

Making a story thread

1. Chose (or roll for) a Tone
2. Chose (or roll for) a Theme
3. Add People, Places, Things, and Events

Setting the Tone – Roll 1d6 or choose. The Tone sets the atmosphere and the expectations of the story thread. These have all been pulled from Ryuutama, and provide both Themes (if desired) and a Tone.

1. Green Dragon – Traveling, Adventures, Quests, Hope, Freedom, Balance
(Earnest, Light-Hearted, Optimistic)
2. Blue Dragon – The Human Heart, Love, Youth, Heartwarming Tales, Healing, Communication, Human Drama, Friendship, Youth, Family, Teachers and Pupils, Animals
(Compassionate, Intimate, Sentimental)
3. Red Dragon – Conflict, Heroes, Competition, Struggle, Intense Training, Reversals of Fortune, Challenge, Growth, Worthy Rivals, Dangerous Exploration
(Assertive, Forceful, Rivalry)
4. Black Dragon – Intrigue, Betrayal, Mysteries, Tragedy, Sorrow, Decay, Aesthetics, Deduction, Suspense, Madness, Fear, Confusion, Depravity, Unlawfulness
(Distressing, Grim, Tragic)
5. Jade Dragon – Long Roads, Errands, Exploration, New Places, Journeys, Wanderlust, The Passing of Days, Changes of Season and Terrain, Memories of Home.
(Humble, Nostalgic, Thoughtful)
6. Purple Dragon – Humor, Jokes, Festivals, Changes in Fate, Great Successes, Massive Failures, Laughter, Trickery, Weal and Woe, Friendship, Joy, Drinking, Circuses, Theaters, Vaudeville, Pranks, Silliness.
(Absurd, Playful, Witty)

Big List of Themes – Roll 3d6 for Group, sub-Group, and selection.

Group 1

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|-------------------------|------------------|-------------------------|
| 1-1. Abuse of Power | 3-1. Gratitude | 5-1. Oneness |
| 1-2. Adultery | 3-2. Happiness | 5-2. Passion |
| 1-3. Beauty | 3-3. History | 5-3. Perseverance |
| 1-4. Beliefs | 3-4. Identity | 5-4. Realism |
| 1-5. Capitalism | 3-5. Ideology | 5-5. Sacrifice |
| 1-6. Childhood | 3-6. Jealousy | 5-6. Success |
| 2-1. Darkness and Light | 4-1. Kindness | 6-1. Technology |
| 2-2. Democracy | 4-2. Law | 6-2. Unconditional Love |
| 2-3. Economics | 4-3. Legacy | 6-3. Value |
| 2-4. Failure | 4-4. Madness | 6-4. Wanderlust |
| 2-5. Fame | 4-5. Nationalism | 6-5. Xenophobia |
| 2-6. God | 4-6. Necessity | 6-6. Youth |

Group 2

1-1. Adversity	3-1. Good vs Evil	5-1. Peace
1-2. Betrayal	3-2. Hard work	5-2. Reality
1-3. Celebration	3-3. Heartbreak	5-3. Rebellion
1-4. Chance	3-4. Imagination	5-4. Simplicity
1-5. Change versus Tradition	3-5. Individuality	5-5. Sadness
1-6. Courage	3-6. Joy	5-6. Self-awareness
2-1. Communication	4-1. Knowledge	6-1. Survival
2-2. Death	4-2. Life	6-2. Temptation
2-3. Dreams	4-3. Manipulation	6-3. Universe
2-4. Education	4-4. Materialism	6-4. Vanity
2-5. Faith	4-5. Neglect	6-5. War
2-6. Forbidden Love	4-6. Opportunity	6-6. Working Class Struggles

Group 3

1-1. Aging	3-1. Hate	5-1. Politics
1-2. Alienation	3-2. Health	5-2. Prejudice
1-3. Bravery	3-3. Humility	5-3. Race
1-4. Companionship	3-4. Immortality	5-4. Satire
1-5. Class	3-5. Innocence	5-5. Self-discipline
1-6. Common sense	3-6. Imperialism	5-6. Surveillance
2-1. Dedication	4-1. Justice	6-1. Solitude
2-2. Depression	4-2. Maturity	6-2. Time
2-3. Empowerment	4-3. Nature	6-3. Unrequited Love
2-4. Family	4-4. Oppression	6-4. Vices
2-5. Fear	4-5. Peer pressure	6-5. Waste
2-6. Government	4-6. Personal Development	6-6. Willpower

