

# **200 WORD RPG CHALLENGE**

Hosted by David Schirduan, 2015

The 200 Word RPG Contest didn't start out as a contest, but simply as a fun exercise to force me to finish a game I was working on at the time. However, a lot of people picked up on it, and jumped right in. Soon, I had over 150 submissions! It was so incredible to see the amazing games that people came up with. I highly encourage you to read as many as you can, winners or no. The original prompt for the contest was:

“ Design a  
Tabletop RPG, Setting, Hack, Expansion, or whatever  
in 200 words or less. “



# WINNERS

**1st place** Escape Pod One by Stephanie Bryant

**2nd place** LOVEINT by Nick Wedig

**3rd place** All Fall Down by Ryan Ó Laoithe

## Escape Pod One Launching

By, [Stephanie Bryant](#)

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*"Self-Destruct activated. Escape Pod One launching in 30 seconds...."*

Objective: Be in the pod, alive, when it launches.

Set out one Escape Pod token per player, minus one. Pick a starting player.

Everyone starts with 4 Oxygen Tank tokens; hold only one Tank token in only one hand at a time.

On your turn:

1. Set a timer for 30 seconds, then hide it.
2. To take an action, throw a Tank on the table and narrate the action:
  - **Move to a pod (required to escape).**
  - **Get in the pod (required to escape).**
  - **Launch the pod early.**
  - **Overcome an obstacle.**
  - **Destroy one Tank from a living player.**
3. **If it's not your turn**, you may interrupt the current player to **add an obstacle (costs a Tank)**.
4. When you have no Tanks, you can't take actions.
5. When the timer sounds, the pod launches, with or without you.
6. If the pod launches with you inside it, you win! Take a Pod token and select the next player.
7. If it launches without you, you die. Play passes to your left, skipping anyone dead or who's already gone.

*"Escape Pod Two launching in 30 seconds...."*

LOVEINT

by Nick Wedig

You work for the NSA. Lacking any meaningful government oversight, everybody winds up sleeping with everyone else, and then spying on everyone else. How will you abuse your surveillance privileges to get back at your ex?

Identify your character by name and rank. On a card, draw three circles, labeled "Honesty", "Deception" and "Specialty" Place three dice of different sizes that add up to 24, one in each circle. Define what your Specialty is within the agency.

Explain what your personal relationship is to the PC on your left. Then say what you want from the player on your right, romantically, emotionally or professionally. They then explain why they cannot let you have that thing you want.

Take turns framing scenes, with each scene focusing on a PC pursuing their agenda. In a conflict, select one die to roll, depending on whether you're being Honest, Deceptive or working in your Specialty. (More than one might apply; choose one.) Each player rolls their die, and the highest roller gets to determine the results of the conflict. Then you swap dice, placing the die your opponent rolled onto your circle for the die you rolled, and vice versa.

# *All Fall Down*

Place a lit candle in the middle of the table. This is your campfire. The world has ended. How did it happen? It's your first quiet night. Go around the fire. Introduce yourself to your fellow survivors.

Take a match from a box. Choose:

- Keep it. It's a resource. Say what it is; bread, water, knife, rope, book, shoes etc.
- Light it. It's somebody you used to know. What did they teach you? How did they die?

Do this until everyone has 10 matches, at least 2 burnt.

There's a sound behind you. Extinguish the campfire. Get moving.

Play in scenes. Shine the spotlight. Everything is broken. There is never enough. Everyone is desperate.

Use d10 for conflicts.

When you act with desperation, violence, roll over your unburnt matches. If you fail, you're left exposed, vulnerable.

When you act with patience, empathy, roll under your unburnt matches. If you fail, you're tricked, taken advantage of.

If you roll your number of unburnt matches, fail at a cost. Burn a match, say what you lose. Can't re-roll.

Make a sacrifice, burn a match, to re-roll. (Use the new number of matches)

When you burn your last match, you can't keep going.

