



Chuubo's Marvelous Wish Granting Engine



Which Issue Should I Give?

	"That was pretty laid-back."	+1 to  Something to Deal With
	<i>Head-desk. Pause. Head-desk.</i>	+1 to  a Complex
	"This path that you are on... might be the wrong path."	+1 to  Vice
	"Doing ordinary stuff, huh?"	+1 to  a Calling
	"This is so mean to you guys."	+1 to  It Never Stops!
	"You guys are very active."	+1 to  Over Your Head
	"Suspense! Doom! Action!"	+1 to  being a Hero
	"I'm... intrigued."	+1 to  Mystery
	"This is a pretty big deal."	+1 to  Trust
	"...You're in trouble."	+1 to  Sickness



Calling



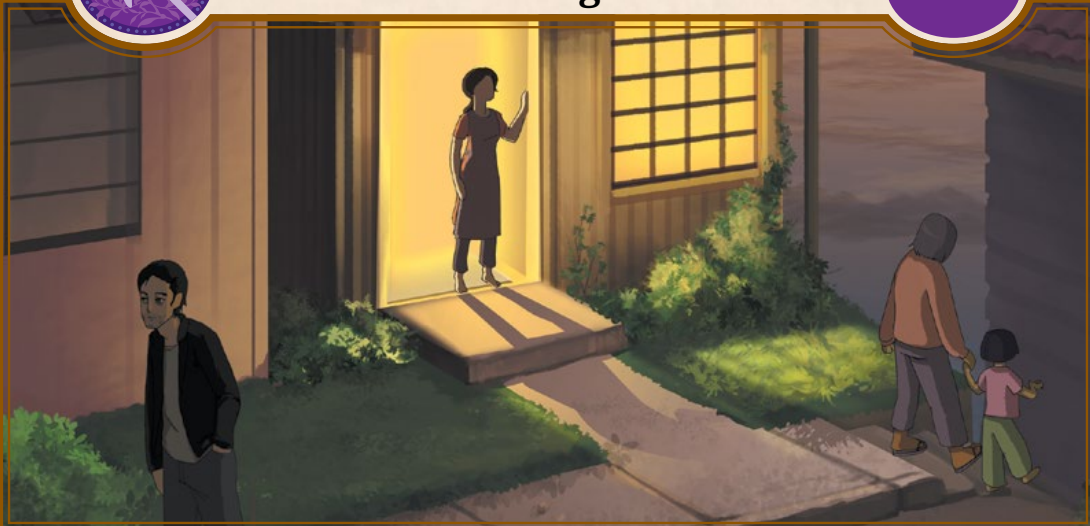


You feel like there's something you need to do, but you're not sure what. You've forgotten, or you haven't figured it out yet, or all the pieces haven't come together yet for you to act.



Calling 1

+1 MP





Calling

2



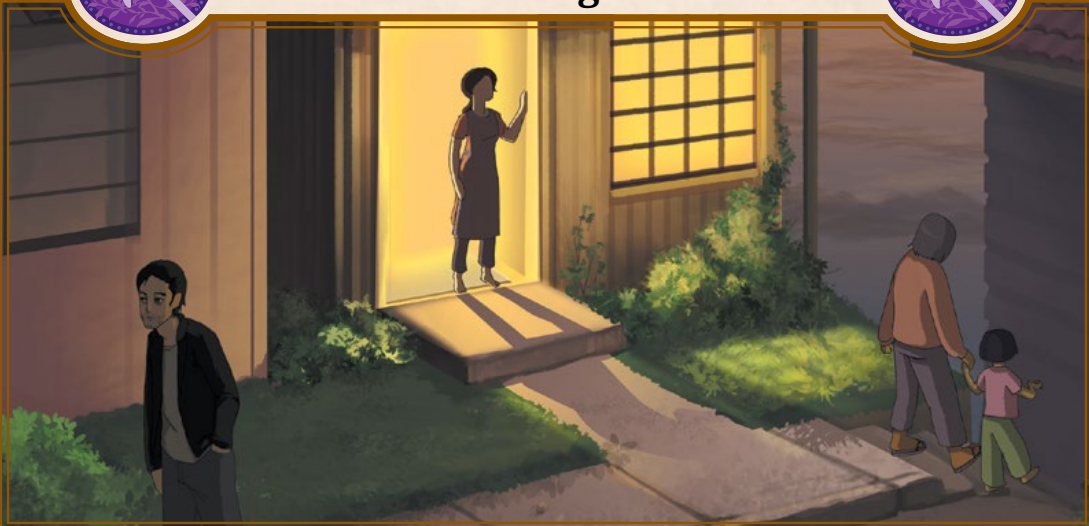
There's something wrong somewhere.
You feel like there's something you need to do,
something you've forgotten or haven't figured out.

Maybe if you talked about it to your friends?

Took a second look at your priorities
and your routine?



Calling 2



The background is a light purple gradient. It features several large, semi-transparent gears. One gear on the left has a central circle with a cross-like shape. Another gear on the right has a central circle with a cross-like shape. There are also floral motifs, including a large one at the top center and several smaller ones at the bottom. A central dark purple circle contains the word "Calling".

Calling

The corners of the page are decorated with small, square, geometric patterns. At the bottom left, there is a circular icon with a gear and a plant. At the bottom right, there is a circular icon with the number 3.

3

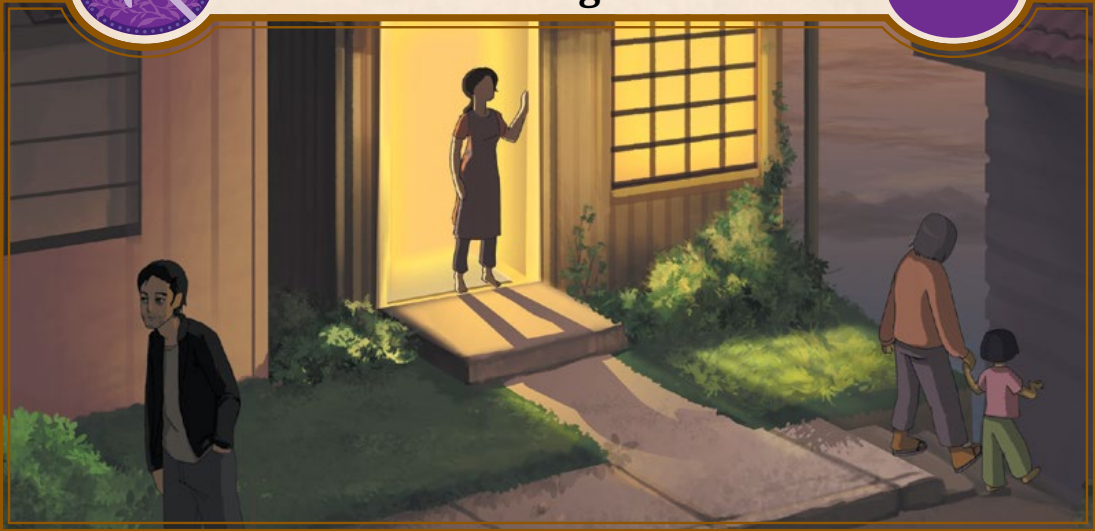


To hear your heart more clearly:
connect with others &
do the things you love.



Calling 3

+1 MP



The background is a solid purple color. In the center, there is a dark purple circular area containing the word "Calling". Surrounding this central area are several decorative elements: two large, interlocking gears (one on the left, one on the right) in a lighter shade of purple; a large, stylized floral motif at the bottom; and four smaller, ornate circular frames in the corners, each containing a different design (a gear, a floral pattern, a star, and a number).

Calling

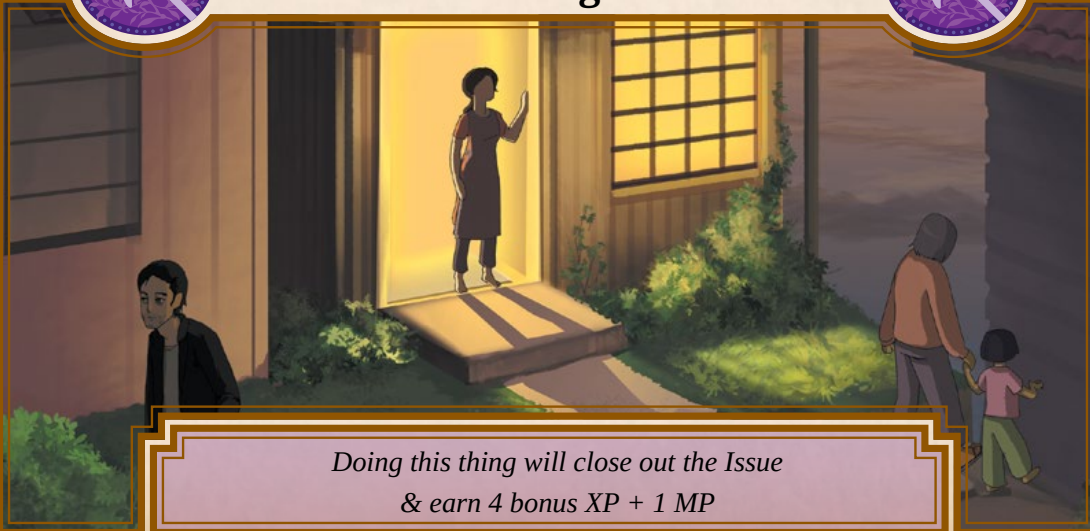
4



You know what went wrong with the world
&
You know what it is you have to do.



