

A Good Day

A Role-Playing Excursion by Mendel Schmiedekamp

A Good Day requires:

- This sheet
- A dozen 6-sided dice
- Something to write with
- 2-6 players

Setup:

Describe the person whose day you will be playing out, by taking turns. Each player will add a piece to the left:

- Schedule – describe something you might be doing for that hour.
- Who Am I? - name and describe the person you will be playing.
- Fears and Doubts – describe a self doubt or a fear that your or someone you care about has.
- Hopes and Dreams – describe a goal or ideal you hold for yourself or someone you care about.

Playing A Good Day:

As a group you will describe your person's day, hour by hour. Each hour, he or she will do what is Scheduled. As a group describe an opportunity for victory that moves toward a Hope or Dream.

Then a player may describe a possible way this attempt could go wrong, even horribly wrong based on a Doubt or Fear. Take 1 die for this hour when describing, 2 dice if the other players agree the outcome is wacky and over the top, and 3 dice if a player genuinely laughs.

You can do once this for each Fear or Doubt, although a player can't offer a second unless all players have offered one.

Then roll all the dice taken. If any die rolls a 6, your person tries this opportunity and succeeds, describe this under Today's Victories.

Otherwise, your person decides not to act. Then go to the next hour.

Schedule

Wake-up

7 am

8 am

9 am

10 am

11 am

12 noon

1 pm

2 pm

3 pm

4 pm

5 pm

6 pm

7 pm

8 pm

9 pm

10 pm

11 pm

Go to Sleep

Who Am I?

Fears and Doubts

Hopes and Dreams

Today's Victories