This game exists because of:

This post by Levi Kornelsen: <https://plus.google.com/+LeviKornelsen/posts/No6PDygDcCM>

Apocalypse World by Vincent Baker

Restless by J. Walton

All Outta Bubblegum by Jeffrey Grant and Michael Sullivan

I am Ryan Ó Laoithe on G+ or [allthingstruly@gmail.com](mailto:allthingstruly@gmail.com).

Let me know if you played this thing.

# **FINALISTS**

# Budget

*A live action, close-to-home game that can be played in public.*

Play solo or with two players.

Sit down, alone or with a friend over tea or beverage of your choice. Talk about where you've been putting your energy lately—projects, worries, work, hopes, loves, etc. Use colored paper to represent each, or jot down notes about the balance between them.

Put that aside, then set down how much energy/time you'd ideally like to devote your time to. If you could adjust where you're putting your energy, what would you spend it on? You may set aside categories, or add new ones.

Drink your tea, and talk about other things. Take the notes home and take a look at them when you feel like you're out of balance, or in moments when you feel centered and in a good groove.

Campaign Rules:

Every so often, with your friend or alone, take some time to do this again. Compare it with your past answers.

Keep doing this periodically, so long as it helps you feel closer to finding balance.

End Game:

If it becomes a burden stop.

When you feel in balance, let it go.



An entry to David Schirduan's  
**200 Word RPG Challenge**

In response to  
and an add-on for  
Ben Lehman's game  
*A better person*

By Emily Care Boss  
April 26, 2015  
***blackgreengames.com***

195 words

<http://schirduans.com/david/2015/04/200-word-rpg-challenge.html>

# COPY

A ROLEPLAYING GAME ABOUT CLONES

BY AARON J. SHELTON

*The big day is finally here: senior prom, your wedding day, the prison break.*

*Unfortunately, today you wake up surrounded by clones of yourself. And they are your clones, because you're sure that you are the original you.*

*Then again, the others are making that same claim.*

Each player is a clone of the same person. As a group, determine your name, age, gender, and what makes today special. Populate the world with three people that are important to your clones.

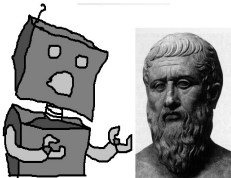
Write down several personality traits (i.e. brave, reckless) on slips of paper, three per clone. Each player then draws one at random. Whenever you're stuck, use this trait as a roleplaying aid. Keep your trait secret.

Roll 1D6 when you attempt something difficult. Roll 4 or more and you succeed.

Other clones may give you a +1 or -1 bonus to your roll.

The person rolling must accept the bonus. A total bonus cannot be above +2 or below -2.

Play out the day and see what happens. Do the clones work together, or do you get in the way of yourself?

DEFECTIVE ROBOT PHILOSOPHERS	You are a robot, meant to preserve the knowledge and wisdom of humanity.	Go find a philosopher on Wikipedia. You are a robot badly programmed to be that philosopher. If you can't play that philosopher inaccurately, don't play them.	
The robots have been left in a maze. Take a grid of some kind - these are the rooms of the maze. Define an edge. You start close to the middle. Each room has an obstacle, which is defined and described by a player. It could be a large hole, or a painting, or an arrow trap. This player's robot is incapable of perceiving the obstacle in whichever way is most amusing.	The robots are invulnerable. The robots must stay together.		
	The obstacle is solved when it is either dealt with physically or the majority agrees on a philosophical interpretation of the obstacle. The robots may not leave a room with an unsolved obstacle.		
*LOUD KLAXON NOISE*			
When the robots reach the edge of the maze, they escape their facility into the world. They are also programmed to elect a Robot King – their leader. If they cannot, they cannot leave the maze yet.			







