

WHAT IS CAMPFIRE?

CampFire is a collaborative social experience. Unlike board and strategy games, which rely on a confined system of rules, *CampFire* encourages Players to use their imaginations and cooperate in ways that allow them to tell a story together. This is done using a rules system that is both easy to learn and adaptable to the Players' wishes and experience levels. You need only a few household objects: pencils and pens, paper, 5 six-sided dice, and a willingness to use your brain in new and exciting ways.

The Players will take on the role of a Character in the Story they are telling together. One person will assume the role of the Narrator, who serves as judge, jury, and potential executioner of the Player Characters. While the game itself is cooperative in nature, disagreement on the Story's direction can and will arise. The Narrator acts as the "final word", interpreting the outcome of dice rolls, and determining the overall theme and style of the story, and actions of Non-Player Characters (NPCs).

HOW DO I GENERATE A CHARACTER?

First, everyone will want to decide on the type of story they want to tell. This could be anything: from your favorite book or movie, to a comic book, or even a short story you wrote for a creative writing class. You are only limited by your imaginations. Once the group has decided on the type of story, the Narrator will guide each Player through the Character generation process, making sure that each Character will fit into the story being told. Players will want to have a copy of a Character Sheet in front of them (you can make a photocopy, hand copy, or download a copy from the *CampFire* website).

STEP ONE (TRAITS):

At the top of each Character Sheet are three Traits (Mind, Body, Spirit). Choose which of those Traits will be your Strong, Average, and Weak Traits, then mark those choices on your Sheet.

STEP TWO (ABILITIES):

Beneath each Trait is a list of Six Abilities. These are actions your Character might attempt to perform during the Story and will be explained in the section below. Each Player will have 5 Ranks to distribute amongst the Abilities listed beneath their Strong Trait. Note those Ranks by marking the boxes to the right of that Ability for each Rank. The higher an Ability's Rank, the better chance a Character has at performing that action successfully.

Rank 1 - Novice

Rank 2 - Proficient

Rank 3 - Adept

Rank 4 - Master

Rank 5 - Elite

Repeat this process for the two remaining Traits, assigning 4 Ranks to that Character's Average Trait Abilities, and then 3 Ranks to their Weak Trait Abilities.

Before moving forward, Audit your Character Sheet by making sure the total number of marked boxes is 12.

STEP THREE (ACTION POINTS):

Players will now want to assign Action Points to their Character Sheets. These will be explained in the section below. Next to each Trait is a circle to write a number. These will normally be 15 for Strong, 10 for Average, and 5 for Weak, although the Narrator might make adjustments based on the Story being told.

STEP FOUR (PERSONALITY):

At the bottom of each Character Sheet are Three Conditions (Sanity, Vitality, and Fate). Each Player will now choose one of the Five Personalities listed beneath Sanity. Sanity will help guide Players in deciding how their Characters might react to certain situations within the Story.

Aloof - indifferent / unconcerned / distant / reserved
Creative - original / innovative / artistic / expressive
Intense - emotional / passionate / focused / driven
Perceptive - empathic / inquisitive / curious / open-minded
Secretive - guarded / evasive / vague / suspicious

These Personalities are guidelines, as most Characters are as diverse as their Players. The Narrator will let you know if you need to start playing your Characters closer to their dominant Personality type.

STEP FIVE (BIOGRAPHY):

To finish the Character Generation process, each Player will want to fill out their Character's biographical information, making sure to confer with the Narrator about any details. This step completes the Character Generation process.

Below are examples of Character Sheets that have been completed. You may also download pre-generated Characters from the *CampFire* website.

HOW DOES MY CHARACTER PERFORM ACTIONS?

Now that your Character is finished and the Narrator has started the Story, it's time for your Character to perform actions. This is where all the time and effort of Character generation bears fruit, and the fun and adventure can start. A Story will normally begin with the Narrator describing the first Scene. The Narrator will then usually prompt the Players to describe how their Characters react to the Scene's description. Based upon the Players' choices, the Narrator will describe the outcomes of their Characters' actions. This back-and-forth between Players and Narrator is what moves the Story forward but can also result in conflict and/or challenges. These conflicts and challenges are resolved using the dice rolling system

In traditional board games the rolling of dice generally results in a certain effect or result. For example, you might get to move your piece ahead so many spaces, or your unit deals such-and-such amount of damage to another unit. In most RPGs, dice rolling is more complicated, often involving multiple charts and calculations. *CampFire* uses a balance of these two extremes with a single chart (the Dice Matrix) and a single type of roll using 5 six-sided dice.

