

# five single playsets

written by: Taylor LaBresh  
cover: Taylor Livingston  
layout design: Jason Baesel



for use with Tobie Abad's A Single Moment

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# Five Single Playsets

Written by Taylor LaBresh

Foreword by Tobie Abad

When Taylor informed me he was working on five new playsets for A Single Moment, I needed a few seconds to register that as something that was really happening. There is a unique feeling of happiness that comes from knowing one's work has inspired another to create and make something new, and Taylor has given that to me as a gift. I've given my full support and blessing on this product and I hope you all like it as much as I did.

Taylor has created options for you all to try playing Woodland Animals, Superheroes, Gamers, Angels & Demons and Wizard School. That means fans of everything from *Tokyo Jungle*, *Young Justice*, *In Nomine* to *Harry Potter* can now use A Single Moment to explore those kind of stories. Gamers gets a special spot in my heart because it allows one to gain some catharsis from experiences with bad gaming circles and the like - which frankly doesn't happen often enough.

I could be wrong, but supposedly, Albert Einstein is being quoted to have said: "Creativity is contagious. Pass it on."

I would like to think this is one case where it has happened. And now, his creativity has reached your hands.

Maybe it is now your turn to pass it on. What if we're at that one single moment?

**Have fun!**

Tobie

These are playsets to be enjoyed with the game A Single Moment, written by Tobie Abad. You will require a copy of the rules for ASM in order to use these playsets. Tobie was generous enough to offer a steep discount on ASM for people who buy this playset. If you would like a discounted PDF of the game, please email [RiverhouseGamesMN@gmail.com](mailto:RiverhouseGamesMN@gmail.com) for a discount code.

Find Tobie's work on his blog: <http://tagsessions.blogspot.com/>

A note on Safety: A Single Moment is a game that helps you create the story of a dramatic showdown between two people with a fraught history. It may cause intense emotions. If, for any reason, these emotions become too much in the moment, here are some tricks to help you set boundaries and stay safe during play.

The "X Card" by John Stavropoulos: <http://tinyurl.com/x-card-rpg>

"Cut", "Break", and "Pause" to stop a problematic scene, ease up on touchy subjects, or pause the action to talk about sensitive topics.

Set boundaries ahead of time, know that it's ok to change boundaries during play, and respect the boundaries of others.

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# WOODLAND ANIMALS

Cute and cuddly or brutal and raw, Bambi or World's Deadliest? The animals of the forest have their own stories to tell. From great migrations to the first bleats of mating season. Dewey morning leaves in the morning may fall at dusk. These are the tales of the wild.

## Woodland Virtues

Virtues you will find in these stories include:

- **I. Spring**

*The celebration of spring brings a rebirth to the world. Saturnalia and ecstasy, joy to excess. Forgetting (however temporarily) past hardships in the face of new beginnings.*

- **II. Fables**

*Aesop wasn't the only master of the Fable. The greedy weasel, the hardworking ant, the naive fawn. Moral tales using the symbolism of animals to express a message.*

- **III. Summer**

*Heat. Humidity. The real dog days of summer are here. It's too hot & sticky to do anything. Tempers flare easily, drought endangers the normal ways of life, and huge thunderstorms spark fires, or cause deadly floods.*

- **IV. Danger**

*Every animal is another animal's hunter, just as every animal is another animal's prey. Danger lurks, prowls, stalks, flies, baits, nets, traps, and shoots.*

- **V. Fall**

*Harvest and gluttony preface selfish hoarding. Eat up now before the hard times hit. Leaves aren't the only things changing, and we soon learn everyone's true colors.*

- **VI. Development**

*Humans are constantly expanding. Every day, more and more of the forest is gone. Soon, no more land will remain. Animals pushed out of homes have to live somewhere, and not everyone likes sharing their homes or hunting grounds.*

- **VII. Winter**

*Everything above ground is frozen and dead. The winter is harsh and demanding. Only those desperate enough to face the stinging winds go outside.*

## Opening Declarations:

*"My name is [name]. I'm a(n) [animal] who lives in [biome or natural region]. This is my tail, and this is my tale."*

*"There's not much left of the forest, and what's left barely has enough to provide. This is the story of what happened."*

*"[Record scratch noise] Yeah, that's me. You're probably wondering how I got here, and how things got so bad. Well, let me tell you. It all started when..."*

*"Long before the humans came, this land belonged to the [animals played]. This is their story."*



# Superheroes

Magic rings, super strength, telekinesis, or energy beams. No amount of high-powered malarkey can protect you from your feelings. Costumed crusaders adorn alter-egos to fight crime, but the real demons they battle are those within.

