

Deep in a labyrinth,
a witch slumbers,
their power was stolen
by a twisted god.

The false moon hangs in
the BROKEN SKY, the
wizard's castle looms
over all they captured.

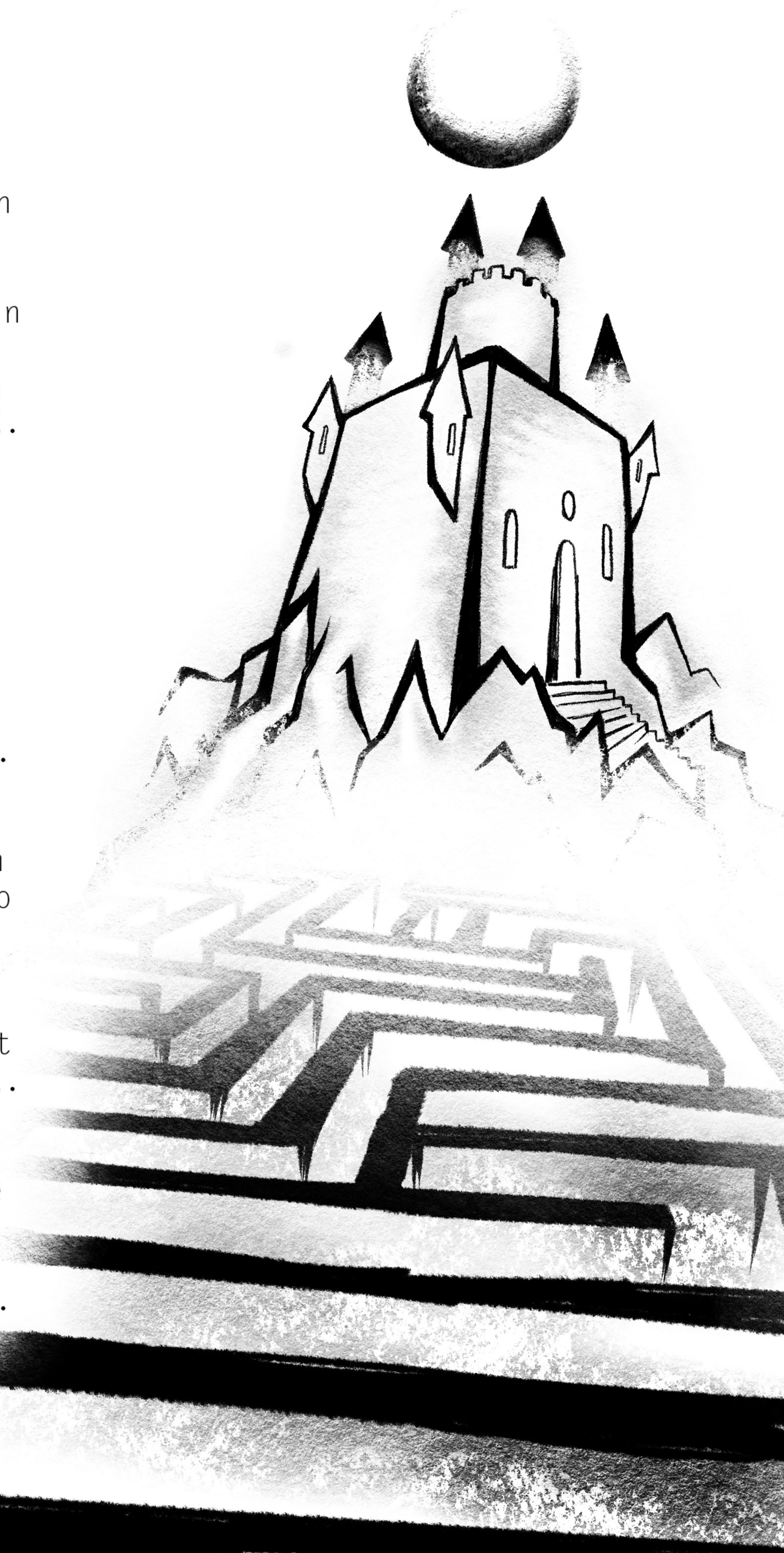
The witch dreams a
spell of freedom.
Cast it and you may
help the witch:

Everyone wants to
appease the wizards.
It's their gilded age.

A **Daughter** flees with
her infant child from
grandmother's house to
escape the labyrinth.

In this spell,
Grandmother tells what
she knows of the world.
Daughter runs.

Share your experience
of this spell to
#BlueskyCoven
#Discovery to cast it.



THE POWER & PRINCIPLE SYSTEM

by Jacob Wolf Lefton

Excerpted from Games for an Ordinary Life, which you can find on the author's itch.io page.

Index:

- 2-6 — Power & Principle system
- 3 — Core system
- 4-6 — Optional features & complexities
- 7-9 — Grandmother Guide setting

The core idea of this system is that the the narrative point of view is biased and holds expectations of the character, while the character has a vested interest in answering to or refuting the narrative's expectations of them.

The **Power & Principle** system can be played solo or in a group. In a group, one player has narrative lead, and the others play characters in the world. The narrator takes a *subjective* point of view within the world that's both benevolent and overbearing, and seeks collaborative creation with players.