THE DICE MATRIX

5 of a Kind - First Roll (**Impossible**)
5 of a Kind (**Incredible**)
4 of a Kind (**Outrageous**)
Full House (**Extraordinary**)
Straight (**Outstanding**)
3 of a Kind (**Complex**)
2 Pair (**Ordinary**)
Pair (**Simple**)
Naught (**Failure**)
Snake Eyes - First Roll (**Catastrophe**)

Impossible: If you roll a 5 of a Kind on your first toss of the dice, whatever you were attempting occurs. This can be anything your brain can conceive of. You might tell the Narrator that you would like to fly through the air like a superhero. If you make an Impossible roll, then your Character would take to the skies, and the Narrator would be charged with the task of figuring out how and why that can happen.

Incredible: This result is quite literally, "next to impossible." It is the second highest descriptor in the Game. However, an Incredible result can be obtained through the multiple tosses, and therefore won't have the same Game changing effects as Impossible.

Outrageous: 4 of a Kind is a true rarity, and the vivid description used by the Narrator will reflect the stunning effect a roll like this has on the Game.

Extraordinary: A Full House roll is when the dice show a Pair and a 3 of a Kind, i.e. 4-4-4-6-6. A roll such as this will exceed a Character's expectations.

Outstanding: At this point, the Character has achieved everything they had wanted with their attempt. A Straight is when all 5 dice are in consecutive order.

Complex: A 3 of a Kind roll is when the descriptor starts to turn in the favor of the Character. Just about all of the Player's wishes are met when they roll this result.

Ordinary: 2 Pair is better than one. While higher than a Simple result, this won't necessarily fulfill the total desire of the Character's attempt.

Simple: A single Pair will complete an action of the most easy of difficulties. Players shouldn't expect much from a roll like this.

Catastrophe: Snake Eyes is a term that represents bad luck in some dice games and it is true for CampFire as well. Snake Eyes is when you roll a Pair of 1's, like 1-1-2-4-6. This Catastrophe will only occur on an initial Ability roll and would be considered a Pair result if rolled on additional attempts. If, however, a Player rolls Snake Eyes on their first toss, the attempt is considered to not succeed and no further attempts may be made for that Turn. This type of roll will not necessarily result in the worst possible scenario, but it might. Usually, Narrators will use this roll to get the Story's Plot back on track if the Players have strayed too far off course.

Failure: As in the case of a Snake Eyes roll, a Naught roll (on the first toss) stops play and no additional rolls or modifications can be made for that current Ability attempt. This is the case if the 5 dice combination doesn't match any of the above types of roll (i.e. 1-2-3-4-6, 1-2-3-5-6, 1-2-4-5-6, 1-3-4-5-6). It is said we learn more from our mistakes than our successes, and here is an opportunity for a Character to have an Epiphany. While the attempt might fail, the Narrator will ask the Player to explain a lesson their Character has learned over the course of the Story. Depending on their response, the Narrator might give that Player's Character some sort of bonus or advantage.

Routine: There will be times when a Character wants to perform an action and the Narrator will not require a dice roll. Normally this will happen when that Character has a Rank in an Ability and that action can be accomplished on "autopilot" because of its low difficulty. When another Character challenges a Routine action, or the environment increases the difficulty level, the Narrator might have the Player make a roll instead.

Common: These types of actions are so regular that just about every Character in the world can accomplish them with success. Examples: taking a shower, eating a meal, watching a ballgame. Depending on the Story's Setting, other actions might be Common as well. In modern society, almost anyone can use a computer to some extent. But like a Routine action, Common actions can sometimes require a roll required to gauge a level of success. Although unlikely, the direction of the Story might lead to something like a competition of "Extreme Toothbrushing."

While only 18 total Abilities are listed on the Sheet, there are nearly infinite Actions that can be attempted by the Players' Characters. Your only limitations are your imaginations. Once a Player has decided which Action they wish to attempt, the Narrator will ask them to make an Ability roll using 5 six-sided dice. The result of the roll will be compared to the Dice Matrix and the Narrator will describe the outcome of the roll.