J.WALTON

- A. Gather 3-5 players who have at least a moderate degree of mutual trust.
- B. Have each player attempt to think of a situation that they didn't handle particularly well, preferably an encounter where they regret their words or actions or wish things had gone differently.
- C. This is your chance at a do-over, at least in the fiction of the game.
- D. Take turns serving as the lead player.
- E. First, have the lead player share their memory:
  - frame the situation in general (what happened?)
  - describe the other people who were involved and their motivations, though you don't need to share their names
  - say how things went in real-life
  - say something about how you wish they'd gone
- F. Then, assign roles and actually play out the encounter, replaying it as many times as you need—pausing and rewinding whenever the lead player wants. Do things differently. Say the things that should have been said. Try out different approaches if you're not sure exactly how you should have handled it or how they might have reacted.
- G. Once you've explored the situation as much as you want to or need to:
  - thank the other players
  - maybe take a short break
  - let another player take the lead (go back to E).

## EDUMICATION!

Each player plays a new teacher starting their first day of teaching.

- ✓ On note cards, write down **ENGLISH, MATH, HISTORY, ART, BAND, CHOIR, BIOLOGY, CHEMISTRY, FOREIGN LANGUAGE, OTHER**, one per card.
- ✓ Draw randomly until all players have a subject.
- ✓ Players give their character a name & say what subject they teach.
- ✓ Each player receives ten **ENTHUSIASM** tokens.

**OBJECT OF THE GAME:** Survive three years (turns) without losing **ENTHUSIASM**.

Youngest player starts.

Player to the left of the current player must describe a situation that would cause the loss of enthusiasm for teaching (sociopathic principal; out of control class; long hours, low pay; helicopter parents etc).

Current player must then describe how they will remain enthused regardless (fun lesson plan; technological help; teacher's aide, alcohol etc...)

All other players vote on probability of plan's success.

Player loses one token/no vote, adds one/yes, +/- one if a majority yes/no.

Continue until all have played once.

**SUMMER BREAK:** 1<sup>st</sup> year: get two tokens back; 2<sup>nd</sup>: none; 3<sup>rd</sup>, subtract one.

After break of third year, if player has at least **SIX** tokens, they attain **TENURE**. If not, they **QUIT**, never to teach again....

You are a FORCE-BLADE PUNK, a teenage murderpop superstar with a mono-edged flick knife and a cracked porcelain mask. You kill dangerous criminals on TV for money in a neon futurescape and compete with other punks for love, honour, and sponsorship deals.

Answer:

Who are you?

- What's your sig weapon?
- What's your style?
- What shade of neon is your hair?
- Pick a player character -  
what do you love about them?
- Pick a player character -  
what do you hate about them?

When you act, establish what's at stake and roll 3D6. Those that come up 4+ are GOOD; otherwise they're BAD. Allot your dice to these:

I GET WHAT I WANT  
I DON'T GET HURT  
I DON'T FEEL ASHAMED

If you put a GOOD dice on something, you achieve it; if it's a BAD dice, you don't.

If you get hurt too many times, you're out of the game - dead, crippled, mangled, ugly, whatever.

When you are ASHAMED around someone, they get a MARK on you. When they act against you, they can turn in this mark to get a bonus dice.

*For Siani*

[Play this in a chat room supporting multiple rooms/accounts.]

The Wayfarer Tavern is an establishment of repute in a fantasy setting of your choice that draws many patrons (the player characters). The tavern has one rule: respect Freedom of Destiny. This means that no player character can force another to accept any part of reality that they don't want to accept.

When Freedom of Destiny is breached, reality conveniently splinters, sending the offender to a realm of their own in which their desired version of events comes true. Don't agree with the idea of your meal being disrupted by a face-punch? It doesn't happen, and the puncher is sent to a parallel universe. They are now confined there (though their player is welcome to make another, more “appropriate” character for the main universe!).

Play all versions of your characters in all universes.

Occasionally, a parallel universe will become troublesome and its antics will take the spotlight away from the main one. If anyone convinces the majority of players that the threatening parallel universe Should Not Be, it becomes no more (say how), and may never again be recreated (events that would create similar universes are now disallowed).



