

Our Home

You are a member on a journey, any kind of journey, and you are on the search for a home. There has been a tragedy. Your home is gone. Now you must find what home means to you now and pursue it relentlessly against emotional and physical toil. When one world ends, find what calls you home to another.

This version of the rules is for exploring the emotions and abstractions of home. Think Studio Ghibli and GRIS, not Homeworld or Star Wars. For a more combat and adventure appropriate toolset, one is in the works.

The Observer:

The Observer handles facilitating the story and the gameplay in medias res. The story is as The Observer reports it. The Observer cannot interfere with the players outside of their circumstances. If a player does not cause something, the Observer may not affect the player's character. The Observer may influence non-player characters and the happenings in the environment. The toolset of mechanics for Our Home and its combat/adventure sister, Far Away, is ready to use in whatever setting you like. Home is a concept known to most creatures.

Before the players pick up any pens or paper, the Observer ought to flesh the premise of the story out. Tell them what peoples exist and what the society looks like. MOST IMPORTANTLY, what home the players lose and how their characters come together. Do they lose their parents and find each other in an orphanage? Are they suddenly displaced by greedy landlords who seize their house? Maybe their religion was built on a lie, yet their mutual faith guides them all the same? Was their planet destroyed, and now must find another? The Observer should do this before players write anything down. This time can give everyone enough ideas to create a story together.

Make it as weird and surreal or brutal and emotional as the story needs. But. Observers, you must take care of your players. Take care to avoid striking real fears, prejudices, and trauma. Your players must consent to the experience, and you must respect their boundaries. Never forget this, and never forget that the players must respect your boundaries too.

Lengths of Play-time:

- **Shots**
 - Shots are simply when a player takes a few moments to speak or illustrate what their character is doing. A scene is made of many shots, like a film.
- **Scene**
 - A scene is a fixed location or a series of shots in a small area. Shots between players make scenes, which then make a session.
- **Session**
 - A session is a standard length of play time, comprised of scenes. These typically go for 2-4 hours. However, sessions can go for as little as 30 minutes or as long as 5 hours.
- **Campaign**
 - A campaign is a series of sessions that typically last weeks or months. It is generally not recommended to play Our Home as a lengthy campaign game. Short campaigns of three to five sessions are encouraged, and recommended if the story requires it.

Phases of Play:

- **Downtime:**
 - Downtime is a time period where the players take time away from the action and do something to prepare for the Journey Phase. Sometimes, something will happen that will stop the players from getting to their idea of home. That is introduced at the end of Downtime.

Try to keep your downtime proportional - session-long downtimes are good for long campaigns, not a one-day event. Just so, a 15-minute downtime after sessions of action and plot will feel too brief and meaningless.
- **The Journey:**
 - Once a Downtime has happened and the obstacles introduced, The Journey begins. The Journey is a series of challenges and obstacles that the players overcome. At the end of The Journey is either a Confrontation with a great obstacle, or the players coming to their new home.
- **The Confrontation:**
 - The Confrontation is the big push against whatever is most stopping the players right now. Whether it's their own doubts, or an evil overlord, the players will confront and overcome the threat to their goals. Sometimes, this is another step to first getting to the threat keeping them from their home.

- **Conclusion:**

- The end of the session, whether the players achieved their goals or not. This usually happens in the game after the players overcome the threat, or make a great achievement on their journey to finding a home. The players' characters return to their point of rest, and ready themselves in downtime.

Unless they are at their new home already, or everyone is made unplayable. Thus concludes the game. You might continue from there with new characters and a new story, or find a new game. Choose whichever sounds the most fun for you and your friends.

- **What to Do About the New Peep?**

- Have someone who's interested in joining in a session in progress? Got room for one more person and you've already started? Easy peasy!

Hand the new person a [character sheet](#), if one still exists, and a copy of the rules. Let them read through and sort their character, but they do not take a Bond with anyone present. When the new player is finished, and when the main party returns to their resting place for downtime, introduce the new character! Give the players time to poke and prod and let the new player get a feel for their character. Don't rush anyone back to the resting point; they will get there eventually.