This system came as a surprise. It's still in the early stages, but I want to share it. Maybe you'll be inspired by it or have fun with it.

The **Power & Principle** system uses a standard deck of 52 playing cards, jokers removed.

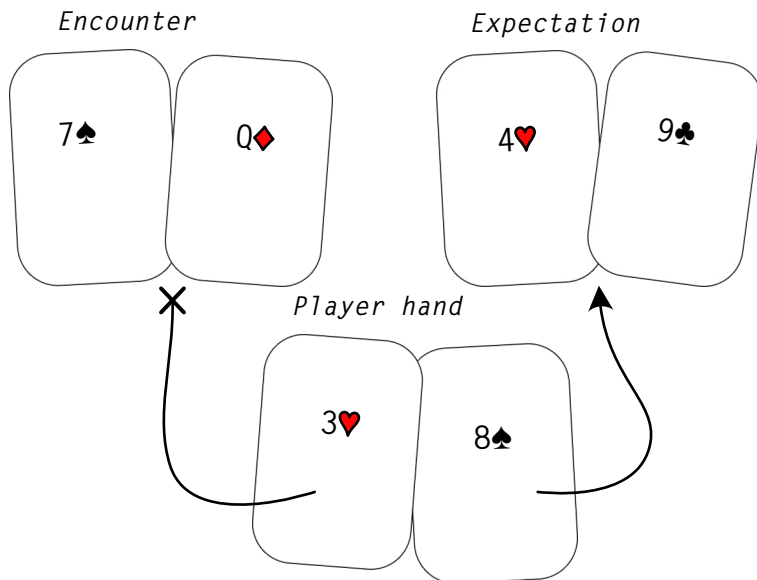
Challenges

For any situation requiring adjudication, the narrator draws two pairs and lays them face up as the *Encounter* and the *Expectation*.

Encounter (L) represents the physical, social or mental challenge

Expectation (R) represents a principle, moral or emotional expectation of the moment.

The player draws a hand of two cards - one for Power and one for Principle. To succeed in a challenge, they must play one of their cards on a pair that is equal to or between the values of the pair. (A card can be used once.)



In this case, only one pair can be solved, and the player must choose. The 8♠ can be played on either challenge, but the 3♥ can not be played anywhere.

Optional features and complexities:

The Suits Rule

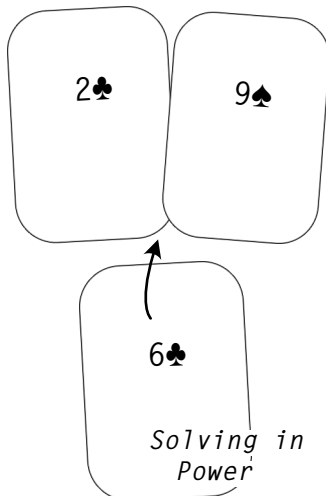
Let's make black suits "Power" cards and red suits "Principle" cards. Choose whether your character is "all Power" or "all Principle."

If you face a color-matching challenge pair aligned with your character, and you solve it with a matching color, you've succeeded along your drive and you can draw one more card in the next encounter, to a maximum of 3.

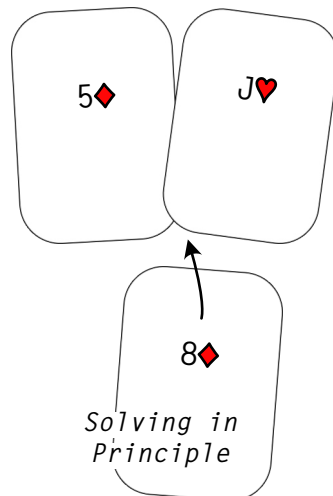
In this example, if you fail with a leftover card of the same color, you've failed along your drive and you draw one less card in the next encounter, to a minimum of 1.

If both happen in the same challenge, draw two as normal. Narrate both incredible success and terrible failure.