## Superheroic Virtues

Virtues you will find in these stories include:

- **I. Power**

*Power comes from the abilities you and your friends have been given and how you use them. Who gets power(s) and why?*

- **II. Failure**

*What happens when you can't stop a moving train, when you can't dodge a bullet, when you can't save the day? Failure looks a lot different when the stakes are turned up to 11.*

- **III. Identity**

*Are you the person behind the costume, or are you the costume? Which is really your alter-ego, the human or the hero? Which do you identify with more?*

- **IV. Responsibility**

*Great responsibility. When you can do things others can't, you are obligated to do what others can't. Or are you?*

- **V. Teamwork**

*A bundle is harder to break than a twig, but the flame produced when a bundle burns far outshines the embers of a single smouldering twig.*

- **VI. Justice**

*Who is right and who is wrong? They say might makes right, and if that's true you've got a pretty good case for yourself.*

- **VII. Mythology**

*Heroes get remembered but legends never die. Daring exploits may make the local news, but a hero's legacy is built on more than exploits. It's built on character, ideals, and most importantly, reputation.*

## Opening Declarations:

*"By day I'm [name], a lowly [occupation]. But by night, I take to the streets as [superhero]! This is who I am. This is what I do."*

*"After the freak accident, my life changed dramatically. Here's what happened next."*

*"For years we were partners. Then everything changed. This is the story of how the team broke up, and the fallout that happened afterwards."*

*"Fighting crime, saving the world, all in a day's work, right? Wrong. Let me tell you what it's really like."*

# GAMERS

We've all had that one game before. Tensions flare, friendships are tested, or even broken. Favoritism, rules lawyering, or poor playtest feedback can strain even the heartiest of friendships. This is the story of how it all went south.

## Gaming Virtues

Virtues you will find in these stories include:

- **I. Control**

*Control and power are fickle things at a gaming table. Not only is there narrative control, there's also control of the spotlight, venue, time, different aspects of the social engagements.*

- **II. Agency**

*Similar to control, agency dictates one's ability to effect the world around them. Agency, in-game and out, is something constantly under flux.*

- **III. Relationships**

*Gaming produces strong friendships under the best circumstances, and fiery rivalries under the worst. Bonds created at the table can be positive or negative.*

- **IV. Conflict**

*Conflict isn't something that happens only in-game. Player argue and bicker, and mediating real-life conflict is much more difficult than rolling dice.*

- **V. Trust**

*Trust at the table goes beyond fudging rolls or metagaming. Trust is respecting emotional boundaries, avoiding triggers, and sharing the spotlight equally.*

- **VI. Community**

*Gaming communities are usually tightly knit, and sometimes different communities squabble. What does it mean to be a part of one gaming community instead of the other?*

- **VII. Inclusion**

*Gaming has a straight, white, male problem. Homogeneity breeds contempt for newcomers of diverse backgrounds, or members of the old guard who have had to struggle to fit in. This face is slowly changing but there are many steps to go.*

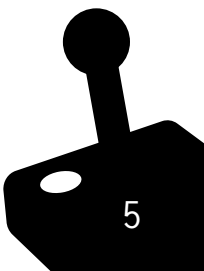
## Opening Declarations:

*"For ten years we had a great group, met every week to delve dungeons or explore new worlds. But like all good things, these times came to pass. Let me tell you what happened."*

*"I met [partner] at a Con, little did I know how they would end up changing my life forever."*

*"It's all fun and games until someone gets hurt. My name is [name] and this is the story of how I got hurt."*

*"My name is [name] and I play [character]. I loved gaming, but let me tell you why I left the hobby."*



# Angels & Demons

The forces of Heaven and Hell converge. Star-crossed friends and lovers struggle to stay together during this divine war. Half-naked beefcakes with too much eyeliner brood sensually, and tank-top clad women realize they've been "The Chosen One" this whole time.