Player Variables:

- **Stress**

- Mental/Spiritual healthiness, and how well someone can cope with a situation. Players begin with 9 Stress. Once this reaches 0, the character is no longer playable for whatever reason suits the context.
 1. My soul is splitting in half, and I don't care
 2. Laughing isn't healthy anymore...
 3. Colour seems to fade everywhere I look...
 4. I'm losing sleep, food tastes like ash...
 5. Why can't I get excited any more?
 6. I've had a hard knock, but nothing I can't overcome.
 7. Life's tough; so am I.
 8. I feel I can overcome anything right now!
 9. This day is mine; this world is in my palm!

- Trauma

- Physical healthiness, and how well the body can cope with injury and strain. Players begin with 5 Trauma. Once this reaches 0, the character is no longer playable for whatever reason suits the context.
 1. I'm only fit for a coffin...
 2. My body is falling apart!
 3. I think I've broken something...
 4. Eh, just a flesh wound...
 5. Hale, hearty, and ready for anything!
- NOTE: If the player is in a vehicle of some description, use the relative numbers for Trauma for its condition. In both Our Home and Far Away, the vehicle's greatest trauma is 9. A vehicle suffers no Stress damage. Only appropriate locations like a repair shop or hangar bay can fix the vehicle. Remember, 9 is its best possible shape; 1 is best abandoned and junked at first opportunity. If a vehicle's Trauma reaches 0 and a character is still inside, each character will take Trauma. (e.g. A character may take three Trauma for a chariot crash; a starship exploding will likely kill the character, regardless of trauma.)

- Look

- Before the player chooses any attributes for the character, they must choose their look. Looks is how their appearance in the game. What you choose may influence how the character interacts with the world. Players choose up to four items per list, then describe them to the Observer. If the player finds the options lacking, they may write descriptions of their own.

- Where You Came

- This details your character's history and how they came to be in the story now. Players may choose up to two lines to describe each list. If the player finds these lacking, they may write one of their own. (They must note this for the Observer.) When the Observer calls the player to tell the others what their choices were, the player tells the group why the choice is significant to the character. Two people with, "Finely balanced on a needle point," can mean a troubled family life for one, and literally living on a precipice. They can be as brief or as lengthy as time permits, at the Observer's discretion.

- Lores

- Lores are akin to classes from other games. They determine what special moves are available to your character from the start of the game. Lores are representative of how close to an archetype a character is. It is not everything a character is though - a Mystic is as capable of violence as a Custodian. A taciturn

Pathfinder can create wonders as much as an Engineer.

- **Moves**

- Each character is capable of Moves. Moves are a collection of soft- and hard-skills that a character can use to deal with a situation. At character creation, you may choose 3 skills that receive a +2 modifier to each roll, 3 skills that receive a +1 modifier, 4 skills that receive no modifier, and 3 skills that receive a -1 modifier.

- **Downtime Action**

- Each character has access to four Downtime Actions that you may use during downtime. Roll 2d6, plus the modifiers for any move if appropriate.

Look:

- Head
 - Oily hair, simple hair colour, unnatural hair colour, single-colour eyes, heterochromia, wild-eyed, round of face, square of jaw, snaggletoothed, crooked bones, torn and rent skin, sun-scorched face
- Body
 - Body of scales, covered in hair, stony skin, fiercely clawed, skin and bones, padded for winter, impressive physique, compact, gigantic, obfuscating normalcy, genuinely plain, scratched with art
- Presence
 - Springing gait, light-of-foot, thunderous advance, over-energetic, unearthly grace, static and rigid, broad and sweeping, confined and economic, quadruped, too many limbs, prosthetic limbs, ever purposeful
- Items Worn
 - Practical, warm and toasty, cool and revealing, sharp and lavish, finely pressed, bedraggled, unwashed, loudly colourful, soft pastels, rough, soft to touch, ripped and torn
- A trinket of the past, for the now
 - Plant sapling, a family heirloom, a pair of beaten shoes, your first achievement, bedside companion, valueless gem, a memento of a burned bridge, practical tool, an effigy, prayer beads, icon of faith

Bonds:

When every player has finished explaining their story, players may explain a bond they have to one or two other characters. You may choose to not have any bonds and instead meet by coincidence. Either option is appropriate for this game.