For any particular Action, Players gain an additional roll for each Rank they have in the associated Ability. They may choose to spend Action Points associated with that Trait to retain 1 die for each 1 Point spent before rolling the remaining dice. This gives Players a chance to improve the result of their rolls and represents a Character's level of expertise in various Abilities. Once per Scene, a Character may "take a mulligan" by spending 5 Action Points in the appropriate Trait and then re-roll any non-Ranked Ability. In addition, a Player may elect to have their Character "keep it simple." Instead of rolling dice, a Simple result is taken on the Dice Matrix. This might be done to avoid rolling a Failure or Naught. Some Narrators might not allow Players to take mulligans or Simple results based upon the Story or Scene.

The following is a list of Abilities and when they might come into use during game play.

MIND:

- Academics - knowledge and understanding in one or more scholastic studies
- Examine - able to inspect, analyze, and evaluate objects, locations, and situations
- Hide - to conceal oneself from view and remain unnoticed
- Persuade - influence the thoughts or actions of another person or group
- Track - follow the trail of someone/something else
- Wits - quick thinking and clever responses to unexpected situations

BODY:

- Acrobatics - moving quickly and easily, associated with balance, coordination, and agility
- Athletics - talents in sports, martial arts, and physical activities (jumping, climbing, etc.)
- Dodge - avoiding being hit by attacks or other unforeseen objects
- Initiative - determines the order Characters will take their actions
- Sleight of Hand - manipulating objects without detection (pickpocket, magic tricks, etc.)
- Stamina - resistance to damage, fatigue, disease, poison, and other environmental factors

SPIRIT:

- Craft - creating, modifying, or repairing an assortment of physical objects
- Intimidate - using physical or verbal threats to force another to submit or surrender
- Intuition - understanding or knowing things without using logic or reason (gut instinct)
- Perform - expression through music, speaking, or other form of physical entertainment
- Survival - adapting to one's environment by utilizing limited available resources
- Willpower - resistance to manipulation; maintenance of focus and determination

The list of Abilities is not set in stone, as every Story is unique. The Narrator will let the Players know of any Abilities either not listed or not available on the original *CampFire* Character Sheet. In addition, the Narrator might ask a Player to make an Action roll for a variety of reasons. The most common rolls would be:

- Dodge - If a Character needs to suddenly get out of the way
- Intuition - When a Character might get a "gut feeling" about a person or situation
- Willpower - If they need to resist a temptation or attempt at manipulation
- Wits - If a Character might know a solution when a Player does not
- Stamina - When a change to a Character's Vitality is possible

Initiative -. Whenever multiple Characters (including NPCs) are performing Actions at the same time, the Initiative roll will determine the order those Actions occur (ties are possible). First, all Characters involved in the conflict roll Initiative. Then, in order of lowest to highest, each Character describes their Action. Those Actions are then rolled in order from highest Initiative roll to lowest. Once the order is determined and those Actions are rolled, the Narrator will describe their outcomes. The period of time those Characters attempt their Actions is called a Turn and normally lasts under a minute.

Here's an example of how a Scene might play out:

Lisa's Character, Holly, is running from an assailant. There is a ten foot high fence ahead, blocking her path. Lisa tells the Narrator that she wants to jump the fence. The Narrator decides this action requires Agility. Holly has a Rank of 2 in Acrobatics and 8 Points in BODY. Lisa rolls, getting a result of 2-2-4-5-6. This is a Pair and would result in a Simple outcome. Understanding the danger her Character is in, Lisa wants to improve Holly's jump. She spends 2 Action Points from her BODY Trait to keep the Pair of 2's, bringing her current total down to 6. Lisa makes her second roll, 2-5-6. She spends another Action Point to keep the third 2 then makes her final roll: 2-5. Because this is her final roll she won't have to spend any more Points to keep the remaining dice. Combined with the three 2's she had kept from her previous rolls, her final outcome is 2-2-2-2-5, a 4 of a Kind. Looking at the Dice Matrix the Narrator notes this is an Outrageous outcome. The Narrator explains, "With ninja-like ability, Holly leaps towards the fence, quickly throwing her legs over the top and dashing away. Behind her she hears the yells of her would-be attacker, his fists angrily pounding the other side of the fence."

CAN MY CHARACTER IMPROVE?

In the real world, animals (including humans) respond to rewards and punishments as part of the experience of being alive. Rewards and punishments work on living creatures because of the instinctual desire to survive. Characters, however, are fictional constructs and cannot be affected in the same way as the people playing the Game.