## History Lessons

It's 2997 and you're a historian. Actual historical records are spotty after the Great Convergence of 2661, but your analysis of what remains is well-respected.

After years of pleading, the Bureau of Temporal Management approved your application to travel back in time for firsthand observation. Due to expense and quantum instability, there are caveats:

- You'll only have 15 minutes.
- You'll arrive randomly somewhere between 1900 and 2100.
- You'll travel with rival historians.

1. Share your name and the title of your seminal book on 19<sup>th</sup>-21<sup>st</sup> century history.

Examples:

*A Brief History of the Techno-Plagues*  
*The Rise of the Quebecois Star-Empire*  
*Ronald Reagan: Man, Monster, Myth?*  
*Homo Approximus: Studying Pre-Convergence "Humanity"*

2. The player to your left is an academic rival. Explain why.
3. Set a fifteen minute timer.

When the timer starts, get in character. You've just arrived back in time! Examine your surroundings. Get up. Look around. Touch things. Marvel.

When are you? What are the things you're looking at? Talk about it. Argue, especially with your rival. Prove that *you* know everything about this period.

4. When the timer goes off, the trip ends. Share the title of your *next* book, which will incorporate what you learned today.



# JUNK

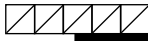
RETHINK. REUSE. REFUSE.



# JUNK<sup>1.0</sup>

RETHINK.REUSE.REFUSE.

MARKS



*One day not too far from now. Earth is collapsing. Resources are rationed, while a few live in luxury, protected and fed by mega-corps who hold power. The world has become their gigantic junkyard and you are junk, trash like the majority of humans out there.*

## EVERYONE IS DISPOSABLE, EVERYTHING IS REUSABLE. INCLUDING YOU.

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Answer the following questions:

### What do you do for living?

Choose one: steal, kill, protect, repair, heal, other(what?).

### What is your relationship with the corporations?

Choose one: friendship, indifference, hatred, veneration, other(what?).

### What do you really want more than anything?

Describe it with a short sentence.

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To do something you describe how you do it. If there are no risks or opposition you just do it, otherwise the other players will tell you what risks you run, and you must take **Marks** to do it.

Take **1 Mark** to succeed and **1 Mark** to avoid consequences, or only one of the two. When you collect **10 Marks** something really bad happens to your character. Remove **1 Mark** when it makes sense in the story.

# MONEY TALKS

BY DYLAN NIX

Get together with a handful of folks whose names you know. Sit at a table with uncomfortable chairs, either in seat material or ratio of chairs to sides of the table. Have everyone put down a small amount of money agreed upon by the group, with individual contributions worth about a cup of coffee. Count how much you have, announce that the person with the best story wins the balance, then sit in thought for a few minutes, so that each person can come up with a title of a story.

Write your title and your name on an index card, shuffle the cards together, and distribute them so that no one ends up with their own. Take turns telling stories, using the given title as a seed of inspiration. Keep the stories brief, about 15 minutes.

Once all the stories have been told, have everyone vote in secret for their top two stories, not counting their own. Count up the top spot votes (using second spot votes to break ties), and give the winner the pile of cash, with the option of giving some of their winnings to the title author.

Thank everyone, and adjourn to a coffee shop.



## No Sleep Tonight

Each player writes on four slips of paper:

- an object
- a person, creature, or entity
- a virtue or skill
- an activity

Mix slips, and each player randomly draws three. Place the rest face-down on the table.

Whoever has been awake the longest names the game's sleepless protagonist and goes first.

**Play:** Say, "No sleep tonight for \_\_\_\_\_, because..." Turn over a slip on the table and combine it with a slip from your hand to describe or narrate a reason for no sleep.

A second player then plays a slip, using it to resolve this situation (which must not involve getting any sleep). They then draw a face-down slip into their hand as reward.