Group 4

1-1. Ambitions	3-1. Free will	5-1. Optimism
1-2. Autonomy	3-2. Greed	5-2. Perfection
1-3. Chaos and order	3-3. Hero	5-3. Poverty
1-4. Character	3-4. Hope	5-4. Rebirth
1-5. Circle of life	3-5. Honesty	5-5. Redemption
1-6. Corruption	3-6. Impossibility	5-6. Revenge
2-1. Convention and Rebellion	4-1. Inequality	6-1. Science
2-2. Desire	4-2. Loneliness	6-2. Self-reliance
2-3. Despair	4-3. Loss	6-3. Tolerance
2-4. Everlasting love	4-4. Medicine	6-4. Totalitarianism
2-5. Fate	4-5. Memories	6-5. Wealth
2-6. Forgiveness	4-6. New year	6-6. Winning and Losing

Group 5

1-1. Arrogance	3-1. Honor	5-1. Regret
1-2. Building	3-2. Humankind	5-2. Relationship
1-3. Climate Change	3-3. Injustice	5-3. Religion
1-4. Colonialism	3-4. Learning	5-4. Self-preservation
1-5. Coming of Age	3-5. Love	5-5. Sin
1-6. Destiny	3-6. Mercy	5-6. Society
2-1. Disappointment	4-1. Money	6-1. Stoicism
2-2. Endurance	4-2. Normality	6-2. Tragedy
2-3. Freedom	4-3. Overcoming	6-3. Travel
2-4. Friendship	4-4. Power	6-4. Unselfishness
2-5. Growing up	4-5. Prayer	6-5. Violence
2-6. Heroism	4-6. Pride	6-6. Wisdom

Group 6

1-1. Art	3-1. Human nature	5-1. Purpose
1-2. Battle of the Sexes	3-2. Humor	5-2. Repression
1-3. Conservation	3-3. Hypocrisy	5-3. Resistance
1-4. Conspiracy	3-4. Inspiration	5-4. Revolution
1-5. Creation	3-5. Isolation	5-5. Subjectivity
1-6. Crime	3-6. Loyalty	5-6. Suffering
2-1. Disillusionment	4-1. Morality	6-1. Sympathy
2-2. Displacement	4-2. Motherhood	6-2. Teaching
2-3. Fulfillment	4-3. Music	6-3. Trust
2-4. Future	4-4. Not Giving Up	6-4. Truth
2-5. Guilt	4-5. Progress	6-5. Virtue
2-6. Healing	4-6. Propaganda	6-6. Work

People, Places, Things, and Events

People – Quick-Pick List

1-1. Magical Housewife	3-1. Quirky Relative	5-1. Odd Goth
1-2. Successful Everyman	3-2. Inquisitive Alien	5-2. Wild Animal
1-3. Everyday Housewife	3-3. Lovable Scamp	5-3. Introverted Nerd
1-4. Sleazy Friend	3-4. Put-upon Neighbor	5-4. Schoolkid
1-5. Nosy Boss	3-5. Wandering Wise Man	5-5. College Student
1-6. Cheery Cashier Worker	3-6. Priest/Maiden/Shaman	5-6. Teacher
2-1. Affable Policeman	4-1. Self-absorbed Businessman	6-1. Office Worker
2-2. Gruff Policeman	4-2. Multi-talented Maid	6-2. Shopkeep
2-3. High-powered Lawyer	4-3. Aggressive Jock	6-3. Doctor
2-4. Government Agent	4-4. Preppy Queen Bee	6-4. Nurse
2-5. Nosy Neighbor	4-5. Rich Kid	6-5. Housepet
2-6. Meddling Parent-in-Law	4-6. Social Butterfly	6-6. Curious Tourist