When a Player's Character is presented with a conflict or challenge they have the chance to react, choosing from an almost unlimited list of actions. Depending upon the difficulty, their dice roll will result in a specific outcome. If the Narrator feels a Player has played their Character in a way that follows their Sanity and/or has advanced their knowledge in a certain Ability, they may reward that Character with Merits in the form of Points. These Merits will be added to the Point total of the associated Trait. If the Narrator feels a Player is going against their Character's Sanity too often, they may lose Points in a similar fashion through the use of Demerits. Narrators might warn Players, especially newer Players, when this is about to happen so their Characters can have a "change of heart" and make a different decision.

Players will also want to increase their Characters' Rank Levels. This can be accomplished several different ways:

Experience: Performing an Ability over and over again should, in the long run, result in the improvement of that Ability. This is the simplest way to increase Rank but will take the greatest amount of time.

Studying: Learning from the accomplishments and mistakes of others is an excellent way to improve an Ability. But reading from a book or watching a documentary or instructional video can only take you so far.

Tutelage: Having a mentor can combine both experience and studying, compounding the results. Mentors, however, are Characters too, and the mountains they ask the Characters to climb may not always be the easiest of challenges.

Instructing: It is said that the best of teachers are also the best of students. Showing another Character how to perform certain Abilities can be beneficial to both mentor and trainee. Old dogs CAN learn new tricks, and that is by observing what the new dogs are doing.

CAN MY CHARACTER DIE?

Yes. The symphony of life is composed of the intricate balance of frailty and resilience. These are major themes that will appear in many Stories in some form or another. The threat of Character death can affect the decisions of the Players about their Characters. But the sacrifice of a Character for the sake of the Story can elevate the level of play to extremes that are unexpected, and perhaps even emotional, for all of those involved.

Players might choose to have their Characters do something that should result in immediate death. *Examples: jumping into a volcano, diving on a live grenade, drinking a gallon of drain cleaner.* However, they will still have the opportunity to make a Stamina roll. In the case of an Impossible result (5 of a Kind on their first toss), the Narrator will have to describe how and why that was possible.

In most instances, Players will want to avoid damage to their Characters. After a Character makes a Stamina roll, the Narrator might adjust that Character's Vitality, depending on the results. This damage will be determined by the Narrator's calculation of the dice rolls from all parties involved for that particular Scene.

At the bottom of the BODY Trait is your Character's physical CONDITION, Vitality. When the Narrator assigns damage to a Character, they will have the Player mark the bracket to represent that Character's current CONDITION. There are five categories of damage (Stunned, Bruised, Battered, Bloodied, and Mauled).

Example: Luke rounds the corner and is surprised by a robber holding a small pistol. The robber fires the weapon (rolling 1-3-4-4-4, 3 of a Kind). Luke rolls his Stamina (2-2-3-4-5, A Pair). The Narrator decides to have Luke's Vitality marked at Battered. Luke then subtracts two Action Points from the current totals under each of BODY, MIND, and SPIRIT.

Below are example of types of damage that can be incurred:

Stunned: *momentary loss of awareness and coordination*

Bruised (-1): *localized aches, physical splotches, minor scrapes and cuts*

Battered (-2): *overall soreness, swelling, major abrasions*

Bloodied (-4): *gashes, sprains, minor internal bleeding*

Maimed (-10): *infected sores, bone/ligament breakage, dismemberment*

Located to the right of each damage category is a negative number. Each time you mark a damage level you will subtract that number from all your Character's Action Point. You cannot go below 0 when doing these subtractions. If a TRAIT is reduced to 0, that Character may only roll as though they were Rank 0 in those associated Abilities.

If a Character has been Maimed and receives any more damage, their CONDITION is considered Critical and they are on the verge of death. Each minute, they will lose 1 Action Point in all TRAITS. This can be stopped if the Narrator decides certain actions have Stabilized the Character. **Anytime all of a Character's Action Point Totals are reduced to 0 and their Vitality is Critical, that Character is dead.** They can either hand in their Character Sheet to

the Narrator, or keep the Sheet and “retire” that Character from the current Story. At this point, the Narrator will have the Player generate a new Character, which will be inserted into the Story at the appropriate time. Or, the Narrator could ask if the Player would like to assume the role of an NPC.