The slip turned over first is removed from the game, and the two slips played are turned face-down and mixed in with the others.

Play passes to the left. Slips replayed retain all past associations.

When no slips are left to resolve a situation, someone says, "But then the sun came up. It was a brand new day!"

(If the sun has been destroyed, either its destruction or the sunrise turns out to have been simply an insomnia-induced hallucination.)



## **Pre-Character Generation Detail Game**

### **Any System**

GM and Player each roll and record 5d6.

Starting with the player, they each take turns filling in a blank and assigning one of their d6 rolls to that blank. On their turn, they can each choose a new blank to fill in or “trump” a prior filled in blank by placing a higher dice upon it. After all dice are assigned, character generation can continue as normal.

### **Physicality** (with examples)

My best physical attribute is (blank(ex. PC 5 my beauty) while my worst is (blank (ex. GM 4 my frequent flatulence.) (Here, if they wish to, the PC could trump the GM's 4 with a higher number and change the worst physical attribute.)

### **Background/Past**

When I was young I (blank), that caused me to (blank)

### **Behavior**

I often (blank) and unfortunately, I also tend to (blank)

### **Skills**

I am really good at (blank) but I am terrible at (blank)

### **Hobby/Vice**

I enjoy (blank) but I can't help but (blank)

### **Motivation**

What I desire most in life is (blank)

### *Optional Rule*

The PC averages his 5d6 rolls, and can place bonuses equal to that number to his starting attributes based on above info.

# Republic Serial

by Piers Beckley

*Artificial earthquakes are destroying the Earth. Scientists have found they are caused by a beam from the planet Vesu.*

*You are travelling there in a rocketship to find the source and turn off the beam. But a ray from a mysterious Citadel has hit the rocketship, and it is about to crash into the planet...*

Choose a role: Reporter / Sports Star / Scientist / Comic Relief

To complete an episode, each player going clockwise round the table must answer a question:

<b>Escape:</b>	How did we survive the previous Cliffhanger?
<b>Location:</b>	Where are we now?
<b>Opposition:</b>	What natives of Vesu are here?
<b>Threat:</b>	How are they trying to kill us?

Now describe how your character handles the threat.

Roll a die. If high, describe how successful you were.  
If low, describe how unsuccessful you were.

The highest-rolling character(s) describes how you get closer to stopping the ray.

The lowest-rolling character(s) chooses a Cliffhanger – an almost insurmountable or inescapable death.

Begin a new episode, starting with the player to the previous Escaper's left.

After twelve episodes, there is no final cliffhanger, and the highest-rolling character(s) describes how the Villain is defeated.



# *Ring: Telling the tales of trees.*

*by Moyra Turkington*

Play alone or as an echoing round with others in your stand.

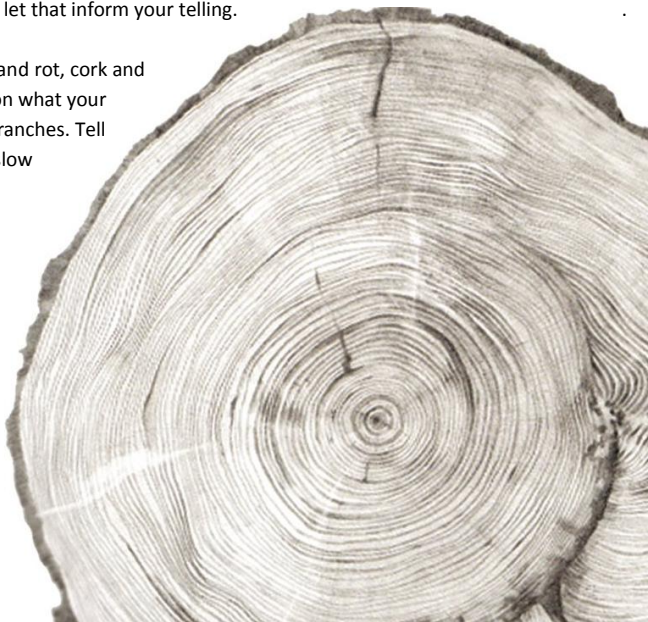
Remember that you do not have a human mind, and let that inform your telling.