Calling 4



*Doing this thing will close out the Issue
& earn 4 bonus XP + 1 MP*



Calling

5



You know what went wrong
&
You know what it is you have to do.



Calling 5

+1 MP



*Doing this thing will close out the Issue
& earn 4 bonus XP + 1 MP*



Complex





Sometimes you get a little bit too excited,
distracted, or weird.



Complex 1

+1 MP





Complex





Sometimes, *even when not indulging your other Complexes*, you get a little bit too excited, distracted, or weird.

Is there something else going on?



Complex 1'

+1 MP



For your second, third, etc. Complex



Complex



There's something you are
not doing enough about.

You have to try harder. Don't give up!

Say something like that to yourself, or even out loud, right now. "I have to try harder on *[[this thing, whatever it is.]]* It'll be OK if I work harder."

Complex 2





Complex



Here's your Issue



...but you have a plan. Did it fail? Come up with a new plan. Keep going. You just have to make it to Complex 4 and everything will definitely,

definitely
work out OK.



Complex 3

+1 MP





Complex



4



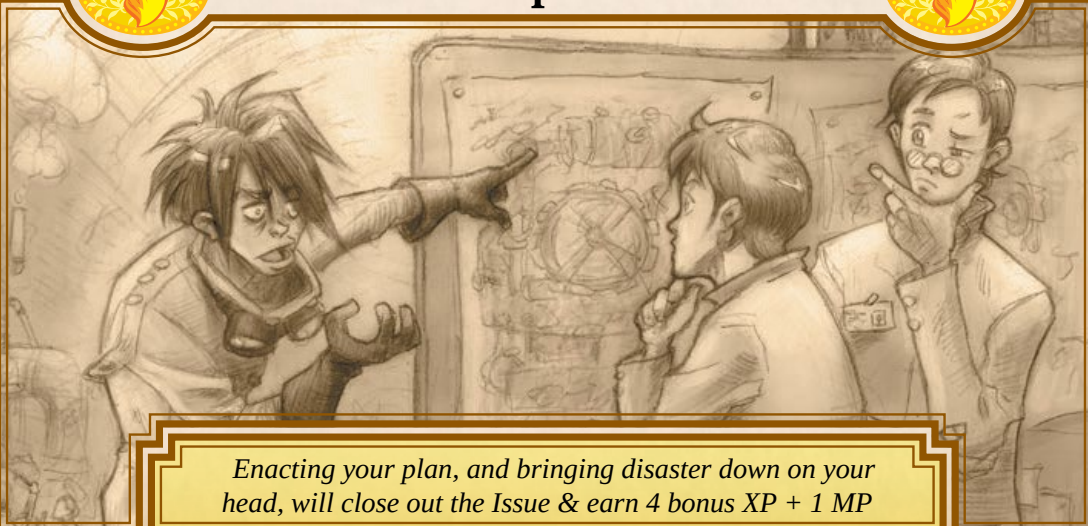
Here's your Issue

...but you have a plan.

...come on, world, just this once, just let it *work!*



Complex 4



Enacting your plan, and bringing disaster down on your head, will close out the Issue & earn 4 bonus XP + 1 MP



Complex



5



You know what you absolutely, positively can't
let happen.

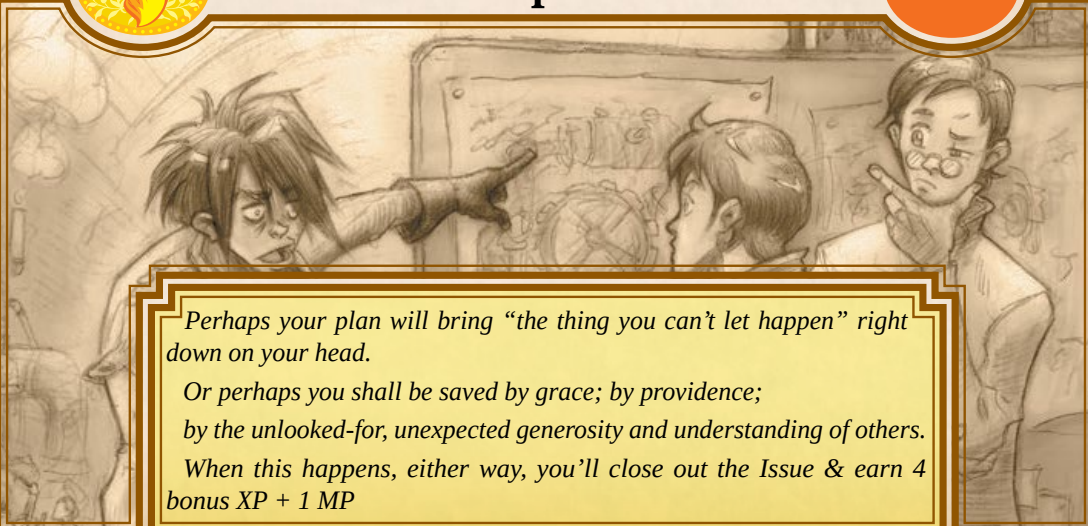
You have a new, improved plan.

It'll work. It will work. It's your last shot. *It has to.*



Complex 5

+1 MP



Perhaps your plan will bring “the thing you can’t let happen” right down on your head.

*Or perhaps you shall be saved by grace; by providence;
by the unlooked-for, unexpected generosity and understanding of others.*

*When this happens, either way, you’ll close out the Issue & earn 4
bonus XP + 1 MP*



(becoming a) Hero





There's more to you than this. You haven't shown
your full strength and power yet.



Hero 1

+1 MP





(becoming a) Hero

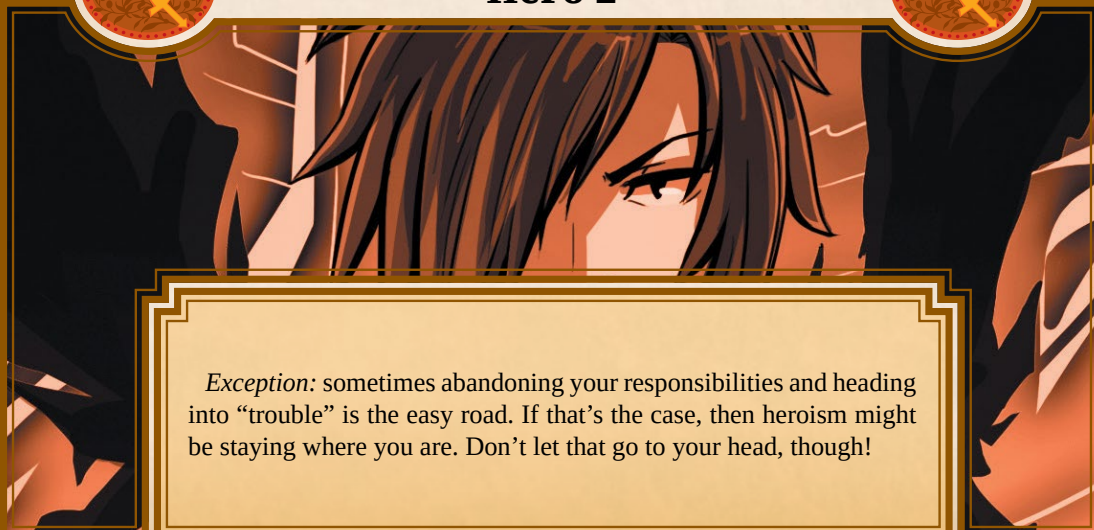




You're a hero. When there's trouble, head in that direction.



Hero 2



Exception: sometimes abandoning your responsibilities and heading into “trouble” is the easy road. If that’s the case, then heroism might be staying where you are. Don’t let that go to your head, though!

The background is a warm orange color. At the top center is a red oval with a dotted border containing a brown floral pattern and a yellow sword icon. Below this are two large, interlocking orange gears. The text "(becoming a) Hero" is centered over the gears. The bottom corners feature circular icons: a gear with a tree on the left and a circle with the number 3 on the right. Stylized floral and leaf motifs are scattered throughout the background.

(becoming a) Hero

3



You have named your enemy—

—and you are afraid.