As the old adage states, time heals all wounds. This is the case for a Character’s Vitality as well. Bruised wounds will heal over a period of hours. Bloodied days, Battered wounds weeks, and Maimed months. The Narrator will let you know when to erase the damage marked on your Character’s Vitality.

After sleeping for at least 6 hours, a Character will reset all the Action Points to the default level. Characters may also want to make a Stamina roll. Depending upon the results of the roll, the Narrator could adjust that Character’s Vitality. But a *Catastrophe* roll might end up putting that Character in even further jeopardy.

Rather than sleeping, Characters may also decide to rest at some point. For each hour of rest, restore one Action Point in each Trait.

WHAT SHOULD THE STORY BE ABOUT?

Anyone who has read a book or graphic novel, watched a movie, or gone to a play understands the nearly limitless ways a Story can be presented. *CampFire* provides the Narrator and Players a way to tell their own Story together. There are several important elements that comprise a great Story, and this section is dedicated to helping Narrators with those elements.

Characters:

In most Stories, the Characters are created and controlled by an author or sometimes a couple of authors. The Characters are used to provide the action, dialog, and perspective for the Story. The author will then dictate the Characters’ actions to give the Story life and motion.

With *CampFire*, the Players will assume the starring roles of the Characters (protagonists), while the Narrator will play the antagonists and other minor roles. This is what differentiates the Game from other types of Stories. Narrators will need to find creative ways to guide the Characters in the direction of the other various elements.

This is why the Players will explain their Characters’ concepts to the Narrator at the start. If a Narrator already has some of the Story’s elements hashed out, they can make adjustments to those concepts that will fit with their basic premise. For instance, the Narrator might have a Story with a Setting that takes place in the American Old West. Nancy tells the Narrator that her concept is a Galactic Queen who has abdicated her throne. The Narrator could either adjust the Character’s concept and say that instead, Nancy’s Character is a Great Plains Indian Princess who was forcibly removed from power. They might also change the Setting to better match Nancy’s concept.

Either way, the Players’ Characters should help create the Story’s elements. Players can discuss their concepts with each other ahead of time, or they could come into the Game from all sorts of different creative directions. The Narrator will have to decide how much leeway to give Players, especially if their experience levels are varied.

Theme:

Stories will have at least one, if not more, Themes. The Theme is Story’s major idea and generally will serve as a summary for the other elements. Themes might be love, war, social strife, reconciliation, redemption, loss, or just about anything else for that matter. For Stories that will be told in one, or perhaps only a couple of sessions, the Theme can remain constant. Stories that end up lasting for longer periods of time could see the Theme evolving throughout the different sessions.

Narrators should be willing to alter any preconceived Theme they have already designed after hearing Character concepts. Many times the Characters themselves will drive a Theme in a new direction. Narrators need to be flexible with the Themes and try to build them around the Characters. Remember, the Players are the “stars” of the Story and the Narrator needs to act as their “producer”.

Setting:

This element is when and where the Story takes place. While Characters will probably change locations during the progress of the Story, the time frame, history, and motif will usually remain constant. Games that last for a long time, however, will find shifts in Setting much the same as shifts in Theme.

Again, Setting can be derived from Character concepts. If three of the Players want to play in a fantasy setting while one wants to play sci-fi, it will be easier to adjust the one Character rather than the other way around. Or, the Narrator might allow the sci-fi Character to be transported into the fantasy world somehow, via technology or magic.

When dealing with newer Players, the Narrator might have to take the lead in Character concept creation. If they already have a Setting and Theme in mind, they might ask the Players what type of Character they would like to create in the Narrator's existing World.

Players who have participated in several Games can sometimes have Setting suggestions. Each group will develop the Story elements in their own way, and there is no right or wrong way to do this. The focus should be on having a fun experience, exercising your brains, and spending quality time with the people you enjoy being around.

Conflict:

In most Stories, Conflict can come from Characters with opposing ideals and Goals, or can be struggles against nature, organizations, or even the Characters' own personal flaws. Unlike traditional Stories, RPGs have several people pulling the elements in all sorts of different directions. Conflict can arise very naturally in this game genre when the goals set by the PCs and NPCs don't align.

While Characters can set goals to help improve their Points, Abilities, and Ranks, those goals may also affect other Characters in a negative manner. These Conflicts can be resolved in any sort of way, whether it be through role-playing or dice rolling. In the end, though, Conflict between Player Characters should be used to heighten the drama of the Story, not turn Players against one another. The saying, "my enemy's enemy is my friend" can be a valuable tool when Player-Player Conflict becomes too heated. Clever use of the antagonists is a great way to get the Players to cooperate again.

