PLAYFUL EXPERIENCES PLAYTEST EDITION

WITH FEELING!

A tabletop role-playing game about maintaining friendships and overcoming challenges through song and dance. And beatboxing.

Created by Raymond Vermeulen
@raymondvrmln

http://raymondvermeulen.itch.io/with-feeling

WHAT???

"Transport the players to a world of music, fill the characters' lives with challenges and opportunities for growth, and play to drop phat beats and sick lyrics."

Hello! Thank you for taking an interest in *With Feeling!,* the tabletop RPG where players sing and dance their way to victory.

An earlier prototype was based on Joe Mcdaldno's Simple World, but the goal now is to have a diceless storytelling/tabletop RPG where players get invested in their characters and spotaneously burst into choreographed song and dance routines.

This is a very early days limited playtest of some core mechanics, specifically seeing how well the tarot system and recorded music works. Some other features have been simplified or dropped as a result. The full game will have:

· Card based gameplay--custom tarot deck!
· Expanded character creation/progression
· Mixtapes--settings tied in with music playlists!
· Plenty of opportunities to jam with your friends

REQUIREMENTS

· 1x copy of this booklet, multiple character sheets
· 1x tarot deck
· Some sort of beat--music or a metronome app work well
· 3+ people to play with!

SETUP

First, make some characters! Give everyone a character sheet and have them fill it in.

Everyone starts with 3 harmony points, and has to put +1, 0, and -1 in a stat.

Have everyone introduce their characters and answering background questions, jotting down who they are in harmony with, and picking a favorite tarot card. Get your players talking! Ask questions, make them share character anecdotes, etc. Award a bonus harmony for character doodles.

Then start the story!

· Make the world seem musical.
· Sprinkle evocative details everywhere.
· Build a bigger world through play.
· Create interesting dilemmas, not interesting plots.
· Address yourself to the characters, not the players.
· Name everyone, make everyone human.
· Ask provocative questions and build on the answers.
· Provide challenging circumstances and occasional rewards.
· Think offscreen, too.
· Be a fan of the players' characters.

A tarot deck is used during songs. Get a pretty one, and familiarize yourself with all the MANY LAYERS OF MEANING used by the Major Arcana cards. Or just reference a booklet or the internet. For bonus style points, make your own.

Shuffle all major arcana facedown. Shuffle the 1-10 cards of swords, pentacles, and cups, and make separate piles out of them.

When a card pile runs out during play, shuffle them and start from the top.

SONGS

There's a challenging situation, get your music ready! It's time to sing some songs. Get a beat going and set a difficulty rating for the whole song. At a difficulty rating of 3, players need to get 3 successes to achieve what they are attempting and singing about. 3 failures means the end of the song. And shame.

Take 3 major arcana cards, show them to the players. To finish the song successfully, players need to incorporate the the symbolism of the arcana cards into the song somehow. If a player's favorite tarot is represented, they gain a +2 bonus to whatever they do the whole song, as long as they incorporate the cards' themes.

Songs are broken down into verses. At the start of each verse, the GM pulls a stat card at random. The number + difficulty level + 10 is the total number players need to beat to succeed at the verse.

A verse, at minimum, needs one player roleplaying lyrics, dance moves, and special effects. After roleplaying what they do, they draw one of the respective stat cards into their hand. Other players can choose to assist someone doing this, see the Harmony rules. Once everyone has decided how they're choreographing the verse, reveal the cards. If the player's number equals or exceeds the GM's number, after applying all the bonuses and penalties, the players beat the verse and get one of the needed successes! Hurrah.

HARMONY

Harmony points can be spent to get "in harmony" with another character.

When you are in harmony with someone, they can assist you in a song component. When two or more people sing/dance/make special effects together, they can all draw a card and use the highest result, and apply the highest bonus between them to this draw. Doing this costs 1 harmony, which needs to be replenished.

New harmony is gained for good roleplay and vibing between party members, at GM's discretion. All players gain one harmony point at the end of each song, success or failure, to be spent however they want.

SCREWUPS

Whenever people participate in a song verse, there is a risk of failing. When they screw up, have them color in one or more sections of the screwup clock.
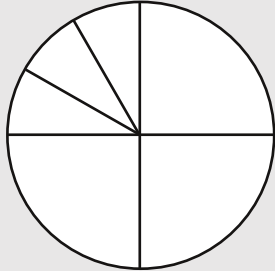
Once the clock is full, have something bad and weird happen to the character. This should not a punishment! Use this moment to insert drama and give the players new situations to riff off, providing chances for more character development, roleplaying, and opportunity for building harmony.

Then erase the screwup clock and start again!

Hackerman (m/f/o)

Name [   ]

[   ]

SCREWUPS

Harmony Points
[ ]

Stats

MOVES
(swords)

LINES
(cups)

SPECIAL
EFFECTS
(pentacles)

Moves

Style on a
sucker
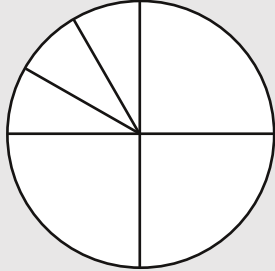
Use your words

Light up the
night

Favorite Arcana

· You share a niche interest with
someone. Who and what?
+1 Harmony
· You royally screwed up a hack
once. What, and with who?
+1 Harmony

Harmony

Name

Stats

Moves

MOVES
(swords)

Style on a
sucker

Favorite Arcana

LINES
(cups)

Use your words

· BG Question 1:

+1 Harmony
· BG Question 2:

+1 Harmony

SCREWUPS

SPECIAL
EFFECTS
(pentacles)

Light up the
night

Harmony

Harmony Points