

LEGENDS & WORLDS

A ONE-HOUR STORYTELLING GAME

SCENE SESSION

Print & Play Edition

Bring a scene from your story. Hand the other roles to your friends. Roll dice. Find out what happens when real people step into a world that only existed in one person's imagination. No screens required.

WHAT'S IN THIS PACKET

1. Quick Rules
2. Setup Guide
3. Narrator Guide
4. Character Sheet (one per player)
5. Scene Sheet (one per game)
6. Quick Reference Card

WHAT YOU NEED

One six-sided die - Pencils - This packet
2 to 5 players plus a Narrator - About one hour

Based on the Scene Session storytelling game by LegendFiction.

This sheet is a fan-made offline play aid.

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Quick Rules

Read this first. It's the whole game.

THE PREMISE

Session is a one-hour storytelling game. The Author brings a scene from their story. Everyone else plays a character in it. The goal isn't to win — it's to find out what happens when real people step into a world that only existed in one person's imagination.

THE THREE SLIDERS

Every character has three sliders. Each slider is set to HIGH, MID, or LOW. You get one of each. Nobody gets all three up.

CHARISMA — Do people trust, like, or want to follow this character? HIGH = doors open. LOW = every bit of trust must be earned.

SKILL — Are they good at what this scene is asking of them? HIGH = they're in their element. LOW = they're out of their depth.

DRIVE — Do they push toward things, or do things happen to them? HIGH = they act first. LOW = they need a reason to move.

ROLLING THE DIE

When a player tries something uncertain, they roll one six-sided die. First they name which slider applies — Charisma, Skill, or Drive — and explain how.

SLIDER	ROLL NEEDED	ODDS
HIGH	3 or more	4 in 6
MID	4 or more	3 in 6
LOW	5 or more	2 in 6

THE SECRET

Every character is hiding something. A line they'd never cross. When the scene presses on it, the player doesn't just roll — they have to answer in character. The Secret holds. Always.

THE SHAPE OF PLAY

The Narrator opens the scene, describes the world, and asks: what do you do? Players speak as their characters. They roll when something is uncertain. Drop a beat every fifteen minutes. End within one hour. Then debrief — out of character — about what just happened.

Setup

Twenty minutes of prep. One hour of play.

1. PICK YOUR AUTHOR

One person is the Author. They bring the scene — a moment from a story they're working on, or a setting they want to test. The Author also runs the game as Narrator.

2. GATHER YOUR PLAYERS

You want 2 to 5 other players. Each one will play a character in the Author's scene. Sit somewhere quiet. One hour, uninterrupted.

3. PRINT THE PACKET

Print one copy of the Quick Rules, the Narrator Guide, the Quick Reference Card, and the Scene Sheet. Print one Character Sheet per player. Hand them out.

4. AUTHOR FILLS THE SCENE SHEET

Before play starts, the Author writes down: where the scene is, what's happening when the players arrive, what each character wants, and three beats they could drop in. (See Scene Sheet.)

5. PLAYERS BUILD CHARACTERS

Each player takes a Character Sheet. They name their character, circle one HIGH, one MID, and one LOW across the three sliders, and write down a Secret that character would never reveal.

6. READ THE QUICK RULES OUT LOUD

Take three minutes. Read the rules page out loud as a table. Make sure every player knows: name the slider, then roll the die.

7. OPEN THE SCENE

Set a timer for one hour. The Narrator describes where everyone is, what they see, and asks: what do you do? Play.

8. DEBRIEF

When the hour ends, stop. Talk about what happened — out of character. What surprised you? What did the Author learn about their world?

Narrator Guide

How to run the scene without breaking it.

The Narrator (usually the Author) holds the world steady while everyone else explores it. You're not against the players. You're the camera, the weather, and the people they haven't met yet.

OPEN STRONG

Describe the place in three sentences. Name what each player character can see, hear, and smell. End with a direct question: what do you do?

ASK BEFORE YOU ROLL

Don't call for a roll until you know which slider applies. Make the player name it. 'Are you charming the guard or pushing past them? Charisma or Drive?' That naming is half the game.

DROP A BEAT EVERY FIFTEEN MINUTES

Time gets soft in scenes. About every quarter hour, push the story: a new arrival, a sound from the next room, a clock running out. You wrote three beats on the Scene Sheet. Use them.

PRESS THE SECRETS

Decide if the secrets are public or private to each character. Usually it's better that they're private, because they affect motivation and decisions. Share each secret with each character player privately.

LET FAILURES MATTER

A failed roll isn't 'nothing happens.' It's 'something else happens.' The guard isn't fooled — and now he's looking at you. Move the scene; never stall it.

END ON TIME

When the hour is up, find the next clean line and stop. A scene doesn't need a resolution to be a good scene. Cut to black.

DEBRIEF MATTERS

After play, ask: what surprised you? What did your character almost do? What does this tell the Author about their world? Five minutes here is worth the whole hour.

Character Sheet

One per player. Fill in by hand.

CHARACTER NAME _____ PLAYED BY _____

PRONOUNS _____ ROLE IN THE SCENE _____

SLIDERS - CIRCLE ONE PER ROW (one HIGH, one MID, one LOW total)

CHARISMA *Trusted, liked, followed.*

HIGH	MID	LOW
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SKILL *Good at what this scene asks.*

HIGH	MID	LOW
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DRIVE *Pushes; doesn't wait.*

HIGH	MID	LOW
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THE SECRET *(a line this character will not cross)*

WHAT THEY WANT IN THIS SCENE

LOOK & VIBE *(how they walk in, how they sound)*

NOTES DURING PLAY

Scene Sheet

Author fills this out before play. Keep it hidden.

SCENE TITLE _____ AUTHOR _____

WHERE & WHEN *(setting, time of day, weather, mood)*

WHAT'S HAPPENING WHEN THEY ARRIVE

CAST - WHO IS IN THE SCENE *(player characters and key NPCs)*

NAME	WHAT THEY WANT IN THE SCENE

THREE BEATS *(drop one about every 15 minutes)*

1. _____
2. _____
3. _____

POSSIBLE ENDING / CUT-TO-BLACK MOMENT

Quick Reference

Keep this in the middle of the table during play.

THE LOOP

1. Narrator describes.
2. Player says what they do.
3. If uncertain — name a slider, roll one die.
4. Narrator describes the result.
5. Repeat.

DICE

SLIDER	NEED	ODDS
HIGH	3+	4 in 6
MID	4+	3 in 6
LOW	5+	2 in 6

SLIDERS CHEAT

- CHARISMA** — *trust, charm, lead*
SKILL — *competence, craft*
DRIVE — *push, act first*

NARRATOR BEATS

Every 15 minutes drop one:

- Someone arrives.
- A clock starts ticking.
- A truth slips out.
- The setting shifts.
- A choice gets forced.

ON A FAILED ROLL

Never say 'nothing happens.'

Say 'something else happens.'

- A new problem.
- An unwanted witness.
- A cost paid.

Move the scene. Don't stall.

THE SECRET

Every character is hiding something.

END THE HOUR

When the timer ends, find the next clean line and cut to black.

Then debrief out of character.

DEBRIEF PROMPTS

- What surprised you?
- What did your character almost do?
- What did the Author learn about their world?