Hero 3

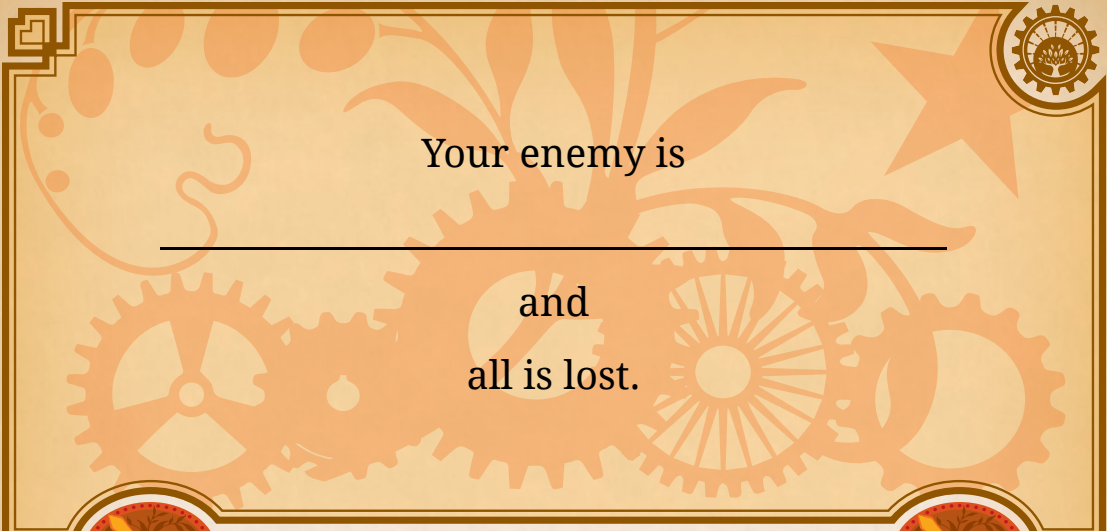
+1 MP



The background is a warm orange color. At the top center, there is a circular emblem with a red border and a dark brown interior featuring a floral pattern. A yellow sword is crossed over this emblem. Below the emblem are two large, interlocking orange gears. The text "(becoming a) Hero" is centered over the gears. At the bottom left is a circular emblem with a gear border and a dark brown interior featuring a floral pattern. At the bottom right is a circular emblem with a dark brown interior and a white border, containing the number "4". There are also several orange stars and floral motifs scattered throughout the background.

(becoming a) Hero

4

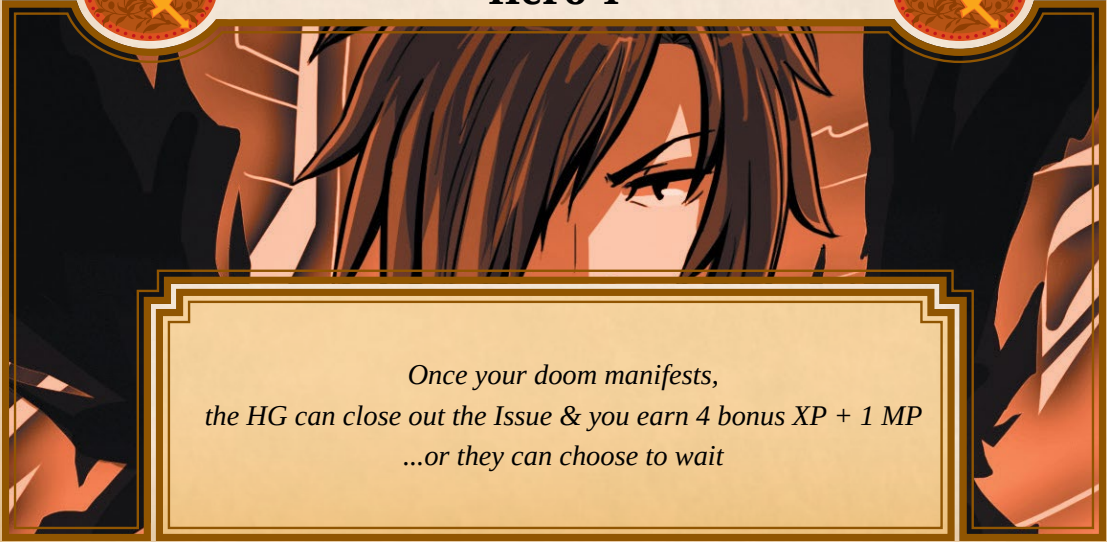


Your enemy is

and
all is lost.



Hero 4





*Once your doom manifests,
the HG can close out the Issue & you earn 4 bonus XP + 1 MP
...or they can choose to wait*

The background is a warm orange color. It features several large, interlocking gears in a lighter shade of orange. Overlaid on these gears are stylized floral and vine motifs in a darker orange. At the top center, there is a circular emblem with a dark brown background, a red dotted border, and a yellow sword with a red hilt. In the bottom left corner, there is a circular emblem with a gear-like outer ring and a central floral design. In the bottom right corner, there is a circular emblem with a dark brown background and a large white number 5.

(becoming a) Hero

5




All is lost.
OMG WTF BBQ



Hero 5

+1 MP



*Also,
you're out of bubblegum*



Hollow





Who are you, really?



Hollow 1

+1 MP





Hollow





Would anyone even notice if you were gone?



Hollow 2



The background is a light beige color. In the center, there are two large, interlocking grey gears. Overlaid on these gears are several decorative elements: a dark blue oval at the top with a white star and a curved arrow, a large white star at the bottom right, and a smaller white star at the bottom center. There are also stylized floral and leaf motifs in white and dark blue. The entire design is framed by a brown border with decorative corner pieces.

Hollow

In the bottom left corner, there is a circular icon with a brown border. Inside, there is a gear with a stylized plant or tree in the center. In the bottom right corner, there is a circular icon with a brown border. Inside, there is a dark blue circle with a large white number 3.

3

*It's OK if all there are is shadows. You can decide to
care about shadows.*

*It's OK if you're not real, if this isn't real,
if this is all you get.*

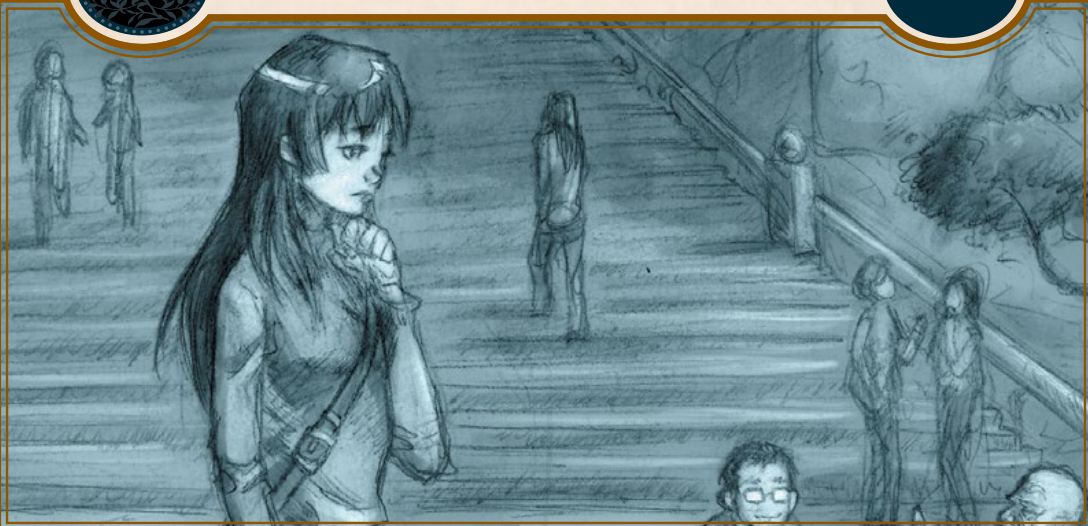
If, I mean, if...

I mean, that's allowed to be OK.



Hollow 3

+1 MP



The background is a light gray with a large, faint gear in the center. Surrounding the gear are four ornate floral motifs, each containing a cluster of berries. A dark blue oval with a dotted border and a white star is positioned at the top. The word "Hollow" is written in a dark blue serif font in the center. In the bottom left corner is a circular emblem with a gear and a plant. In the bottom right corner is a circular emblem with a blue background and a white number 4.

Hollow

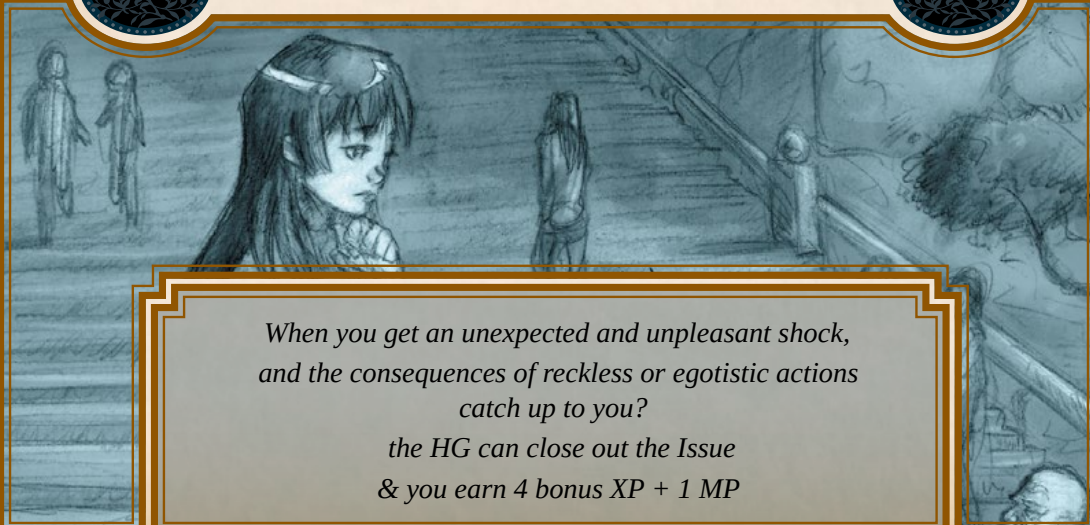
4



Nothing in this meaningless world can really hurt
you, anyway.



