Reintegration
A GM-less non-adventure by 30299578815310

After a long career as adventurers, it's time to reintegrate to normal life in your hometown. Will your retirement last?

Playing the Game

Each player describes what their character is looking for in retirement, and starts w/ a *Satisfaction Score* of 0

The game takes place over 9 seasons. During each season, perform the following actions:

1. Each player describes what they have been up to in their retirement during this season
2. The group rolls once on the *Town Events* table
3. Each player adds 1, 0, or -1 to their *Satisfaction Score* based on if their character would like, dislike, or be neutral towards the event. Every character is different, it is up to the players to decide how their characters would react.
4. Each player rolls on the *Personal Events* table, and then adds 1, 0, or -1 to their *Satisfaction Score* based on if their character would like, dislike, or be neutral towards the event.
5. Each player narrates how the events of this season made their character feel and how they responded to them.

Ending the Game

When the 9 seasons are over:

- Every player with a positive score stays retired
- Each player with a negative score goes back to adventuring
- Players with a score of 0 can pick either result, and should explain their decision to the group
- Each player should narrate an epilogue

It's Been a While - If players want to represent their hometown having changed a lot while they've been gone, roll 3x on the *Town Events* table during the first season to represent all the changes they missed. Players should react to these and adjust their *Satisfaction Scores* accordingly.

Rerolls - If you would roll a result on a table that doesn't make sense for your character or setting, reroll or make something up instead. If results would be contradictory (such as industrialization and deindustrialization) either reroll or try to come up with an explanation for how both happened (maybe part of the town became more rural while the other became more urban).

Town Events
1. Immigration (roll on *Immigration* table)
2. More Immigration (roll 2x on *Immigration* table)
3. Most popular religion has changed
4. Your favorite store has closed down
5. Gentrification
6. Deindustrialization
7. Abundance of automation
8. Population growth
9. Change in local flora and fauna
10. Industrialization
11. More exciting night-life
12. Discovery of natural resources
13. Increased crime
14. Rumors spread of a former foe returning to power
15. Large change in local politics
16. New local natural resources discovered
17. New thriving business opens up
18. String of local robberies
19. Magic and/or advanced tech artifacts discovered
20. Some folks start developing superpowers

Personal Events
1. Get a new job
2. A new family moves into your childhood home
3. Meet a former lover
4. Reconnect with childhood friend
5. Reformed enemy from adventuring days appears
6. Dinner with Parents
7. Make a new friend
8. Friend from adventuring days shows up
9. Siblings invite you on a vacation
10. Pick up a new hobby
11. New neighbors (roll on *Immigration* table)
12. Lots of new neighbors (roll 2x on *Immigration* table)

Immigration
1. Folks from bordering towns
2. Folks from other nations or regions
3. Super-advanced extraterrestrials, they've done a bit of peaceful terraforming
4. Extra-dimensional people, they mostly wear physics-modifying suits for survival
5. Ki-using aliens with shape-shifting superpowers
6. Alternate members of your town from a parallel timeline. Seeing your doubles is causing a bit of a ruckus.
7. Supernaturals (vampires, fey, oni, etc.)
8. Time travelers
9. Psychic Clones
10. Robots & AIs