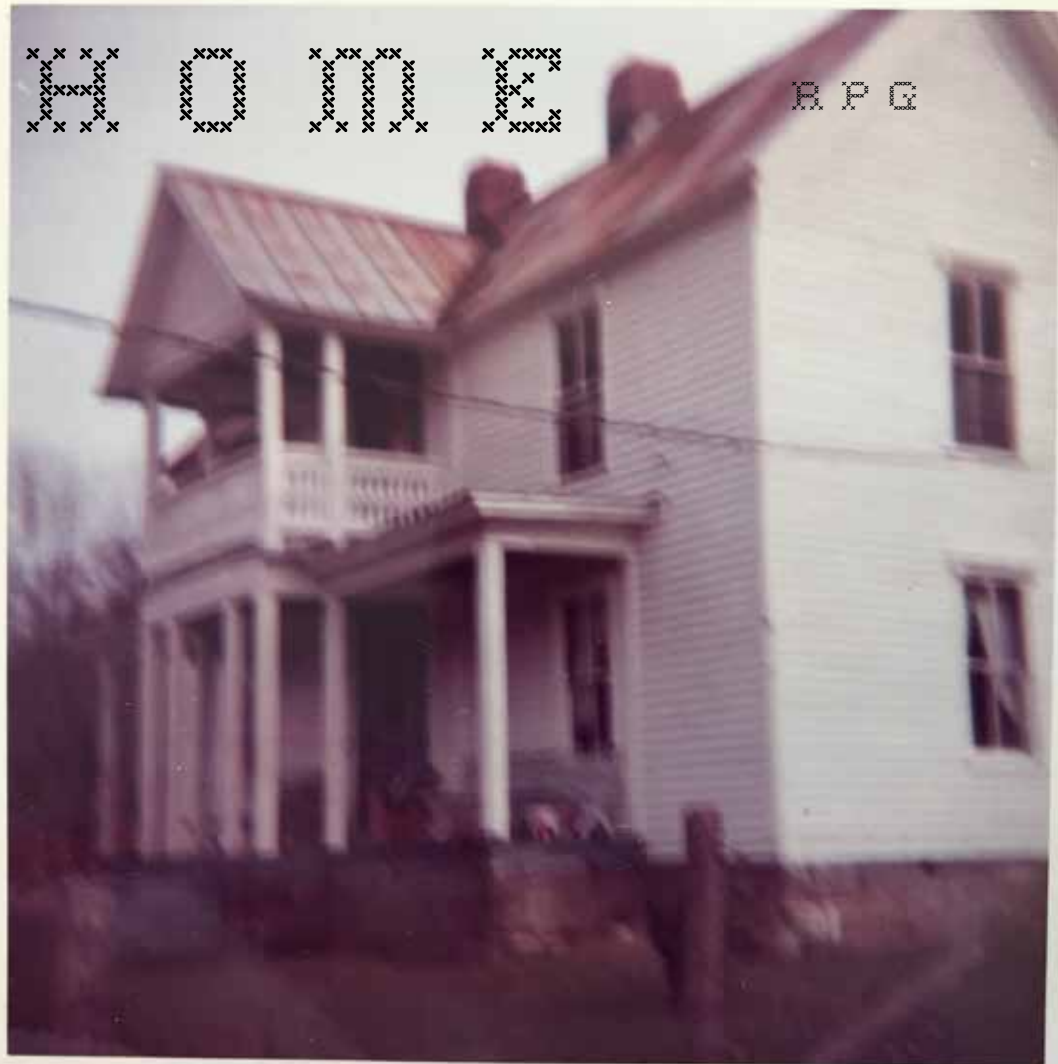


R O M E

R P G



TEST PATTERN 001

Home

is a short, single-player role playing game. It deals with issues of memory, nostalgia, and familial complexities so be careful with this book if you are sensitive to these topics.

No character sheet is needed, though you can find free PDF sheets online if you would prefer. Your character has three attributes: Comfort, Pain, and Reverie. You can also name your character if you wish, though it is not required. This game is based on rolling three six sided dice (3d6) though if your attributes get to a certain point you may lose one fo your die. You will always roll one die, even if you reach the limits on all three attributes.

To form your characters attributes, roll 3d6. Choose one number to represent your Comfort (c), one to represent your Pain (p), and one to represent your Reverie (r). Generally, you want your Comfort and Reverie to be high and your Pain to be low.