Hollow 4



*When you get an unexpected and unpleasant shock,
and the consequences of reckless or egotistic actions
catch up to you?*

*the HG can close out the Issue
& you earn 4 bonus XP + 1 MP*

The background is a light gray with a large, faint watermark of two interlocking gears. Overlaid on the gears are several decorative elements: a dark blue oval with a floral pattern and a white star with a comet-like tail at the top center; four white floral motifs in the corners; a large white star at the bottom right; and a smaller white star at the bottom center. The entire design is framed by a brown border with decorative corner pieces.

Hollow

The bottom corners feature two circular icons. The bottom-left icon is a brown gear with a floral motif inside. The bottom-right icon is a blue circle with a brown border containing the number 5.

5

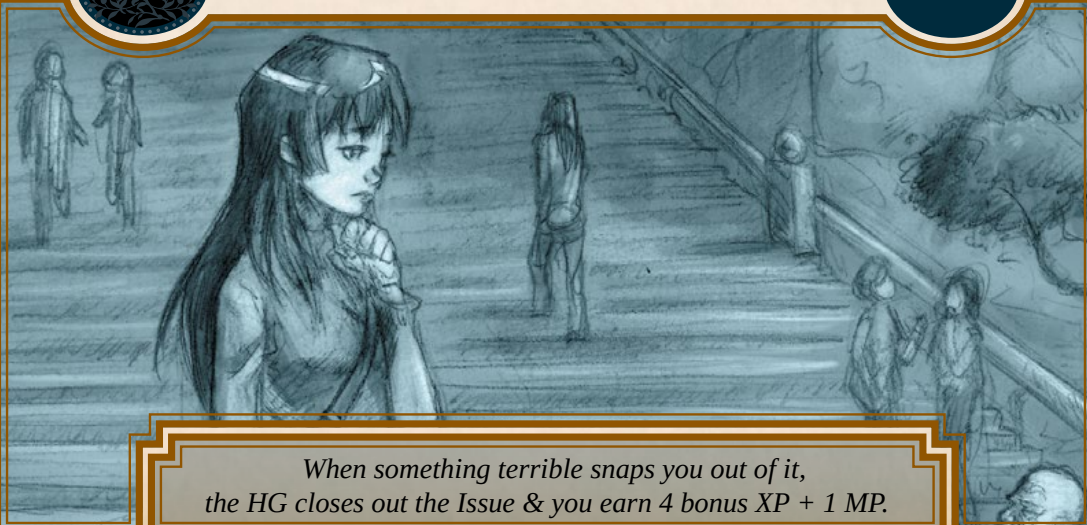


It doesn't even matter anyway.



Hollow 5

+1 MP



*When something terrible snaps you out of it,
the HG closes out the Issue & you earn 4 bonus XP + 1 MP.*



Illusion



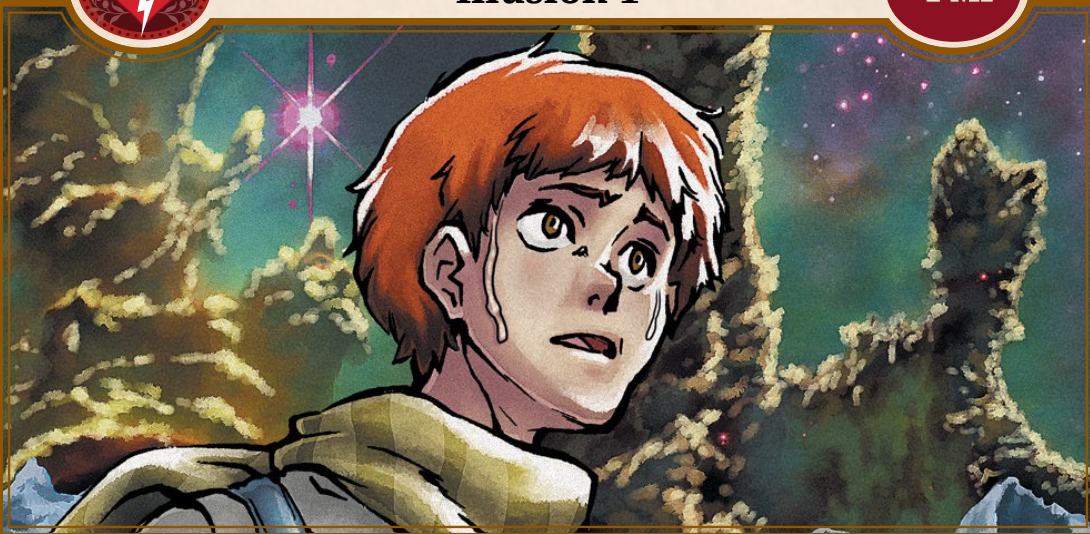


How does this stuff *even happen?*



Illusion 1

+1 MP





Illusion





There's something wrong here.

Don't try to name it yet. Just... watch for it. Catalogue the little details that don't match up, the things that don't seem to make sense.

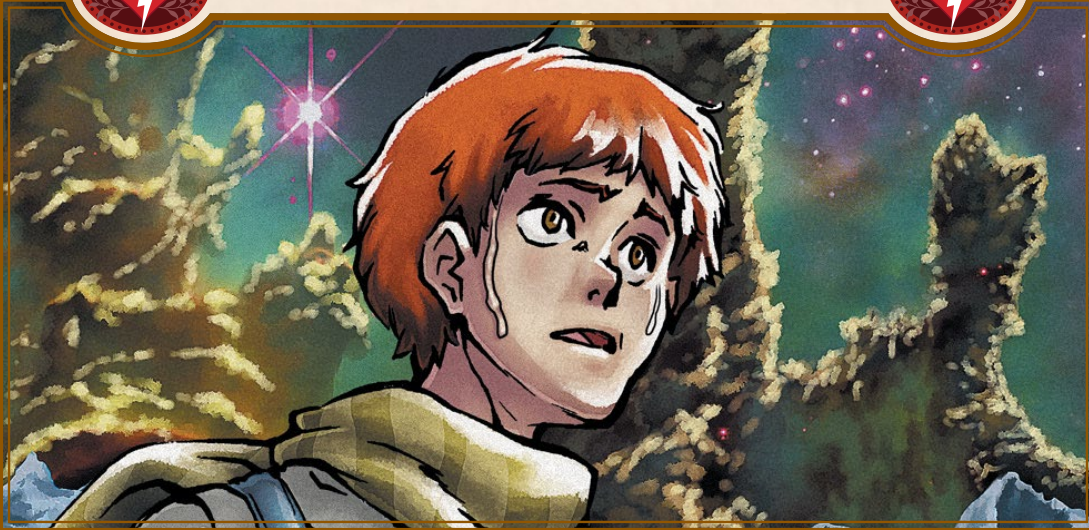
Listen to people's narratives for things.

Where are they lying to you?

Don't trust the HG's descriptions. I mean, mostly trust them. They're mostly good. But somewhere there is a single deceit.



Illusion 2





Illusion



3





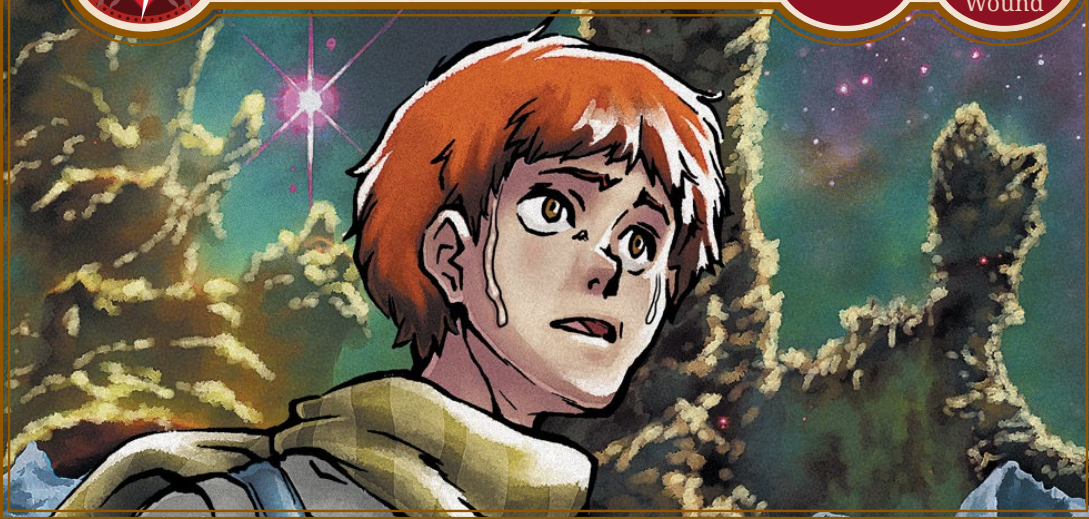
This is not real.