Encounter
Challenge in Power



Expectation
Challenge in Principle



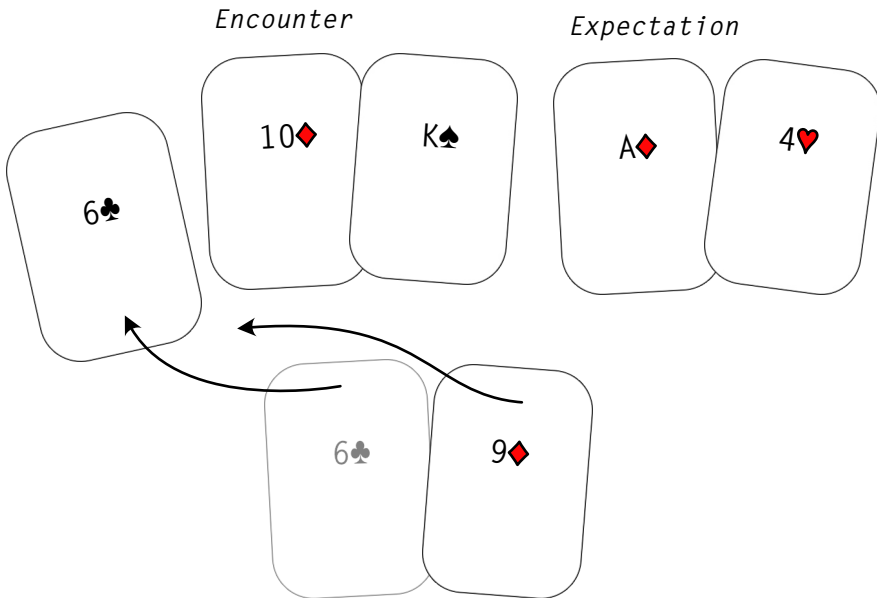
Pushing

Sometimes none of your cards will solve a pair.

You can expand the range of a pair by adding one of your drawn cards to either side of it to create a new pair. Then you can solve it with another card from your hand.

A Push can create a color-match for Power or Principle. If the card equals the value of a challenge card, it can change the color for Power or Principle moves.

A Push must lead to solving the challenge. It's invalid to leave a push unsolved.



Here, neither Encounter nor Expectation are solvable with the player's hand. They have chosen to push the Encounter with a 6♣ so they can solve it with the 9♦. They could also push Expectation with 9♦ and solve it with the 6♣. They can not solve both with this hand!

Card things:

Deal 16 cards to the player as a *Play deck* and keep the other 36 for the *Narration deck*. Scenarios can be played in 9 rounds.

When a challenge is finished, remove all involved cards from play. Discard any unused cards from the player's hand into a discard pile. These can be reshuffled when the play deck runs out.

Encounter and Expectation tracks:

You can use two tracks to follow your progress. Encounter tracks the events you face and overcome or fail, and Expectation tracks your progress with the moral challenges.

Add (+1) to any track successfully solved, and subtract (-1) from any failed track.

Tiers of outcomes at the end of a game for Encounter and Expectation tracks:

- <0 - Terrible or scarring.
- 1-2 - Unsettled, unresolved or ambiguous
- 3-4 - Complicated, silver linings
- 5 - As good as you could hope for

GRANDMOTHER GUIDE

(A POWER & PRINCIPLE GAME)

Needs: Two players, a playing card deck of 52 cards, a notebook and pencil, some time together. Enter with the intention to care for each other as you tell a hard story about running away.

THREE GREAT WIZARDS stole the moon and used its magic to warp the world and lock it in a labyrinth under their castles.

Grandmother, you provided a haven and guidance for your children to give them the best chance for station and dignity that you could. You've played within the bounds of the system and found relative safety. Transgressions within your family risk everything you've built.

Daughter, your infant child was born under the light of a false moon, one of lunar doppelgangers of the wizards' creation. You can no longer imagine your child's future here, nor your own. You've heard of women outside the labyrinth, half-feral mothers raising their young in the wilds. You bundled up your infant child and left the stifling haven of Grandmother's house to find them.

Choose who will be **Grandmother**, and who will be **Daughter**.

Daughter, choose one:

- > You planned to leave for a long time.
You're all Principle.
- > Leaving was impulsive. You had to go.
You're all Power.

Grandmother, deal 16 cards to Daughter for her Play deck. The other 36 cards are your Narration Deck. You'll take narrative lead and explain the world as you understand it, relating everything to your perspective.

For each challenge, draw two sets of two cards. Use your own imagination and the tables for inspiration to describe the *Encounters* and *Expectations*.

Feel free to re-contextualize details through your biases as Grandmother. Invite input from your partner player and give them a world of possibility that's unforgiving of anything outside the norms. Develop a sense of propriety and invent norms around it.

Daughter, you're free to trust or mistrust Grandmother's descriptions of the world. Ask questions for clarification!

Acknowledge the crushing weight of *Expectation*. Savor and celebrate rebellion, but let those wins rub and chafe against the obligation and propriety of the world.

GRANDMOTHER GUIDE tables for inspiration

card	people ♠	places ♣
ace	old friend turned enforcer	Hallowed ground, neglected
two	social rival	place of worship, conformist
three	doppelganger moon	overly tamed nature
four	wizard's enforcer	over-extracted nature
five	wizard evangelist	public punishment
six	propagandist relative	commercialist temple
seven	conforming parent	indoctrination center
eight	bureaucratic official	bureaucratic office
nine	informant	district boundary, border
ten	monster from the wilds	gender enforced space
jack	unsympathetic sibling	status building and ladder climbing
queen	child-hating stranger	class restricted space
king	infant's other parent, estranged	private family owned land

card	Obligations & Social Dynamics ♦	Traits ♥
ace	obligations of station and status	lonely
two	tense interaction above or below station	lost
three	coming of age gala	distorted
four	important rule of etiquette	dangerous
five	legal commitment	transgressing
six	physical appearance expectation	antiquated
seven	burdensome social expectation	brand new
eight	census & self reporting	sacred
nine	holiday with behavior embargo	haute couture
ten	gendered obligation	decaying
jack	social policing expectation	forgotten
queen	motherhood expectations	feared
king	family obligation	judgemental