Where You Came:

- What Is Your Earliest Memory?
 - A roaring fire and the smell of burnt sausages
 - Something important only remembered as a concept
 - The tickle of a beloved pet
 - A cold and lonely blanket
 - Submerged, forced under, gasping for air
 - A crushing embrace
- Who Did You Call Family?
 - Everybody, but nobody would call me family
 - My toy, who comforted me when nobody else would
 - My blood relations, who were my only friends
 - A voice I call to but have no face for
 - The gilded icon on the mantle
 - The simple beasts and creatures nearby
- What Did Home Feel Like?
 - Frigid, harsh, and with little sustenance
 - Warm, too warm, and sickeningly sweet
 - Came and went as fast as the wind could carry it
 - Finely balanced on a needle point
 - Fragile as glass and twice as sharp
 - Without boundaries or balance or quiet
- What Forced You to Leave Your Home Before?
 - Because somewhere, I lost my way
 - I needed something greater than myself to believe in
 - Everything was taken from me
 - What is mine should always be mine
 - Something wrong, something right, something missing
 - Forced out beyond my control or desires
- What Does Home Mean to You?
 - Respite and comfort for those by my side
 - A place to grow, nurture, and foster
 - Somewhere to finally rest
 - The lands I tread, past, present, and future
 - Where answers lie and questions wait
 - The one thing that does not judge me

Resolution Mechanics:

Both Our Home and Far Away uses two six-sided dice - 2d6 - to determine any action left to random chance, or actions with too wide margins of error to account for. If the Observer sees a player making a Move, they will call for a roll. Tally the dice result, and then add and subtract your modifiers if any.

REMEMBER: if the rule or Move says so, it overrules this table.

- **1-6: Fail**

- You have failed in your endeavours. Something small or something big, the Observer will tell you the consequences of failing the action. Any penalties or negative effects must be appropriate to the failed action. (e.g. Decapitating someone for not dodging a sword is appropriate, if extreme. Decapitating someone for not convincing a tugboat captain to drink spiked tea is inappropriate.)

- **7-9: Partial Success**

- You succeed in your objective, but you suffer a setback with your gain. In addition, the Observer will give you two appropriate setbacks. Choose one of those effects:
 - **Success with Personal Cost:** the Observer assigns one Stress or Trauma, or places you in a position where you'll surely receive one if luck does not favour you. You may even lose something important to you in the moment. You otherwise achieve what you set out to do.
 - **A Delayed Response:** the Observer carries on as if no roll occurred. You did succeed, but in a subtle, imperceptible way and one that will have unintended consequences.
 - **Stunned to Inaction:** Every character nearby must take a moment to process what happened. You did not succeed as intended, but what happened may be useful later. If your goal was to seize attention or to actually stun a character, the opposite happens: they are too wrapped in their own space to notice or care.
 - **A Whirlwind of Hazy Confusion:** While you succeeded, the result catches every character nearby off-guard and they will assume you failed the action. You know you made your explosive elixir perfectly fine, but everyone may assume you're set to murder them, or they laugh your ego away.

- **All On Guard:** While you succeeded, every character nearby becomes defensive and wary. People may question if they were just told a truth or a fast lie, or maybe they check the cookie-jar you *swear* you didn't raid.
- 10-12: Success
 - You succeed as intended. Carry on.
- 13+: Breakthrough Success
 - You succeed beyond your wildest dreams. Besides succeeding in setting out what you chose to do, you get one bonus to go with your success. Enjoy your great fortune!
 - **A Wound Soothed:** You immediately recover one Stress or Trauma, or receive the reagents to do just that. If you gain reagents, you may use a Close the Wounds Downtime Action without a roll. The Observer determines which is most appropriate and engaging for the situation.
 - **Demons to Rest:** The world around you seems that much brighter and safer. While there is no clear benefit, the mood and landscape has changed for the better. Describe this change to the Observer. Good fortune may be around the corner, after all.
 - **Roused to Action:** Inspiration strikes the party as they rush to congratulate you. For the next roll only, the player who takes that roll may add a +1 modifier in addition to other modifiers. You may add this +1 to the Promise of Home Move.
 - **Walk With Wayward Gods:** Besides your regular success, a flash of divine inspiration strikes you. A patron god may speak to you directly, or a spirit may grant you a token of ethereal approval. Describe its effects to the Observer. The Observer must approve the effect, and may suggest an alternative if the effect is inappropriate for any reason.
 - **Home on the Horizon:** Your ideals of a new home flood into your mind and renew your spirit and body, and swell you with radical ideas and grand dreams. You may recover 2 Stress or 1 Stress and Trauma. Describe to the Observer how this looks. You may only take this action after succeeding a Promise of Home roll.