Illusion 3

+1 MP

**+1
temporary
Serious
Wound**





Illusion

4



The *skandhas* arise from our sense-perceptions. The...
heaps and piles of our ideas.

We know things and, knowing them, deceive ourselves:
And become ignorant.

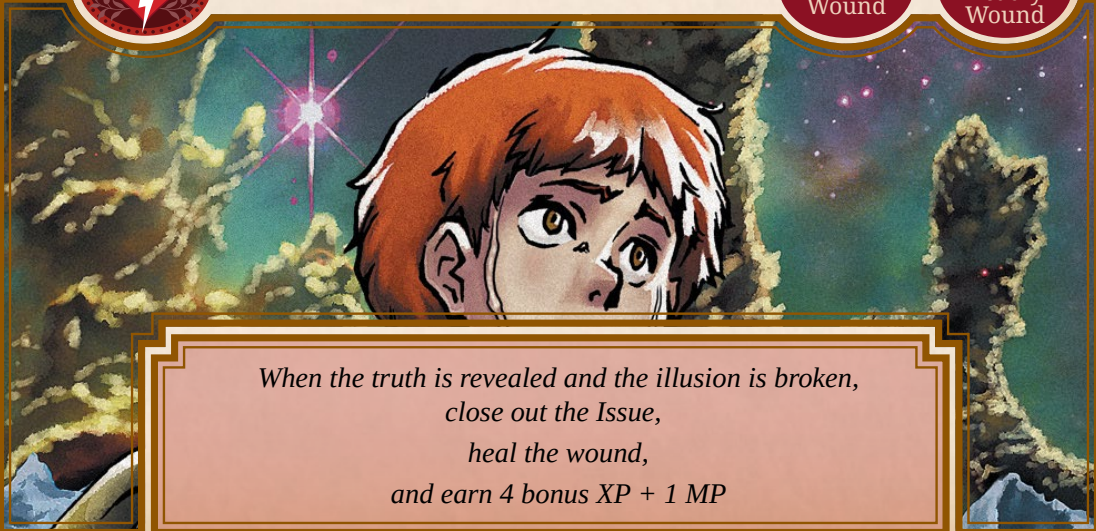
If you wish to lie to someone, show them a truth. Then
they will draw their own conclusions, and be deceived.



Illusion 4

-1
Serious
Wound

+1
temporary
Deadly
Wound



*When the truth is revealed and the illusion is broken,
close out the Issue,
heal the wound,
and earn 4 bonus XP + 1 MP*



Illusion

5



You are no longer playing your character, so this card is OOC.

Talk to the HG about a time frame—something that works in the game, something that puts pressure on them but doesn't screw them over. Single-player game? 10 minutes. Crowd of 8 players with a lot of stuff going on? 60-90 minutes. Forum game? Maybe a week and a half. Forum game where you're having fun playing your alternate character? It could be as much as two months.

But there is a time frame, and since you're OOC it's even a RL one.

A clock is ticking.

Something shattering is going to happen to the illusion of your character, and your own character is going to return, when that clock's metaphorical alarm goes off. At that point, you'll also get 4 XP and an MP and the Issue'll resolve.



Illusion 5

-1
Deadly
Wound

+1
Defeated

+1 MP





Isolation





You are not alone. You're not lost. You're not messed up.

Are you?



Isolation 1

+1 MP





Isolation





Sometimes you think people don't really get you.

*Like, you're not there; like, you don't matter;
like, you're a ghost.*



Isolation 2





Isolation





You're surrounded by beautiful people. Beautiful things.

And then there's you.

*It's stupid, isn't it? To feel so insecure. But you're just
not cool. Not like them.*



Isolation 3

+1 MP





Isolation

4

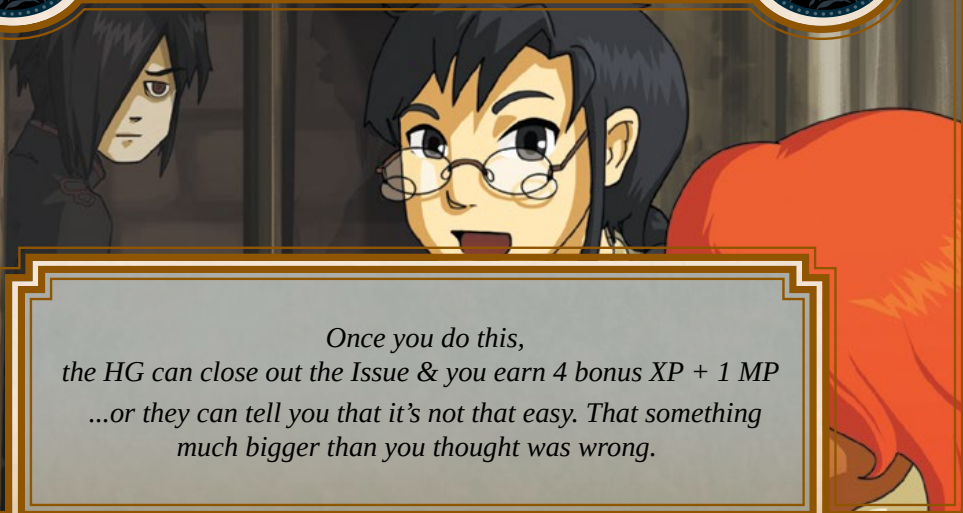


You can't handle everything alone. You're going to have to be a burden to someone. Dang it.

The HG will give you an opportunity to reach out...



Isolation 4



*Once you do this,
the HG can close out the Issue & you earn 4 bonus XP + 1 MP
...or they can tell you that it's not that easy. That something
much bigger than you thought was wrong.*



Isolation

5



You are lost, until a miracle comes.



Isolation 5

+1 MP



*When a miracle breaks through your emptiness,
the HG closes out the Issue & you earn 4 bonus XP + 1 MP.*



It Never Stops!





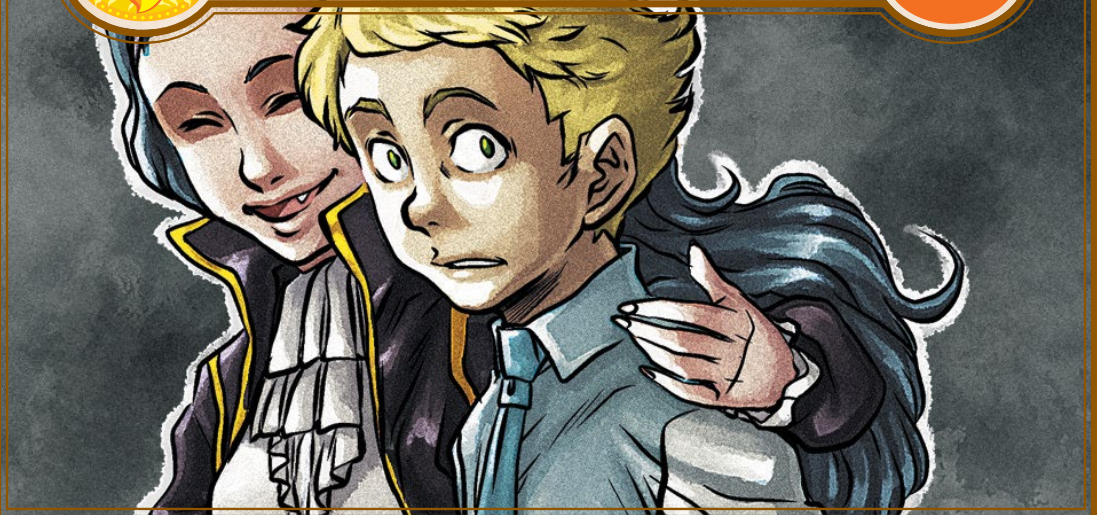
There's some over-the-top stuff going on.
It makes it harder to just relax and be yourself.

But you can handle it. You can stay cool.
You can just, you know, help a little, or be a little
rebellious or snarky, or explain carefully why
you don't want to be involved,
and then you're done, bam, in, out, simple,
and you can go back to being you.



It Never Stops! 1

+1 MP





It Never Stops!