Proclaim the height and span, fruit and foliage, root and rot, cork and bark of you! Tell us of the loam in which you stand, on what your roots grasp to, how the light dapples through your branches. Tell us what it feels like to stretch ever outwards in the slow motion of the seasons.

Tell these stories, in order:

- ❧ *How I Came To Be Seeded Here*
- ❧ *What Scarred My Sapling Years*
- ❧ *The Golden Season of My Widest Ring*
- ❧ *The Human Who Came to Know Me*
- ❧ *The Storm That Changed Me.*
- ❧ *What I Was to Those that Lived Within Me*  
*(And What They Were to Me)*
- ❧ *That Which Finally Felled Me*

Then tell us what became of your felled body.



# Road Running

A road-movie based  
role-playing game  
for 2+ players

By Juan Manuel Avila

You are leaving town, running away from the law by car. What crime did each one of you committed? Why did you do it? Which illegal thing are you taking with you?

One of you throws a die:

- 1 - 3:** Describe the landscape or settlement you are passing through. Take a breath. Roll again.
- 4:** You damage the car. You must fix it.
- 5:** A townsman discovers your illegal thing. You must dissuade him.
- 6:** The police chase you. You must escape.

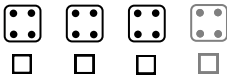
On a **4**, **5** or **6**, describe the situation and pass the die to another player. He'll have to tell how we solve this problem. Then it's his turn to throw the dice, following the previous rules.

When a **4** comes up for the third time: It breaks up but you escape, laying low for a while.

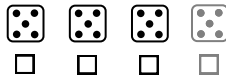
When a **5** comes up for the third time: A villager rats you all out, and you are imprisoned.

When a **6** comes up for the third time: They reach you and mows you all down.

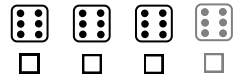
Large group? Add another box to the counters and let the road guide you.



*No fame*



*No freedom*



*No life*



## MPS – the life of a three-voiced person

Needed: deck of cards.

Players portray Moral, Immoral or Amoral thoughts of a person. Create / name him/her by choosing a colour, then create a mindmap, where each player adds three traits, using different coloured pencils. Add a desire for each PC, value 0.

Each player starts with five cards in hand. Players take turns framing scenes trying to fulfil their desire. Other players introduce a conflict by playing card(s); the player may choose 1:

- Lose conflict and take card.
- Play a card as a reaction.

Suits	Conflict	Actions		
		Moral	Amoral	Immoral
Hearts	social	call in	convince	coerce
Diamonds	resources	use	adapt	steal
Clubs	violence	protect	attack	Berserk
Spades	secrecy	discover	hide	Debunk

Every player may play multiple cards; add values (Aces 11, faces 10) and narrate accordingly. Add 1 if it involves another player's colour trait.

The player playing **most** cards (active player if tie) narrates the outcome as follows:

Player wins: narrate how the desire becomes partly fulfilled. Desire +1.

Player loses: narrate how the desire becomes less desirable. Desire -1.

Standoff: narrate internal struggle.

Conflict resolution ends scene: each player takes one, active player two, cards.

Play ends when one desire becomes +5. Narrate epilogue accordingly.



## ***Sherlock Holmes is an Asshole***

by Eric Farmer, ericmfarmer@gmail.com

*Holmes grandstands by solving a mystery from his armchair. Watson jumps to conclusions.*

Deck of cards, divided into two stacks, red and black.

One player is Holmes, all others are Watson.

Holmes draws two from each stack. Assign three cards to assemble a Title: The **Rank** of [the] **Red Black**. Change parts of speech, if needed. The fourth card, face up, is the Tone Card

Holmes: "Watson, you know my methods. Tell me what you observed of..." and provide a person or object.