Moves - Generic:

When declaring a move, the player will announce their intentions and what the action looks like. The Observer will state which Move is best appropriate for the action, if any apply. Then the player will take 2d6 and roll them. After the roll stops, the player adds or subtracts any modifiers from the result. Once this is over, the player announces their final sum. The Observer then reports what happens, and describes any other effects.

In the event that a player rolls against another player, both declare their intention. The Observer reads what Moves are appropriate and the players roll off. The highest roll after modifiers wins out and the player who rolled describes the aftermath of the action. The Observer will apply any appropriate positive or negative effects of the roll-off.

- **Assail**
 - Whenever you wish to directly attack and injure or kill something - whether it is physical or emotional - declare how you will proceed.
- **Curl Up**
 - Whenever you wish to protect yourself or something within your reach. First declare what you are protecting, then how you are protecting it.
- **Threaten**
 - Whenever you wish to use a threat of violence, or severe consequence. First declare how you will intimidate someone, then what you aim to do.
- **Dupe**
 - Whenever you want to trick or lie to someone. First declare who you're lying to, then what you want them to believe.
- **Cloak**
 - Whenever you want to hide or disguise yourself or an object. First declare who or what you are hiding, then where and/or how you are hiding.
- **Negotiate**
 - Whenever you want to or need to reach a mutually agreeable solution. Simply declare what your goals are and proceed from there.
- **Charm**
 - Whenever you intend to flatter or compliment to manipulate or gain something. First declare who you will charm, then how you will do it.

- Observe
 - Whenever you want to get broad, fast and readily obvious details such as a character's intent or if something is wrong. First declare what you're observing for and in what area, then proceed with the roll.
- Study
 - Whenever you want to get specific and sometimes obscure details such as a character's true emotion, or when poring over a strange text. First declare what you're studying for, then proceed with the roll.
- Invoke the Gods
 - Whenever you turn to faith or the occult for answers, questions, or guidance. First declare what aspect of faith you're calling to, then what your purpose is. Include any specific deities if you choose.
- Promise of Home:
 - Refer to your chosen statement for, "What Does Home Mean to You?" You may make this move at any time you take a roll. Describe how the situation harkens to what you call home, and how this empowers you. Roll 2d6 without modifiers. Nobody may assist you. On a Fail, you suffer a Stress or a Trauma, depending on what is most appropriate, besides any other effects from the fail. Any success is treated as a Breakthrough Success. The 'Home on the Horizon' breakthrough is available for this success only.
- You may make an Assist Move for another player's Move if you are nearby. You do not need to roll for this. Assists grant a +1 modifier for that action only. If you took an Outpouring of Heart Downtime Action and are now assisting that character, that modifier becomes +2 for that assist only.

Downtime Action:

- Flood of Recollection:
 - A character takes a moment to recall what was and what is currently happening. Roll 2d6, plus any modifiers for moves attributed to the memory. (e.g. a recent brawl or hurtful comment will add modifiers from Assail.) On a result of 7 or more, the player recalls the event for what it is and the Observer chooses one of the following effects. Players choose one effect on a success, and breakthroughs choose one and a breakthrough effect:
 - **Matters of Perspective:** The character gains insight from reconstructing the event from another perspective. The Observer notes what another character may have been feeling in that scenario. If the insight helps the character gain closure over any Stress or Trauma from the event, recover

one Stress. The Observer must agree this closure was beneficial.