Plot:

The series of major events that occur during the course of a Story is known as the Plot. This Plot is driven by the Characters' actions, and is based upon the Setting, the reactions to Conflicts, and the attempts by the Narrator to maintain the central Theme of the Story.

There are infinite Plots and almost as many ways for Plots to develop. Some Narrators will want the Plot to develop around the Goals of the Characters. This loose style of Plot development is suggested for Narrators who have already run several Games, or have written stories using other mediums in the past.

For Narrators new to the process, the Plot should be sketched out in advance. It could be as simple as a list of sequential events that will happen in a specific timeframe. Or, Narrators might draw out intricate charts of cause-and-effect, preparing dialog in advance for each Scene, and creating Character Sheets for the NPCs that will be encountered.

But for the most part, the Plot will be moved through the introduction of information, the Player's

reaction to that information, and the Conflicts and challenges that arise when different Characters' Goals don't sync up.

Whether a Story is designed to take place in a single session, or last for years, there is a formula that can be followed for the Plot. In short Stories, only one Plot should be necessary. Longer Stories will have multiple Plots over their durations, and these Plots can and should have an effect on subsequent events and Scenes. Although not required to do so, Narrators should follow this basic structure when building the Plot:

Introduction: The Narrator will begin with the first Scene. Characters may or may not have met one another, and if not, this is a chance for them to do so. This is the time when backgrounds can be shared and the Narrator can begin to describe the Setting and Theme of the world. For shorter Stories, this Introduction should be quick. If Players intend on having a long-term Game, this is a great chance for them to test their Character's Abilities and skill sets. Once the basic elements have been touched upon, the Plot can move forward.

Rising Action: At this point in the Story we have our initial Conflict. The first of the antagonists are introduced and Characters have the opportunity to set or even accomplish some of their goals. Most of the time this part of the Plot will consist of multiple Scenes, each one connecting and moving things forward by increasing the difficulty of the different challenges, providing new pieces of information, and drawing the Characters deeper and deeper into the World.

Climax: By now the Characters should have overcome several challenges, achieved some of their Goals, and defeated a few of the minor antagonists. Any information about the Goals of the major antagonist(s) should now be known, and the Characters have made their way to the final confrontation. This part of the Story is also a great place for Characters to have learned something about themselves by having played out their Sanity.

Falling Action: If all goes as planned, the antagonist will be defeated (perhaps to fight another day) and the Conflict comes to an end. This doesn't always have to be easy for the Characters. In fact, some Characters may not make it past the final confrontation, especially if their Sanity calls for sacrifice. In most Stories, the good guys win. In RPGs, not only can the bad guys win, but there is a chance that all the Characters will be killed. Ultimately, the Narrator will have the final decision in such life and death scenarios. But, the threat of Character death needs to seem possible, otherwise the Players might not feel as though they were challenged enough.

Resolution: The Characters can now return home with tales to tell, wounds to heal, and new Goals to be set. For a single session Story, the Narrator might explain the Character's futures, or even let the Players describe this on their own. If the Game is planned on being extended into other sessions, the Resolution serves as a springboard into the Introduction of the next Plot. Depending on each Player's overall cooperation, following Personality Aspects, and creativity, the Narrator should assign Merits, and possibly new Rank Levels that reflect the achievements of the Characters that occurred throughout the Plot.

Just as the Characters will gain Points and Ranks, Players and Narrators will grow and develop over the course of playing *CampFire*. Everyone will evolve at their own pace, and Narrators should assist those Players who are having the most trouble, while letting the more advanced Players blossom into well rounded, experienced storytellers of their own.

There are three major doctrines that all Narrators should follow: Fairness, Consistency, and Flexibility.

Fairness is the ability to draw a veil between the World of the Story, and the real world.

Players could have knowledge that the Characters do not, and vice versa. The Narrator may need to occasionally remind Players about this veil, perhaps even distributing Demerits to repeat offenders. Also, if a Player forgets to pick you up from the airport one day, don't burn down their Character's house the next. And, you shouldn't give Characters excessive Merits or Ranks because they've promised to buy you lunch this week. Not only is this unfair, it is borderline psychotic.