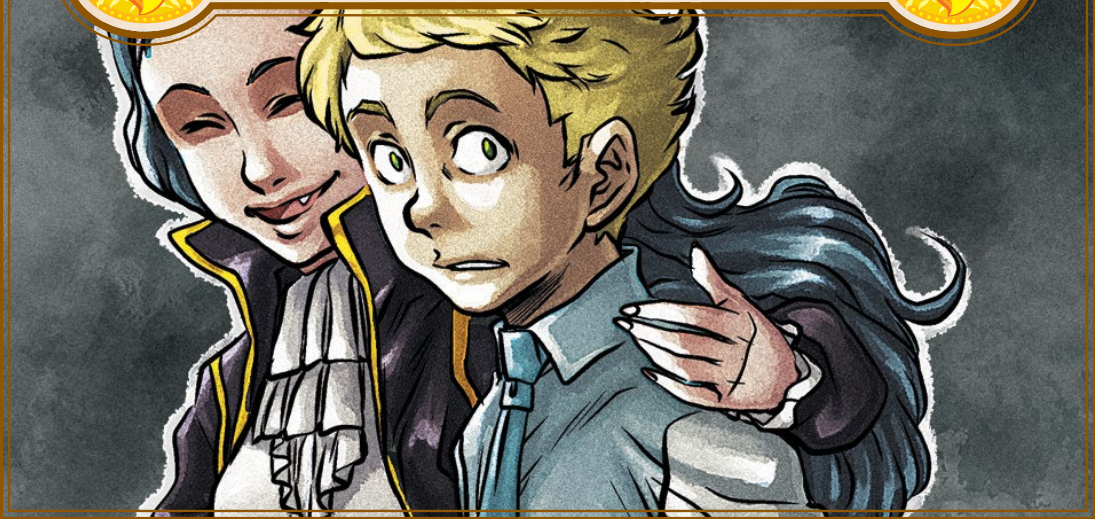




OK, maybe you've made some commitments.
Maybe they're getting a little tough to keep.
But if you just stay focused, you know, stick to
what really matters, and keep moving forward,
you'll totally resolve the whole thing soon.
Everything is going to be fine.



It Never Stops! 2





It Never Stops!



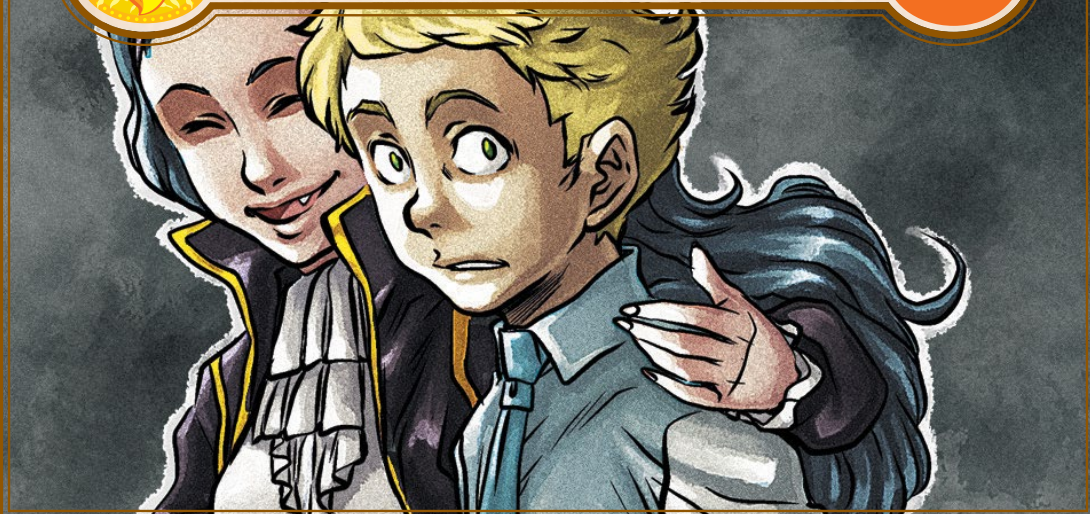


Just hang on a little longer.
A little longer, and it'll all be over.



It Never Stops! 3

+1 MP





It Never Stops!



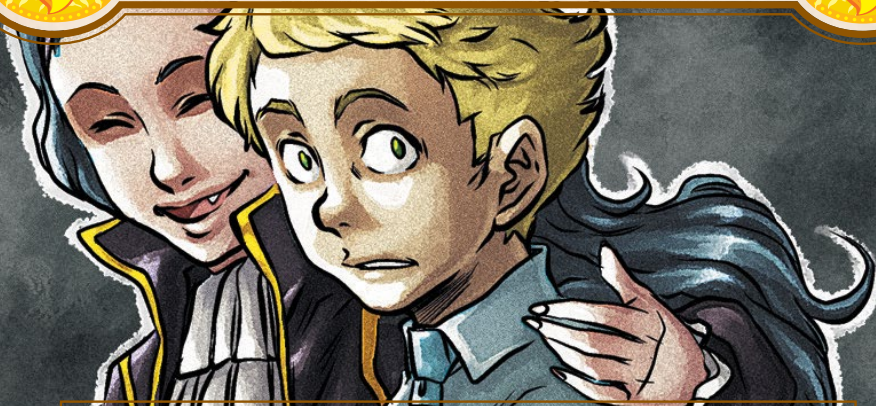


You've changed.

You need to mark and express that change somehow so you can get your head around it.



It Never Stops! 4



When you've done this, you'll close the Issue and receive 4 XP + 1 MP... or it'll blow up in your face, and you'll move on to level 5.

The background is a vibrant yellow. In the center, two large, interlocking gears are depicted in a lighter yellow shade. Overlaid on these gears is a stylized flame in shades of orange and red, contained within a circular frame decorated with a floral pattern. The entire scene is framed by a dark yellow border with decorative corner elements. In the bottom left corner, there is a circular emblem featuring a gear and a tree. In the bottom right corner, there is a circular emblem with the number 5. The text "It Never Stops!" is written in a red, serif font across the middle of the image.

It Never Stops!

5



You've changed. *Really* changed.

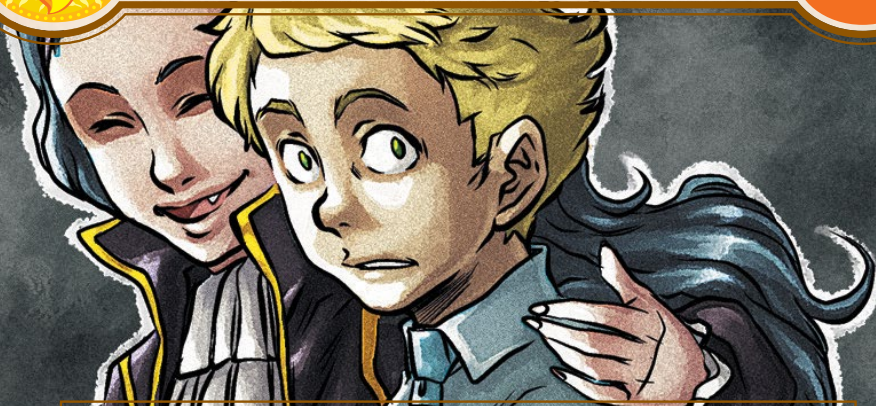
You are not who you've been.

You need to do something to mark and express that change so you can get your head around it.



It Never Stops! 5

+1 MP



When you've done this,
you'll close this Issue and receive 4 XP + 1 MP.



Mystery





There's some mystery about you, or some mystery that you'll have to face. What is it?



Mystery 1

+1 MP



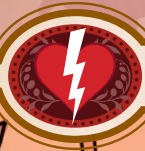


Mystery





A lot of what's going on with you and around you—it's all connected. It's all connected back to this one mystery. Is there something that you're keeping secret? Or is it something that's being kept from you?



Mystery 2





Mystery





To move forward
look for omens and signs;
listen to stories &
trust your own reactions to events



Mystery 3

+1 MP





Mystery

4



You know what you have to do, don't you? Right?

And you know what it will mean?



Mystery 4



*Doing this thing will close out the Issue &
earn 4 bonus XP + 1 MP*



Mystery

5



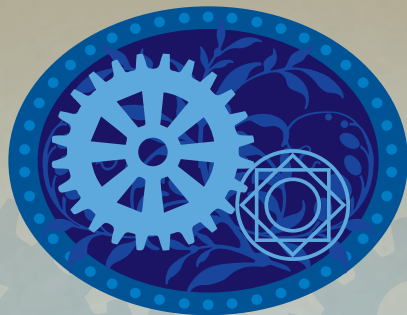
The mystery is deep but...
You still know what you have to do, right?
And what doing that will mean?



Mystery 5

+1 MP

Doing “what you have to do” will close out the Issue &
earn 4 bonus XP + 1 MP



(in) Over Your Head



You're starting to get a sense of what's going on here. You're building a picture in your head, even if it's hard to put it into words. But there's a problem.

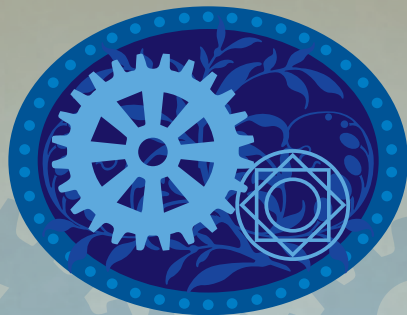
Something isn't right.

There's something here that just... doesn't... fit.

Over Your Head 1

+1 MP





(in) Over Your Head



No. No, no, *no*.

There's something you've forgotten. Something you've overlooked. Something that isn't right. This isn't what's supposed to be happening.

Look around you.

