

Incidental: Chain of Worlds A Hack By Nathaniel Wiley
Of [Interstitial: Our Hearts Intertwined](#) By Riley Hopkins

DON'T FORGET!

Your **Name**.

Your **Homeworld**.

When or Why **You Left Your Homeworld**.

You Have a **Link** With Someone From Your Homeworld And They Have a **Link** With You.

You Are Journeying From World to World.

You Have **Links** With Anyone Journeying With You.

When You Have No Links AND Nobody Has Links With You, You Are LOST!

LIGHT LINKS

Someone you trust, care about, or take care of.

Actions that nurture, support, or protect.

DARK LINKS

Someone you despise, oppose, or fear.

Actions that threaten, interfere, or compete.

WINDOW LINKS

Someone you teach, lead, follow, or learn from.

Actions that apply or challenge your skills or knowledge.

MIRROR LINKS

Someone you identify with or recognize yourself in.

Actions that involve relating to others or the world.

WHEN YOU ROLL

Pick a **Link Type**, roll **2 six-sided-dice**, and **add the number of Links with that Type** held by **everyone** acting to the result.

If the total is **10 or more**, choose **2 options** from the **HIT** list.

If the total is **between 9 and 7**, choose **1 HIT option**.

If the total is **6 or less**, choose **1 option** from the **MISS** list.

You can choose to **lose a Link** to let someone **roll an extra 6-sided-die** and choose which **2 dice to use** for their total.

When you take action with an uncertain outcome, pick the **Link Type** that best characterizes the action and **ROLL**.

HIT

- You **avoid** unwanted complications.
- You **discover** the answer to a question.
- You **thwart** a danger.
- You end up in a **more favorable situation**.

MISS

- You end up in a **more perilous situation**.
- You **lose a Link**. You choose with whom.

When you meet or connect with someone, make a **Link** with them, pick the **Type** you want it to be, and **ROLL**.

HIT

- You get to **choose the Type** of Link you get.
- **They get a Link** with you. They choose what Type it is.

MISS

- You **don't get to choose the Type** of Link you get.
- You choose someone to **lose a Link with you**.

If You Don't Know Where You Are, Just roll 1 6-sided-die to get as many reminders as you need from the lists below.

IN THIS WORLD OF...

- | | | |
|------------------------|----|---------------------|
| 1. Bustling Crossroads | or | Illicit Skulduggery |
| 2. Daring Exploits | or | Mundane Drudgery |
| 3. Everyday Struggles | or | Peculiar Secrets |
| 4. Fantastical Beasts | or | Radical Technology |
| 5. Fiery Passions | or | Tremendous Magic |
| 6. Heated Competition | or | Tumultuous Unrest |

YOU MEET A...

- | | | | |
|----------------|------------|----|-----------|
| 1. Brute, | Innovator, | or | Wanderer |
| 2. Caretaker, | Healer, | or | Seeker |
| 3. Celebrity, | Leader, | or | Scholar |
| 4. Contestant, | Guide, | or | Rival |
| 5. Fool, | Maker, | or | Performer |
| 6. Fraud, | Guard, | or | Novice |

WHO WANTS...

- | | | |
|--------------|----|------------|
| 1. Balance | or | Knowledge |
| 2. Belonging | or | Peace |
| 3. Change | or | Safety |
| 4. Comfort | or | Success |
| 5. Control | or | Sustenance |
| 6. Glory | or | Victory |

BUT JUST CAN'T FIND THE...

- | | | |
|------------------|----|-------------|
| 1. Approval | or | MacGuffin |
| 2. Confidence | or | Means |
| 3. Determination | or | Motivation |
| 4. Direction | or | Opportunity |
| 5. Focus | or | Support |
| 6. Love | or | Time |

DON'T FORGET!

Play and See What Happens.

Be a Fan of Everyone on This Journey.

Tell the Journey's Story Together.

Every Answer Comes With a Brand New Question.

Old Questions Can Still Have New Answers.

No One Knows the Whole Story.

Point a Microscope And a Telescope at Each World You Visit.

Jump Your Sharks and Help Others Jump Theirs.

Always Be Meddling.

Something Always Happens Next.

Say "Hello" Often, and "Goodbye" Sometimes.

Let Your Links Inform Your Interactions.

Make Links With Everyone, Even People You Have Links With.

Carry On, But Don't Be a Stranger.

Be Surprised When Trouble Comes.

ROLL When Just Getting Your Way is Boring.

Get Reminders When You Need Them.

You'll Journey Easier Without a Heavy Canon.

Thank [@RevRyeBread](#).

LINKS YOU HAVE WITH OTHERS

DON'T FORGET!

Your **Name** Is _____.

Your **Homeworld** Is _____.

You **Left Your Homeworld** When _____.

<< **Remember** Your **Links** With A **Name** and a **Link Type**.

INCIDENTAL

Chain of Worlds

A Hack By Nathaniel Wiley
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Riley's Games: <https://www.linksmithgames.com/>

Nate's Games: <https://assembled-realities.itch.io>

FEEDBACKERS

[@sasha_reneau](#), [@berhuq](#), [@xiombarg](#), [@RevRyeBread](#),
[@takuma_okada](#), [@spadeandspear](#), [@TheTravisW](#),
[@rpgnatalie](#), [@sorbetdraws](#), [@paully3d](#)

CRITICAL RESPONSE

"No worries! I think that's fine? You do you hahahah. Any kind of hack or extra playbook is chill and good. I like hacks and mods so live ya life. It's not necessarily like OFFICIAL but any creation based on *Interstitial* is good as hell"

~ Riley Hopkins on 9/28/2018 at 3:14 PM

LINKS OTHERS HAVE WITH YOU