Throughout the game, you'll be asked to roll 3d6. Once you've rolled, you eliminate the middle number and choose either the higher or lower number to represent your actions. Actions will affect your attribute scores. If your Pain rises to 6, you lose a die. If your Comfort or Reverie fall to 1, you also lose a die. You always roll at least one die, no matter your attribute scores. If you roll two dice, always use the lower number.

This game is also double sided; you can start from either the front or the back. The front starts from day time, the back starts during dream.

Special thanks to Mary Gardner for the photographs. Based loosely on the song "My Father's House" by Bruce Springsteen.

Test Pattern 001

Starting attributes:

Comfort (c)	Pain (p)	Reverie (r)



You feel some draw back to the house that you grew up in. You hit the road, headed towards your old town, but you are not entirely sure where you are going.

Roll 3d6

1. You've forgotten where your house is (-2c)
- 2, 3. You have a vague sense of the street you grew up on (+1r)
- 4, 5. You remember the house (+1p, +1c)
6. You don't want to go back, but drive towards it (+2p)

Comfort (c)	Pain (p)	Reverie (r)



You arrive in the town you grew up in, and memories flood your mind. You pull over downtown and walk, reflecting on:

Roll 3d6

1. Where your childhood friends are (-2r)
- 2, 3. What businesses are still open (+1r)
- 4,5. if your favorite teacher is still around (+1c)
6. If you should be here at all (+1p)

Comfort (c)	Pain (p)	Reverie (r)



Later, you walk in the woods near the house that you grew up in, pondering what has drawn you to this place. You vaguely remember that you had a dream a few months ago about these woods, a figure, and your childhood home.

Roll 3d6

1. You decide to head towards your childhood home, positively (+1c, +1r)
- 2, 3. You start to feel negative emotions from somewhere (+2p)
- 4, 5. You feel anxious and nervous, but up for the challenge (+1p, +1c)
6. You want to leave, but stay anyway (+1p, +1r)

Comfort (c)	Pain (p)	Reverie (r)



As you are headed towards your childhood home, you run into someone you know.

Roll 3d6

1. Your favorite teacher from High School (+1c, +1r)
- 2, 3. An ex (+1p, -1c)
- 4, 5. A friend you used to play board games with (+2r)
6. Your old babysitter (+1c, +1r)

Comfort (c)	Pain (p)	Reverie (r)



After talking with them, you continue on towards your childhood home. It is dusk, and you approach with hesitation.

Roll 3d6

1. the lot where your house stood is empty, you go to the house next door (+2p, -2c, -1r)
- 2, 3. your house looks worn, and needs some care (-1r, +1p)
- 4, 5. your house is exactly as you remember (+1c, +1r)
6. You take a seat on the front steps to rest (+1r, go to the back of the book)

Comfort (c)	Pain (p)	Reverie (r)

You walk up the steps and stand on the front porch. Someone you don't recognize speaks to you through a chained door. You tell them your story and who you'd come for, they say:

Roll 3d6

1. "I'm sorry, no one by that name lives here anymore." (-2c, -2r)
- 2,3. "I bought the house from them, they live in _____ now." (-2p)
- 4, 5. "They moved just down the block, they would love to see you." (-1p, +1c)
6. "Are you they're child? They asked me to give this to you." (+2c, +2r)







You get dressed and, determined to resolve things with your family, you drive to the house you grew up in. From the road, you can see the windows shining brightly.

Roll 3d6

1. You don't want to go to the house, but are determined (-1p)
- 2,3. You sit in the car and listen to "My Father's House" by Bruce Springsteen, because this all feels early familiar (+1r)
- 4,5. You pace up and down the street (+1c)
6. You walk up to the sidewalk without fear (-1p)

Comfort (c)	Pain (p)	Reverie (r)



You awake and imagine all of the things that have torn your family apart.
(-1r)

Comfort (c)	Pain (p)	Reverie (r)



You keep running, looking for your home. Brambles and branches are tearing your clothes and scratching your arms. But then, in your dream, you find one of your parents, and fall into their arms.

Roll 3d6

1. Your parent comforts you (+1c, +1r)
- 2,3. You tremble in your parents arms (+1c, +1p)
- 4,5. You look at their face and it withers away (-1c, -1r, +1p)
6. You realize no one is holding you as you fall to the ground and wake up (-2c, +2p, go to the front of the book).

Comfort (c)	Pain (p)	Reverie (r)



You start through the forrest, in your dream, and come upon a field.