## Angels & Demons Virtues

Virtues you will find in these stories include:

- **I. Good & Evil**

*One side is literally angels, the other demons. Yet angels have dark sides and there are demons with softer hearts. Make heavenly the hellish and demonize the angelic.*

- **II. Vulnerability**

*Melodramatic emotions and brooding leads. When one's body is immortal, the only pain that exists is that of the soul.*

- **III. Power**

*The powers of heaven and hell at your fingertips. Hellfire and wrath at the same table. Use this power to hurt or heal.*

- **IV. Sensuality**

*Your ability to smoulder broodingly increases tenfold when you can literally smoulder. Yet attraction is a double edge sword. Sensuality can turn people, or distract from even the most steadfast devotion. I mean, have you seen *Le génie du mal*?*

- **V. Differences**

*The blood feud between Heaven and Hell predates the creation of the Earth. Some differences can be reconciled but others run deeper than the darkest ocean trench and others are older than the stars themselves.*

- **VI. Faith**

*When confronted with the brutality of war, mortals question their fate. When forced to fight eternally against the fallen stars, even an angel's faith is tested.*

- **VII. Sacrifice**

*The stakes are high in this war. If faith the size of a mustard seed can move a mountain, imagine what profane miracles could happen when friends and lovers are sacrificed to turn the tide of battle.*

## Opening Declarations:

*"I am the one called [name] and I am older than time itself. This is the story of my final days on Earth, and the story of Earth's final days."*

*"I would move Heaven and Earth to reconcile with [partner], but no one said anything about Hell."*

*"When you become an Angel they never tell you about Demons. You have to figure out the hard way. This is the story of how I found out."*

*"The distances that separated us transcended time and space. This is the story of how I broke out of Hell, and brought Heaven crashing down to Earth."*

# Wizard School

Witches, warlocks, wands, and wefts. Welcome to your first day at the prestigious Wizard School! Learning spells and potions gives way to rising hormones and teen drama. When emotions reach their breaking point, there's nothing left to do but have a Wizard's Duel.

## Wizard School Virtues

Virtues you will find in these stories include:

- **I. New Discoveries**

*For some the fact that magic exists is a revelation. Others may learn new and ugly truths about themselves. With all of its changes and new, awkward feelings, puberty is the newest discovery of them all.*

- **II. Friendship**

*Friends, old and new, all converge on the school. Playground cliques and rivalries dominate. Your best friend one year could turn out to be your bully the next, or vice versa.*

- **III. Fantasy**

*Magic is real. You can cast spells, brew potions, fly on broomsticks, and perform all sorts of minor miracles. What other fantasies are waiting to be uncovered?*

- **IV. Betrayal**

*Lunchroom politics are cutthroat. Did you see what they're wearing? I heard their last spell set fire to the bathrooms, how embarrassing. Everyone's trying to get a leg up.*

- **V. Young Love**

*Fleeting, but no less earnest for the fact. Friendships blossom into something more. Unrequited feelings create angst so strong you could cut it with a wand.*

- **VI. Uncontrolled Emotions**

*The stress of schooling mixed with the flooding of new and confusing feelings creates a whirlwind of emotions. This hurricane brews in all of us until the time of release, catharsis, or climax.*

- **VII. Break The Rules**

*Staying out after curfew. Forbidden spells. Restricted areas on school bounds. All of these rules exist for good reasons. But forget that, you're going to break them all.*

## Opening Declarations:

*"My name is [name] and I'm a student at [school]. This is the story of the year that changed everything."*

*"As if normal school wasn't stressful enough, now there's spells involved? This is the story about how I discovered magic, and how I discovered myself."*

*"I was 11 when I discovered I could do magic. And I was 16 when I met the person who would change my life forever."*

*"Spells are great, but you can't magic away all of life's problems. That was a hard lesson for me to learn. This is what happened."*