This isn't right. This isn't what's supposed to be happening. It's a betrayal. Even if things *look* like they're going well, *this isn't right*. You're going to have to figure out what to do, what to change, who to trust—

And fast, because your instincts are warning you that this could all go *wrong*.

Over Your Head 2





(in) Over Your Head





To fix this, you're going to need your power.
You're going to need your genius.
But most of all, you're going to need to trust.
People are good. The world is good.
It will be OK.



Over Your Head 3

+1 MP





(in) Over Your Head

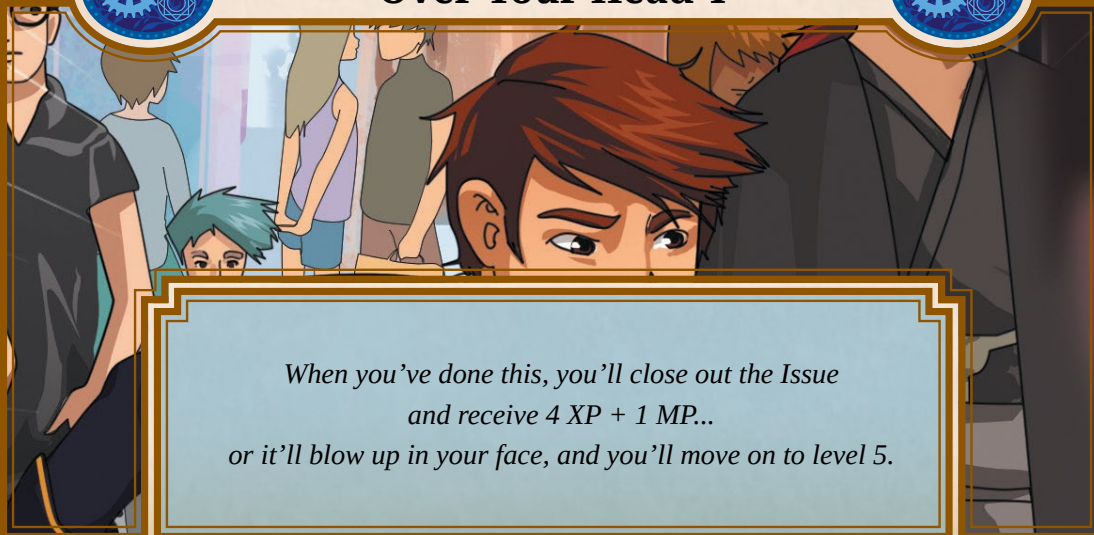




You've had a brilliant idea
&
You know how to test or implement it.



Over Your Head 4



*When you've done this, you'll close out the Issue
and receive 4 XP + 1 MP...
or it'll blow up in your face, and you'll move on to level 5.*



(in) Over Your Head



5



You've had an even better idea.

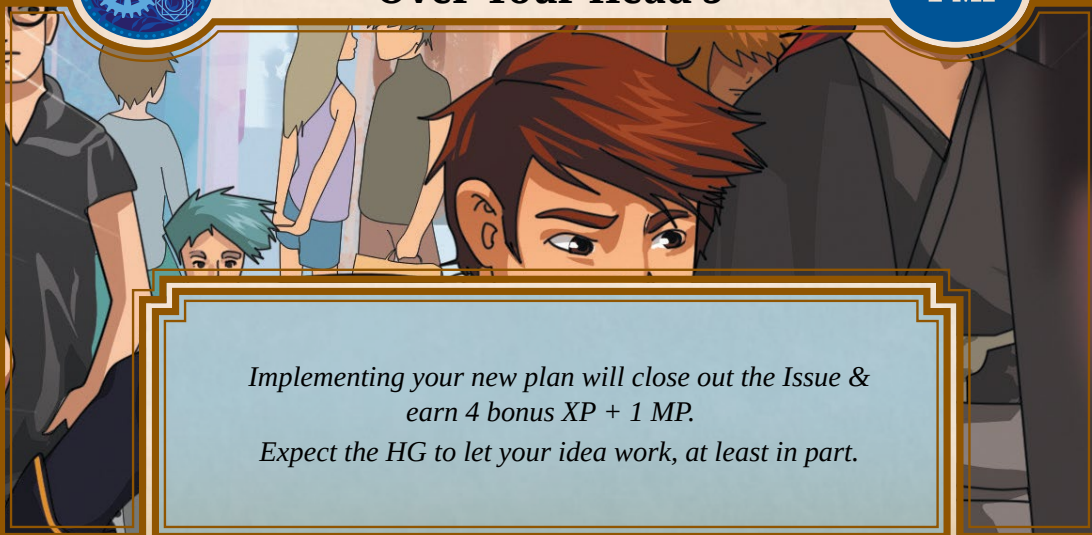
This—

This is going to be *beautiful*.



Over Your Head 5

+1 MP



Implementing your new plan will close out the Issue &
earn 4 bonus XP + 1 MP.

Expect the HG to let your idea work, at least in part.



Sickness





You feel kind of messed up. It's harder than usual to just be happy and have fun. It's harder than usual to cope with the little stuff.

Life's wearing you out.



Sickness 1

+1 MP





Sickness

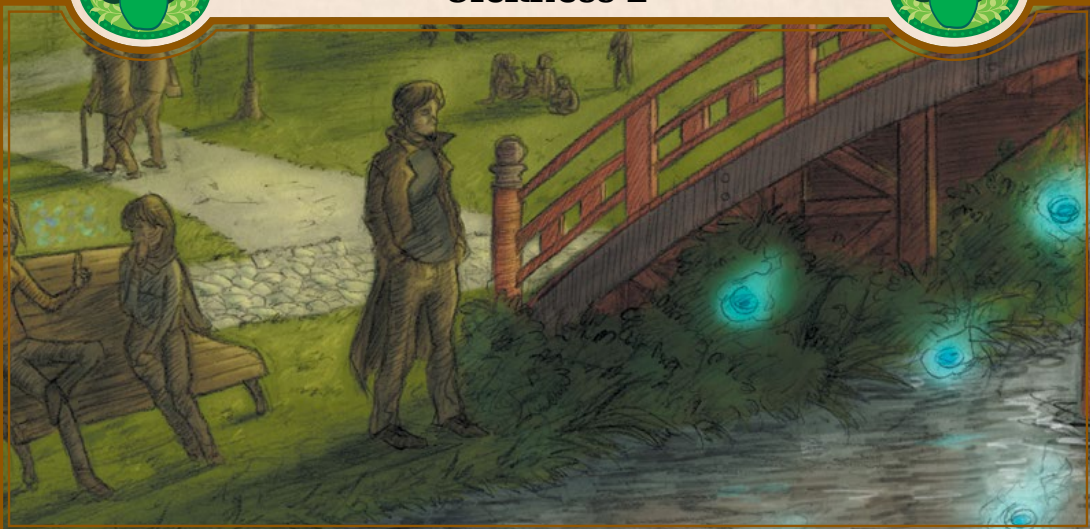




It's like the world has it in for you. It's like it won't *let* you climb out of this pit you're in. You are losing the sense you used to have of who you are and what you want to be.



Sickness 2





Sickness





There's something that you can't give up. Remember?

But it's not like that'll save you.

You have so many other things to lose....



Sickness 3

+1 MP





Sickness





This is done now. You are your own person
now. You are going to fight.

It doesn't matter what it is. Mind control?
Possession? Vampirism? Peer pressure?
A really bad flu?

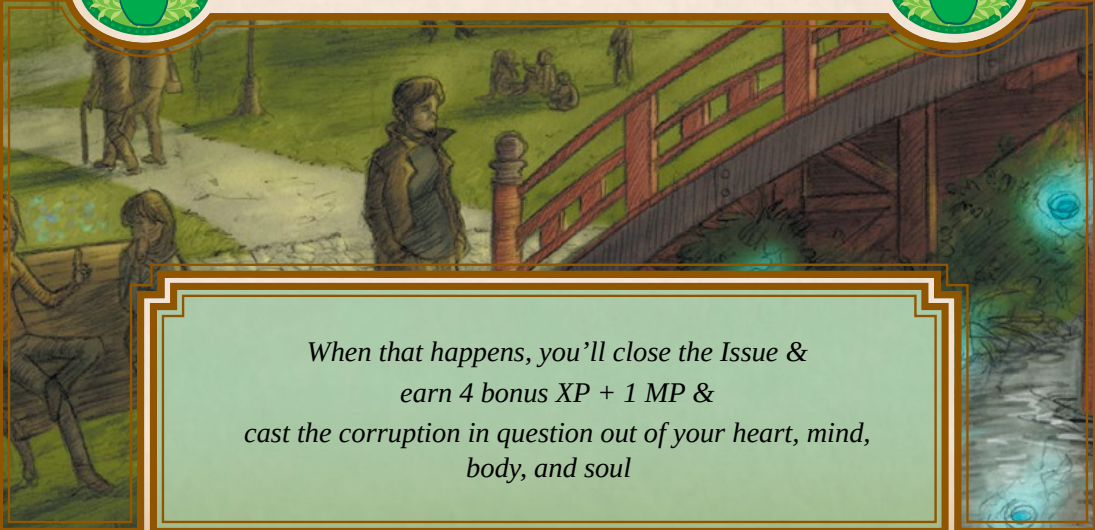
The next time it shows its ugly head,
you're going to take it down.