Roll 3d6

1. You hear ghostly voices coming from the field (-1c, -1r)
- 2,3. Something grabs you from behind and you wake up (+1p, go to the front of the book)
- 4,5. You feel the devil at your heels (-2c)
6. You see the lights of a house and you run towards it (+2c)

Comfort (c)	Pain (p)	Reverie (r)



Last night I had the strangest dream...
I was a child, lost in the pines, and was trying to make it home before the
darkness fell...

Roll 3d6

1. You wake up (+1p, go to the front of the book)
- 2,3. You get your bearings and start to run towards where home should be (-1c)
- 4,5. You hear something behind you, and run in a random direction (+1p)
6. You see a shadowy figure and run away from it (-1c, -1r)

Comfort (c)	Pain (p)	Reverie (r)

3000

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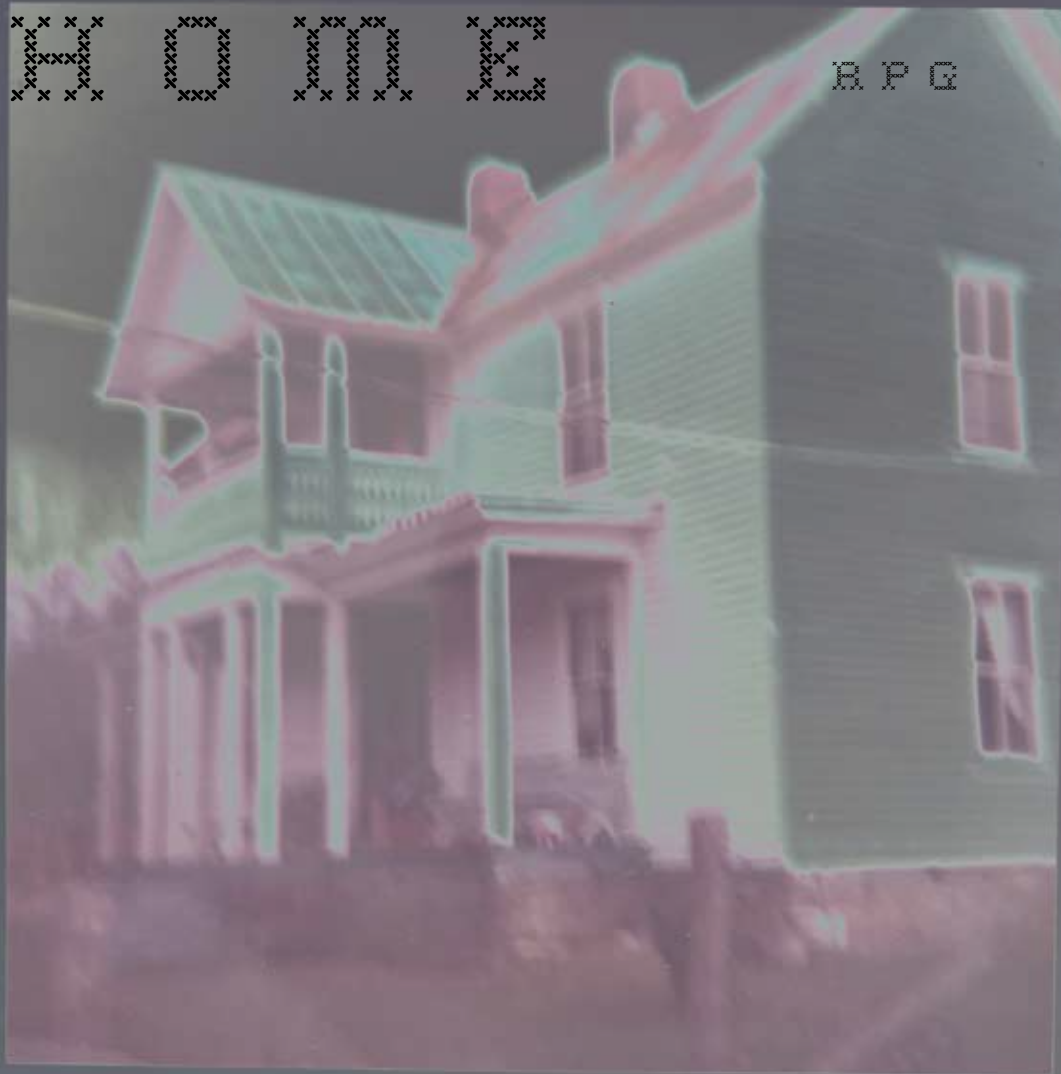
Starting attributes:

Comfort (c)	Pain (p)	Reverie (r)
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HOOR

APG



TEST PATTERN 001