- **Sift the Wreckage:** A character may either seclude themselves or go to a place of respite and rethink to how they lost their original home. You may expand on how you lost your home, and the Observer may offer their thoughts as well. You can choose to agree or disagree with it. Once you expand on your loss, the Observer gives you insight into your situation.
- **In Spite of Your Shadow:** The Observer takes a short role of your character's probable fears and doubts, and speaks a line or two about their perspective. This may or may not be true to what your character fears or is doubting. What the Observer notes must be insightful, but not actively malicious. The Observer should also take pains to avoid striking the players' real-world fears and doubts if possible.
- **For Want of A Nail:** The Observer describes the factors that lead up to the event in question. Your character notices something either out of place or a factor that could have changed the outcome. You must expand on this and describe it to the Observer. The Observer, if they agree, must then tell you how this gives you insight to the problem.
- **Outpouring of Heart:**
 - A character may sit and talk to another character about something that is bothering them, confess fears and triumphs, or just talk with a friend. Both characters' next assist action to each other gets a +2 modifier instead of a +1. If one player helps another, the second player can still use the modifier later. They lose the bonus if they have another Outpouring of Heart to another player.
- **Commune with the Gods:**
 - A character, either with the party, alone, or with NPCs, retreats to a holy place to speak with gods and spirits. Describe the rite or ritual you are performing. Roll 2d6 and add any modifiers from Invoke the Gods. On a Breakthrough Success, treat it as a Walk With Wayward Gods breakthrough of your chosen patron but take no other option.
- **Close the Wounds:**
 - The character attempts to heal their wounds physically. This may be seeing a spiritual healer or stitching a deep cut. Roll another unmodified 2d6. On a success or breakthrough only, you may recover one Stress or Trauma; partial successes do not count.

Lores:

- **The Pathfinder - Scouts, Thieves, Explorers, Messengers**
 - Pathfinders are adventurous souls at heart and often seek to test their boundaries and limitations. Never afraid for the danger ahead, they seek new possibilities on paths less-travelled. While lacking the raw strength of Custodians or the mighty intelligence of Engineers, the Lore of the Pathfinder is one of improvisation and wit. Nobody can think on their feet or swipe a valuable faster than a Pathfinder. Eternal troublemakers and curious to a fault, they are invaluable to any household and no circle can do without them.
 - Moves:
 - **Finding Roads**
 - Whenever there is a path or option unconsidered, the Pathfinder may make a roll to determine what is available to them. The Observer will report what the Pathfinder sees based on the result. This advice does not have to be the correct solution.
 - **Filch**
 - Whenever the Pathfinder wants to steal something, they must declare what they want to steal and how they will do it. The item must be carried by one hand and easily concealable in the conditions. You may steal a wallet from someone. You cannot filch a safe, which needs a group of people or special equipment to do.
 - **Improvise a Way**
 - The Pathfinder may improvise a solution with items and people in the immediate area. They cannot do this with items or people not immediately available. The player must describe what they plan to improvise and how they will do it before taking any rolls. The Observer must approve this.
- **The Custodian - Fighters, Police, Peacekeepers, Bodyguards**
 - Custodians are the first, last, and sometimes the only line of defence against the world's cruelty. Those of this Lore can seem to shrug off punishment that would fell all others. When there's a monster in the closet, the Custodian rushes to meet it. However, with great strength comes great temptation to turn it for selfish gain. Those of the Lore of the Custodian may just use their incredible strength to snatch what they please. Regardless of personal honour, the truest Custodians

are loyal to the bitterest end. Nothing fells one without paying a steep price.