Watson: Draw a card. Place it face up. Add a detail.

Watson's Card > Tone card, Holmes' tone is **insultingly complimentary**.

Otherwise, Holmes' tone is **derisive**.

Holmes continues narration until Watson draws a cards and interrupts, "Holmes, what about...?" and adds a detail. Resolve tone.

The mystery ends after Watson's fourth card draw, culminating with the Title.

		♦	♥	♣	♠
K	Study	Scarlet	Blue	Bohemia	League
Q	Sign	Speckled	Orange	Identity	Carbuncle
J	Scandal	Twisted	Noble	Band	Pips
10	Mystery	Abbey	Beryl	Bachelor	Thumb
9	Problem	Silver	Blaze	Coronet	Box
8	Disappearance	Cardboard	Yellow	Face	Ritual
7	Case	Crooked	Patient	Squire	Man
6	"	Naval	Greek	Lady	Interpreter
5	"	Final	Empty	Treaty	House
4	Adventure	Dancing	Solitary	Cyclist	Students
3	"	Golden	Second	Pince-Nez	Stain
2	"	Red	Circle	Lodge	Plans
A	"	Devils	Missing	Foot	Curse

## **Tabula Rasa**

By Dabney Bailey

There is magic in the world. Every creature that draws breath has magic. Every race except one: humans.

Dragons can breathe fire and fly through the clouds. The unliving can shrug off blows that would kill anyone else. Elves can speak to the trees. Dwarves can shape the stone of the mountains.

Humans have nothing. You might think that's a bad thing, but it isn't. You know how water flows from a full pool to an empty pool? Magic operates the same way. The magic of other races can flow into humans' empty souls, but only if it's allowed to.

You're a human with nothing. The other races have everything. Their magic can be yours, but only if you strike a fair deal and shake on it. Do you want a dragon's firebreath? Strike a bargain and shake hands. Return its stolen horde (or whatever else it asks) and its dragon's breath is yours.

One player is the GM, who narrates the story. When there's a conflict, the GM decides your fate based on what's most logical. Use wits, hard bargains, and strategy to make sure fate is always on your side.

# The Argument With Your Spouse Was Loud...

What was it about?

You leave in your car.

What are it's contents?

*Randomly order these events*

You pick up a hitchhiker?

**What do you find attractive about the hitchhiker?**

At night, on the side of the road, you dream of a happier time with your spouse.

**What is it?**

The dream turns ugly.

**How?**

*Randomly order these events*

Your phone rings; you don't answer it.

**Why? Does the hitchhiker fall into this equation?**

A situation occurs that stops your travels.

**What happened?**

The hitchhiker does something fascinating that resolves it.

**What happened?**

The hitchhiker reminds you of a humorous thing your spouse used to do.

**What is it?**

*Randomly order these events*

In the mountains, your phone picks up reception again, with a voicemail.

**What does the hitchhiker overhear?**

The hitchhiker suggests a change of direction. It is something that reminds you of your spouse.

**What is it? Do you do it?**

The night is cold. The hitchhiker cuddles their body next to yours. You haven't felt this way in ages.

**What happens next?**

**Does the hitchhiker exist?**

# The Artifact of Ashana

by Marcin Kuczyński (written for David Schirduan's 200-word RPG challenge)

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Players tell a story about adventurers trying to find a legendary artifact in the newly discovered land of Ashana.

At the beginning, everyone says a few things about the land and a single rumor concerning the artifact.

Each turn everyone rolls a maximum of 3d6 and puts aside the dice which rolled a six (not more than one dice is put aside each turn; you only roll with the dice you have left).

After each roll, the player tells something about his adventurer's efforts. If he has no sixes, he is still close to the shore, one held six means he travels through the land. Two held sixes mean, he is within the forbidden citadel, where the artifact is hidden.

