (Emotional journey)

The previous memory or thought leads us to a new different evocation, connected to that previous one.

The nexus that connects them is the context and moment in time common to both.

If you roll a number whose memory has already been explored during this same journey (game), this memory can be explored again, but first you will have to make an Intensity roll.

### 2 Roll on the Context table.

If you get from your roll the same context that you were already exploring, go deeper, varying somewhat the focus, the perspective of the memory explored.

### 3 Roll on the Moment in time table.

If you get from your roll the same moment in time that you were already exploring, then go deeper, varying the focus, the perspective of the explored memory, connecting it or relating it to another evocation a little earlier or later or not, but that could have any kind of connection between them.

### 4 Roll on the three tables and pick 1, 2 or 3 of the rolled values. Or on the Intensity table.

Roll on the three tables at the same time and choose to change one, two or the three parameters, in order to carry on with the previous evocation, according to where the story itself is taking you or if the character is already coming alive in your mind.

Alternatively, roll on the Intensity table to change the emotional tone of the memory.

*Contexts can be created from scratch, inspired by a memory of your own or related to a previous evocation, or you can use another creator's game to make up a context to use in the story.*

*F.e., the person can be created with any character creation game, the object with a game like Artefact or any of the Lost & Found series; the trip with Journey or many others; the location with Ex Novo, I'm sorry did you say street magic?, etc.*

## Tables

### Evocation (Emotional journey)

(Past) memory or (future) premonition to evoke. Something that marks or impacts the character.

#### 1 Close and intimate affective bond. Love or family.

Intense affective bond, familiar, of fondness for someone, love or simply sexual.

#### 2 Shallow relationship. Work or friendship.

Professional work or social relationship, with little emotional involvement. It can be friends or acquaintances. If it is a deep friendship, it'd rather be under the 1st value of intense affective bond; it would not apply to this roll. If you roll 2, it must be a superficial friend, an acquaintance or a stranger.

#### 3 External event. Political, social event, external to the character. More linked to the environment in which the character lives than to the character itself.

#### 4 Desires-fears; dreams-nightmares.

Wishes, cravings; fears, dreads; dreams, nightmares, obsessions of the character.

## Context

of the emotion to evoke. What is this evocation related to?

#### 1 Person or animate being.

A person, animal or animate being, related to the evoked memory. It is not the person who is the object of the evocation, but another one related to that evocation.

#### 2 Object or inanimate being.


Any gadget, device, object or thing that has some kind of connection with the evoked memory.


#### 3 Travel. Some physical or mental trip, to some real or imaginary place or moment. This context is about the travel itself, rather than the destination.


#### 4 Place or location. A place near or far, in space or time.


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## Moment in time


1  The furthest past, your oldest experiences, within the chosen context.

2  Your most recent past experiences, other than those of today or the ones you have in mind right now (those will make for the next value 3 of this die roll).

3  The present moment, today; what is currently occupying your mind, even if it is an old memory or feeling, or a wish or thought about something future.


4  Thoughts, wishes, expectations reg. the future. The main character focuses on some thought of his most distant future in future time, or anticipates an obsession or fixed idea about his future more distant in time. Alternatively, you can focus on a trip to a physical location that is geographically far away or on the character's dreams.

## Intensity

1  The evoked memory, the feeling is transformed and becomes dark, gloomy, negative.

2 = but # The current tone until now is maintained, but the perspective, the focus, the way of approaching the memory and/or the feeling changes. Alternatively, if you can't think of anything consistent with the current memory, change the memory to evoke / anticipate, rolling once again on the table Let your mind fly.

3 = but Δ The intensity of the memory or feeling increases. The evocation goes up in crescendo. It does not change the tone towards more positive or more negative, but the power and amount of the evoked feeling is increased; it grows up in intensity though keeping the same "neutral" tone as before, not shifting it towards a more positive nor a more negative tone.

4  The evoked memory, the feeling is transformed and becomes bright, happy, optimistic, positive.