- Moves:
 - **Shield**
 - If someone or something is in immediate danger, the Custodian may make a roll. Declare who or what you are protecting, then how you are protecting it.
 - **Persevere**
 - When you receive a Trauma or Stress that would put you to 0, make a roll. On a Success or higher, you may continue play with the character. The Stress/Trauma must be 1 or greater by the end of the scene, or this character will become unplayable. Taking another Stress or Trauma after 0 will make you immediately unplayable, no exception.
 - **Seize**
 - Whenever the Custodian wants to take something by force, they must declare what they are going to take and how they will take it. You must be able to carry the target by up to two hands. You may seize a heavy bag from someone. You cannot seize a refrigerator, which needs a group of people or special equipment to do.
- **The Broker - Ambassadors, Traders, Peacemakers, Social Workers**
 - The shrewd and the clever, sirens, sweet liars and deal-makers, those of the Lore of the Broker are the most social beings. Brokers know how to make a deal you can't refuse, which strings to pull, how to twist that knife a little deeper. A tongue lashing from a Broker can be as devastating as a Custodian's fist or Pathfinder's tricks; a kindly smile and some well-picked words can heal as well as a Mystic's weird ways or an Engineer's medical marvels.
- Moves:
 - **Swindle**
 - Whenever the Broker wants to talk someone into a scheme, they must declare what they are hoping to gain and how they will get it. Your demands must seem reasonable at first glance - you may cheat someone by using faulty goods or bad information. You cannot give a deliberately lop-sided deal.
 - **Soothe**
 - Whenever the Broker wants to calm an individual or sentient being, first declare how you will soothe them. This must relate to

how or why the individual is upset to begin with. On a Success or greater, the individual may also recover 1 Stress.

- **Incite**
 - Whenever the Broker wants to provoke someone into acting against their best interests, they declare who their target is and how they will incite them. The Observer may suggest to simply Assail the target if the Broker's intent is to only harm them. On a success or greater, you deal Stress damage to the target.
- **The Engineer - Crafters, Engineers, Logisticians, Strategists**
 - The Lore of the Engineer is raw intellect, unchained by everything except resources. One Engineer's intelligence is so frightening that the world may change for good or for ill by their sheer will. The science of what is material and the desire to mould is what creates civilisations. It is also often what first fells them. Resourceful and bright, the only thing that stops an Engineer is the limits of their imagination.
 - Moves:
 - **Fearsome Planning**
 - During Downtime, the Engineer may make this Move when the group is ready to press on. Do not assign any modifiers to this Move. The Engineer may begin sorting plans, logistics, and gathering any information of the task at hand. Describe what this looks like, then roll an unmodified 2d6. On a fail, the planning is totally wasted and the Engineer takes 1 Stress. On any kind of success, the Observer offers an item of need - e.g. a map - or insight into the situation.
 - **Cobble Together**
 - The Engineer may improvise an item with components in the immediate vicinity. They are able to do this with items not immediately available. However, they cannot start cobbling something new until they make the first item. The player must describe what they plan to improvise and how they will do it before taking any rolls. The Observer must approve this.
 - **Storm of Thought**
 - The Engineer can assess their immediate situation and possible outcomes to gain insight. On a fail, they are too distracted or come to the wrong conclusion. Resolve all other outcomes normally.

- The Mystic - Clerics, Witches/Wizards, Psychics, Artists
 - For all the Engineer creates and the Pathfinder finds, neither can compare to the ken of Mystics. While a Pathfinder may find a similar path, they do not know it. Where an Engineer only sees their intention, they do not understand its wider effects. The Mystic is and often knows they are burdened with terrible knowledge. They see what all others will not see, and often the only ones who understand them are those of their Lore. While their strengths are not always clear, the soul of a Mystic is one that burns brightest when all other lights fail.
 - Moves:
 - **The Mass of the Earth**
 - When face to face with another character, the Mystic may “read” a person’s unseen emotional state, guilt, or past sins with alarming accuracy. Declare which one you are attempting to read, then make a roll to determine what you see.
 - **Weave the Ethereal**
 - Choose an abstract force at Character Creation, such as magic or art, and how this manifests. Describe both what it is and how it manifests to the Observer. (e.g. Divination with Watercolour art, or levitating small objects with magic.) Everything is not an option. Be reasonable. Make a roll whenever you attempt to tap this potential.
 - **Uncanny Sense**
 - At Character Creation, name a specific ‘sixth sense’ such as danger, ghosts, or specific emotions. You may ask the Observer at any point if your sixth sense is detecting something. Also, if the presence is strong enough, the Observer may alert you. Make a roll to determine what your Uncanny Sense detects.