Being Consistent with the interpretations of rules and dice rolls is one of the hardest concepts to master for new Narrators. Players should give the Narrator a learning curve, but there are some tips to help with this. First, once you have established a certain type of description for a roll, or an Ability to use for an action, stick with it. If a Complex roll results in a Character leaping ten feet one attempt, but only five the next, there should be a rational excuse for this change. Players will want to know what to expect from their Ability rolls and will make decisions based upon the chance of a specific set of parameters. If the Narrator does decide to make a rule change, they should let the Players know of it in advance, or perhaps apply their new interpretations to the next Plot or Story instead.

The last doctrine is Flexibility. While being the Narrator could potentially create a minor case of "God complex", remember, a Narrator without any Players isn't a Narrator... they are just some person talking to themselves. Be willing to listen to the Players' suggestions and complaints. However, these ideas shouldn't be discussed during Game play, as this can lead to an extended pause in the Story. The Narrator should ask the Players to instead write down their suggestions during the Game, and discuss those ideas when the session has ended. By following the three major doctrines, Narrators can increase the levels of enjoyment for everyone involved, and improve their own skill level as well.

IS THERE ANYTHING ELSE TO KNOW?

For many years the "golden rule" of role-playing and storytelling style games has been "there are no rules". While this might come across as anticlimactic at the end of these instructions, for many, it is an accepted truth. If something doesn't work for your group, toss it out. If you decide to play the Game with your own rules, please do so. Too often we are confined by a reality in which we feel we have no command over, and there is no reason this perceived lack of control should extend into our periods of relaxation and recreation.

While modern technology can provide our society with the tools and comforts that seem to make our lives easier, it can also create a barrier between the bonds and connections that make us human. So often our eyes are transfixed upon the flashing and mesmerizing screens of our televisions and smartphones, that we forget to look up to the stars and dream of a world of infinite possibilities.

CampFire can return us to our roots. Before reading and writing, before the printing press, before books and movies, and before the Internet, we would sit together and share tales of love, conquest, adventure, and valor. You, the Players and Narrators can feed that fire again, stoking its embers, and reigniting these passions in ourselves and others. Bathed in the flickering orange and yellow glow of the campfire's light, we learned who we were as a species, and we aspired together, to become something better than what we are.

MIND ()

Academics [] [] [] [] []
Examine [] [] [] [] []
Hide [] [] [] [] []
Persuade [] [] [] [] []
Track [] [] [] [] []
Wits [] [] [] [] []

Sanity

Aloof
Perceptive
Secretive
Creative
Intense

BODY ()

Agility [] [] [] [] []
Athletics [] [] [] [] []
Dodge [] [] [] [] []
Initiative [] [] [] [] []
Sleight of Hand [] [] [] [] []
Stamina [] [] [] [] []

Vitality

Stunned
Bruised [] (-1)
Bloodied (-2)
Battered (-4)
Maimed (-10)

SPIRIT ()

Craft [] [] [] [] []
Intimidate [] [] [] [] []
Intuition [] [] [] [] []
Perform [] [] [] [] []
Survival [] [] [] [] []
Willpower [] [] [] [] []

Fate

5 of a Kind -First Roll (**Impossible**)
5 of a Kind (**Incredible**)
4 of a Kind (**Outrageous**)
Full House (**Extraordinary**)
Straight (**Outstanding**)
3 of a Kind (**Complex**)
2 Pair (**Ordinary**)
Pair (**Simple**)
Naught (**Failure**)
Snake Eyes -First Roll (**Catastrophe**)

MIND ()

Academics [] [] [] [] []
Examine [] [] [] [] []
Hide [] [] [] [] []
Persuade [] [] [] [] []
Track [] [] [] [] []
Wits [] [] [] [] []

Sanity

Aloof
Perceptive
Secretive
Creative
Intense

BODY ()

Agility [] [] [] [] []
Athletics [] [] [] [] []
Dodge [] [] [] [] []
Initiative [] [] [] [] []
Sleight of Hand [] [] [] [] []
Stamina [] [] [] [] []

Vitality

Stunned
Bruised [] (-1)
Bloodied (-2)
Battered (-4)
Maimed (-10)

SPIRIT ()

Craft [] [] [] [] []
Intimidate [] [] [] [] []
Intuition [] [] [] [] []
Perform [] [] [] [] []
Survival [] [] [] [] []
Willpower [] [] [] [] []

Fate

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