Sickness 4



*When that happens, you'll close the Issue &
earn 4 bonus XP + 1 MP &
cast the corruption in question out of your heart, mind,
body, and soul*





Sickness

5

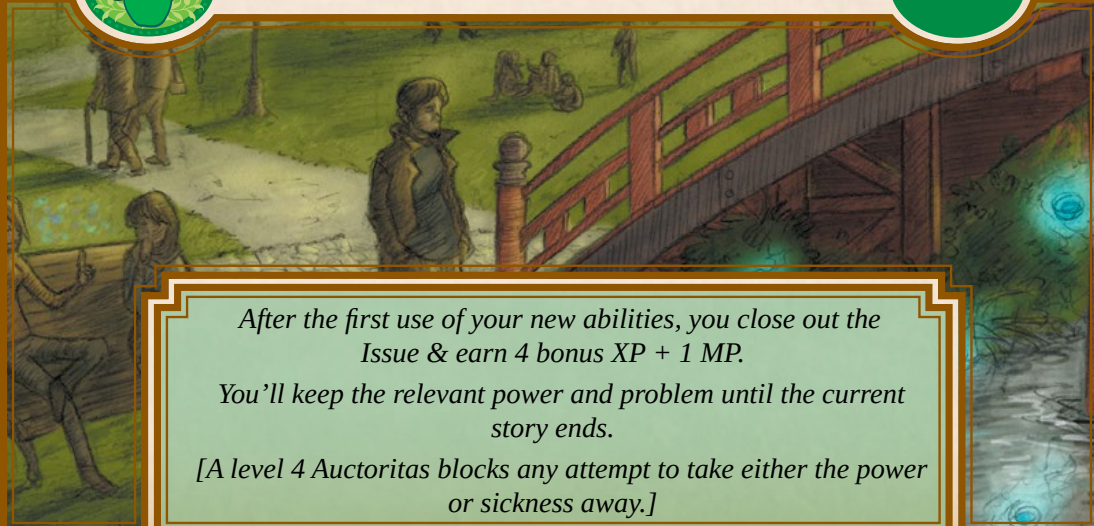


Why, if you accept this, it isn't really
all that bad....



Sickness 5

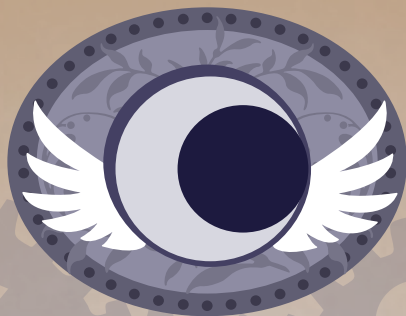
+1 MP



*After the first use of your new abilities, you close out the
Issue & earn 4 bonus XP + 1 MP.*

*You'll keep the relevant power and problem until the current
story ends.*

*[A level 4 Auctoritas blocks any attempt to take either the power
or sickness away.]*



Something to Deal With





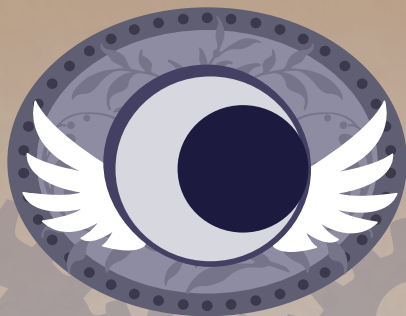
You keep thinking about things you don't want to think about. It's uncomfortable.
You want to distract yourself from it.



Something to Deal With 1

+1 MP





Something to Deal With





You keep thinking about things you don't want to think about. Your feelings are pushing their way out of you.

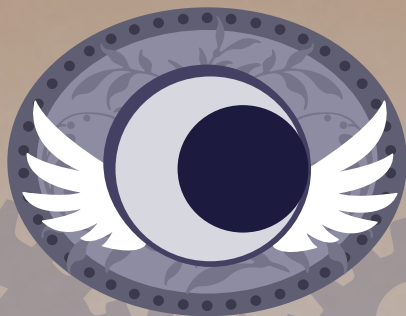
It's like a gigantic gum bubble blowing in your mind and heart.

Everything around you seems a little bit unreal and far away.



Something to Deal With 2





Something to Deal With





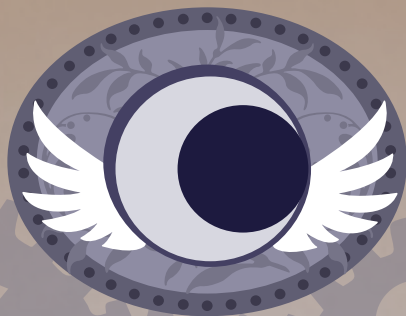
*To understand what's going on
get out and be in the world
explore
react to what you find
and watch how others are reacting.*



Something to Deal With 3

+1 MP





Something to Deal With

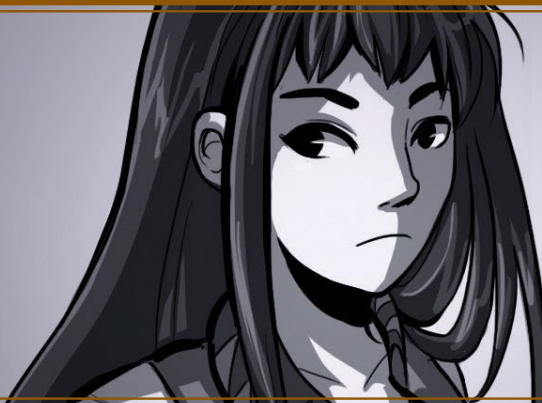




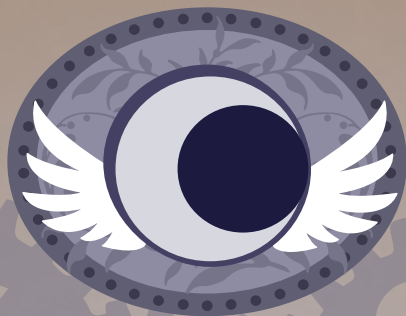
You know how it all ties together.
...You know what you have to do.



Something to Deal With 4



*Doing this thing will close out the Issue &
earn 4 bonus XP + 1 MP*



Something to Deal With





You still know what you have to do, right?

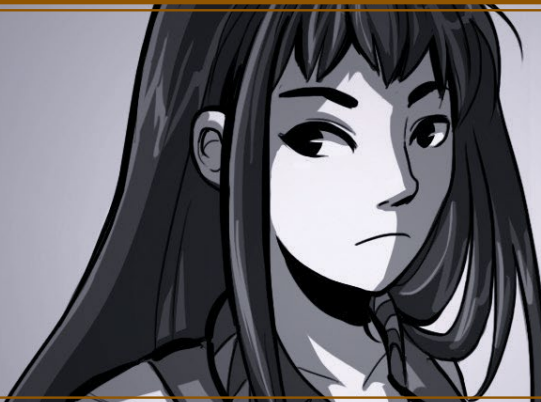
Find time.

Do it.




Something to Deal With 5

+1 MP



*Doing this thing will close out the Issue &
earn 4 bonus XP + 1 MP*



Trust

1




You are not alone.



Trust 1

+1 MP





Trust

2

You can rely on others.

Trust 2





Trust





*The world is good to you.
The people around you bring you joy.*



Trust 3

+1 MP





Trust

4



There's someone or something you've already
promised yourself you'll trust.

The HG will ask you to demonstrate that trust,
soon.



Trust 4



*Once you do this,
the HG can close out the Issue & you earn 4 bonus XP + 1 MP
...or they can choose to wait*



Trust

5



How can you trust again?



Trust 5

+1 MP



*When you do,
whether your second chance at trust is rewarded or punished,
the HG closes out the Issue & you earn 4 bonus XP + 1 MP*



Vice





There's something you like to do, that you want to do, that you've decided to do, and maybe other people don't think it's such a good idea, but so what?
They just don't get you.



Vice 1

+1 MP





Vice





You've got this kind of magical dream of what your life would be like if you had a totally free hand to indulge your "vice," free of all the other obligations and issues that get in your way. Sure, people might tell you it'd lead to disaster, but no, it'd be this awesome, glorious vision. You get dreamy-eyed just thinking about it.



Vice 2





Vice





There's something that needs you. Remember?
But it's not like it's a crisis. Not yet.
There's got to be time for one more bit of fun...



Vice 3

+1 MP





Vice





You can't keep this up.

You know that.

When the time comes, you'll have to set aside your Vice. It's going to be the only right thing to do.



Vice 4



*When that happens, you'll close the Issue &
earn 4 bonus XP + 1 MP*



Vice

5



Get ready, world.
Your “Vice” is going to save the day.



Vice 5

+1 MP



*When this happens, you close the Issue &
earn 4 bonus XP + 1 MP*