

Adjustment Period

a solo game

You have just moved to a brand new city, on your own. In one week, you will get to see your friends. In one week, you will start your new job, your new life. In one week, this will all feel normal again.

You just have to get through this week.

You begin the game with 0XP.

When you ***try to do anything***, roll 2d6+XP and add the result. On a 10+, pick two from below. On a 7-9, pick one. On a 6 or below, lose 1XP.

- You accomplish the task you set out to do.
- There are no unexpected complications.
- It boosts your confidence; add 1XP.
- You do not break down crying.

It doesn't matter what you are doing. You could be unpacking, getting your furniture set up, going grocery shopping, or even just taking a shower. When you try to do *anything*, you must roll.

When the week has passed, the game ends.