Places- Quick-Pick List

1-1. Park	3-1. Library	5-1. Forest Clearing/Lake
1-2. Corner Shop	3-2. Firehouse	5-2. Business Office
1-3. Market/Store	3-3. Hospital	5-3. Museum
1-4. Lake/River	3-4. Clinic	5-4. Aquarium
1-5. Restaurant/Cafe	3-5. Post Office	5-5. Farm
1-6. School/University	3-6. Town Hall	5-6. Orchard
2-1. Factory/Industry	4-1. Beach	6-1. Shrine/Temple/Church
2-2. Sports Hall/Stadium	4-2. Harbor	6-2. Train Station
2-3. Hotel	4-3. Dock	6-3. Bridge
2-4. Private House	4-4. Lighthouse	6-4. Arcade
2-5. Mansion/Haunted Mansion	4-5. Seaside Cave	6-5. Zoo
2-6. Police Station	4-6. Mountain Cave/Trail/Lake	6-6. Club

Things – Roll 2d6 for Group and selection, or choose. Once you have two or three selections, come up with a Thing that fits the criteria.

1,2 – Group 1:

1. Mundane/Common – Everyday, normal, and everywhere. Things you might have in the house, or at work, or anywhere people are.
2. Ceremonial – Used in rituals or moments of significance. Usually holds some ephemeral value beyond the items physical attributes.
3. Religious – Carries significance with spiritual beliefs. Sometimes ceremonial, sometimes very personal.
4. Valuable – Holds inherent value, or is valued by someone. Usually subjective, and varies person to person.
5. Sentimental – An item that evokes emotions and memories. Similar to valuable, but more emotional and personal.
6. Utilitarian/Useful – Handy to have around. Straightforward and purposeful.

3, 4 – Group 2:

1. Expensive – Costs a lot. This doesn't mean it's also valuable. Usually fancy, decorated, high-end, etc.
2. Natural – Originating in nature and the natural forces of life.
3. Mechanical/Manufactured – Created by others. Usually has a purpose, but sometimes just exists.
4. Rare/Legendary – Storied, uncommon, and usually valuable. Don't expect to see many of these.
5. Artistic – Purposefully artsy. It might be functional, valuable, or expensive, but first and foremost it's expressive.
6. Spiritual/Supernatural – Of the other side of natural. Ephemeral, strange, and maybe a bit scary.

5, 6 – Group 3:

1. Antiquated – Something that’s just plain old. Doesn’t mean it doesn’t work, though.
2. Versatile – This can be used for many things in many ways. Always handy to have at hand in any situation.
3. Dark/Cursed – Magical, and not the nice kind. These tend to bring sorrow and danger to anyone that has them.
4. Damaged/Destroyed – Broken, in disrepair, or just plain useless. It might can be fixed with some effort.
5. Rigged/Makeshift – Scraps and hopes congealed into something kind of working. It might fall apart after one use, or it might keep going despite all appearances.
6. Decorative – Pretty, usually expensive, and sometimes not very useful. A lot of care was taken to make it look good.

Events – Roll 2d6 for Group and Selection. Two or three are best for making specific Events. Come up with an Event that fits what you rolled.

1 – Group 1:

1. Finding
2. Acquiring
3. Connecting
4. Separating
5. Celebrating
6. Renewing/Healing

3 – Group 2:

1. Seeking/Searching
2. Beginning/Starting
3. Ending/Stopping
4. Hiding/Concealing
5. Revealing/Discovering
6. Learning/Training

5 – Group 3:

1. Competing/Comparing
2. Destroying/Decaying
3. Remembering/Recording
4. Protecting
5. Discussing
6. Helping/Assisting

4 – Group 1:

1. Consuming
2. Giving/Bringing
3. Traveling/Moving
4. Making/Creating
5. Gathering
6. Accepting

5 – Group 1:

1. Achieving
2. Changing
3. Exchanging
4. Calling/Summoning
5. Deceiving
6. Claiming/Obtaining

6 – Group 1:

1. Decorating
2. Monitoring/Watching
3. Hurting/Harming
4. Losing/Misplacing
5. Hindering
6. Forgetting