Perils & Pathways

Custom Playsheet

Overview

This book is designed to help you create your own mini-adventures for the *Perils & Pathways* pocket game. Follow the tips on the next few pages to get started, or skip to the end & start filling out the blank playsheet!

Perils & Pathways is a 2-player adventure game. One player, THE HERO, sets out on a dangerous quest for a coveted prize while the other, THE TELLER, describes the world along the way. Each game can be finished in about an hour using a pack of cards & a six-sided die.

What You Need

1. A pencil
2. Some scrap paper for notes
3. *Perils & Pathways* rules

Unfold this book to find credits & the PERILS & PATHWAYS – Custom Playsheet!

1) Choose a setting.

What kind of game do you want to play?

Decide on a genre/time/place you are interested in playing, then think of a specific title to write at the top of the Playsheet.

Ex. *Something like "old timey cartoon," "ratmen airship pirates," or "2000s romantic comedy"*

Whatever idea you have, prepare to watch it get weird—other players *will* do things you don't expect, & there is no knowing how the game world will change once you start playing (that's 1/2 the fun)!

2) Assemble references.

What are examples of this setting?

Paintings, books, movies... make a list of anything that captures a part of the world you imagine. If you run out of ideas while building your Playsheet, just pull up a reference, skim to a random part, & see what inspires you.

For the remaining pages...

Feel free to skip around as needed. If ever lost or stuck, take a break & move to the next step.

Perils & Pathways uses a card deck to drive gameplay. You can customize it to fit the game you want to play. If you don't want to fill out certain rows on the Playsheet, simply cross 'em out & leave a note to remove those cards from the game. Keep things balanced by only removing whole groups of rows at a time (*e.g. the jacks from every suit*), or leave it a bit lopsided for a more specific experience (*i.e. less heart cards will make for a deadlier game*).

3) Define archetypes.

Who could The Hero be?

Brainstorm 3 characters common in your setting. Think of general types, like "biker" or "warlock," that are different from each other & seem fun to play. Write 1 Archetype in each column header of Playsheet-1.A. Players will choose 1 to play as The Hero.

4) Describe skills.

What can The Hero do?

What does *failure* mean for The Hero? Fear, death, darkness? Write opposing words (*e.g. courage, health, light*) by ♥ in Playsheet-1.B. When these needs run out, doom will follow.

What would it take for them to *succeed*? Make a list of skills, traits, & cool abilities that would help The Hero. Group similar skills together & assign each to one of the remaining suits in Playsheet-1.B. For ex., *flirting, schmoozing, & deceiving* might be grouped in the ♠ row, while *flying, dancing, & swimming* might be grouped in the ♦ row.

For every Archetype in Playsheet-1.A, write a number (2-5) next to each suit. Higher numbers are higher starting abilities in that Skill. Try to give each Archetype its own strengths & weaknesses. The default is to give every Archetype 3♥ & then a unique array of 2, 3, & 5. Tweak these as needed to change flavor.

5) Set a prize.

What is The Hero searching for?

THE PRIZE is the incredible treasure at the end of THE HERO'S quest. It should be more precious than it is directly useful. Think what the most valuable things in your setting would be, material or abstract, & write them in PLAYSHEET-1.C as possible rewards.

6)   Name the big bads.

Who guards The Prize?

Choose 3 of the toughest rivals & obstacles to directly guard the PRIZE. These are the final, epic showdowns THE HERO must face—the Darth Vaders & Death Stars of your setting. Choose thoughtfully so that each BIG BAD tests a different SKILL. Hold on to any leftover ideas, as you'll be able to add some back in as extra, lesser PERILS in Step 9. Once you have 3 BIG BADS, add each next to its matching suit in PLAYSHEET-2.A.

7) Describe types of perils.

What lies on the path to The Prize?

A card deck will generate the journey ahead. ♥ cards are HEALING RESTS—sanctuaries & resources to aid THE HERO. Other suits are PERILS—enemies & obstacles to threaten them. A PERIL's suit determines the SKILL required to pass it. Brainstorm a relevant category for each suit in PLAYSHEET-2.A (e.g. ♠ *could be social events that test schmoozing skills*).

8) List useful items.

What gear can The Hero use?

Think of USEFUL ITEMS (*gadgets, weapons, relics...*) for THE HERO to find. Write 3 ITEMS for each suit in PLAYSHEET-3.A: 1 common (*like a shovel*), 1 rare (*like a shiny gem*), & 1 wondrous (*like a flying broom*). For each JOKER, pick a rule-breaking ability like peeking at cards or ignoring wounds. Describe a suitably powerful object for each JOKER ability.

9) List gifts & perils.

What will The Hero encounter on their quest?

Use PLAYSHEET-3.B to list cards that heal THE HERO. Write 1 REST per row (*things like food, safe spots, pals...*). Use PLAYSHEETS-3.C-D to list threats to THE HERO. Write 1 PERIL per row, connecting it to the SKILL / PERIL type of its suit (*e.g. poison darts for a 'trap'*). Place deadlier encounters at higher numbers.

10) Play!

Grab a six-sided die, a deck of cards, a friend, & the *Perils & Pathways* rulebook... you are now ready to put your PLAYSHEET into action & watch it all come to life! Make mistakes & always keep playing—you can come back to your PLAYSHEET & make changes later as you see fit. You created the world, now let it surprise you!

Perils & Pathways

Playsheet

1.A. Archetypes

1.	2.	3.
Skill Level	Skill Level	Skill Level
___ ♥	___ ♥	___ ♥
___ ♣	___ ♣	___ ♣
___ ♦	___ ♦	___ ♦
___ ♠	___ ♠	___ ♠

1.B. Skills

Suit	Skill
♥	
♣	
♦	
♠	

1.C. Prizes

⚁	Prize
⚀	
⚁	
⚂	
⚃	
⚄	
⚅	

2.A. Big Bads

Card	Big Bad
A♣	
A♦	
A♠	

2.B. Peril Types

Suit	Skill
♥	
♣	
♦	
♠	

3.A. Useful Items | *+1 to Peril roll for an item that is used creatively. Discard after use.*

Card	Item	Card	Item
J♥		J♦	
Q♥		Q♦	
K♥		K♦	
J♣		J♠	
Q♣		Q♠	
K♣		K♠	
Red Joker		Black Joker	

3.B. Rests | *-1 Wound (to min of 0)*

Card	Healing Rests
2♥	
4♥	
5♥	
6♥	
7♥	
8♥	
9♥	
10♥	

3.C. Perils

Card	Perils
2♦	
3♦	
4♦	
5♦	
6♦	
7♦	
8♦	
9♦	
10♦	
2♠	
3♠	
4♠	
5♠	
6♠	
7♠	
8♠	
9♠	
10♠	

3.D. Perils

Card	Perils
2♣	
3♣	
4♣	
5♣	
6♣	
7♣	
8♣	
9♣	
10♣	

Add some art here!

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