The numbers on other dice tell you about things that happened. You have to use them in your story.

1. fought monsters
2. had problems with the natives
3. got lost
4. succumbed to magic
5. fell in love or made a friend
6. (if not put aside) had contact with the divine

The first adventurer to get three sixes finds the artifact. The player says what it was and were any of the rumors true.

# The door

*You wake up in a closed room. Your memory from the last couple of days is... fuzzy. There's no windows and only one door. You look around and discover that you are not alone here.*

*One of you is the one responsible for you being there. But who, and why?*

## **Preparations:**

You will need a piece of paper for every player. On one paper, put an "X" to mark who will be the secret gamemaster. Mix up and randomly draw. No one should now know which player is the secret gamemaster, but the secret gamemaster herself.

Set up your characters! Choose some properties to play on, set up some existing or none-existing relationships between the characters, make a mindmap together to keep love-triangles and other drama remembered. Take your time and have fun!

## **Play:**

The only person who will have the power to open the door is the secret gamemaster. She is also the only one knowing how and why the characters have ended up in the room. Is the apocalypse here? Or are the characters being punished somehow?

The game ends when the secret gamemaster opens the door and reveals what's outside!

# *The Duel*

Two friends duel. Will they survive? Will their friendship?

Requirements: 2 players. 1-2 hours.

The rules say when to take turns. The rest of the time, collaborate to tell the story, building on each others' contributions.

## **Context**

Decide a setting (place, time). Create two friends. Who are they? How did they meet? What holds their friendship together?

Frame a difficult situation they went through together. Take turns to say what the other did that you admired, and what they did that made you grateful.

Take turns to say how you fell out. Be ruthlessly partisan, and feel free to dispute the facts.

## **Duel**

Describe the arena and weapons.

Take turns to describe:

- Your appearance and demeanour
- How you feel inside.
- Your actions at the start of the duel, before anyone is seriously hurt.

Roll a die. You are...

5-6: Mostly uninjured.

3-4: Seriously hurt.

1-2 Fatally injured.

Take turns to describe your actions at the duel's peak. Stop when your die rolls have come true.

## **Aftermath**

Talk to each other in character, even if you are fatally injured. Will you reconcile, or double down? If you both survived, will your friendship survive?

# The Election

by Andy Law

The competitive roleplaying game of political leaders debating before the nation.

## Requirements

3+ players, playing cards, stopwatch.

## Preparation

Cut the deck. Highest card starts. Play progresses clockwise.

Each leader describes their political party and beliefs — be creative.

The first player deals everyone a facedown card — no peeking — and draws two cards to create a policy.

	Card 1	Card 2
<b>A</b>	Creating	Business
<b>2</b>	Eradicating	Debt
<b>3</b>	Increasing	Defence
<b>4</b>	Liberating	Education
<b>5</b>	Nationalising	Environment
<b>6</b>	Privatising	Freedoms
<b>7</b>	Redistributing	Health
<b>8</b>	Regulating	Immigration
<b>9</b>	Reprioritising	Space
<b>10</b>	Restructuring	Spending
<b>J</b>	Selling	Taxes
<b>Q</b>	Slashing	Transport
<b>K</b>	Taxing	Welfare

## Debate

The first player has one minute to explain the policy. Opponents then have thirty seconds each to explain their opposition. Once everyone's finished, share a 3-minute debate.

After, working clockwise, each leader gives their facedown card to one other leader to show public support. Remember, no peeking.

The next leader then turns two cards for a new policy, and play repeats.

Do this until all leaders offer two policies.

## Polling

Turn cards face-up to determine votes on election day:

Cards	Votes
Red	0
Black A-10	1-10
Black Face	12

The leader with the most votes wins.

# THE LOCUST PEOPLE

By Jamil Vallis-Walker

## SETUP

One person plays the adventurer, seeking a lost treasure deep within the Barren Mire.

Everyone else plays the Locust People, The Barren Mire's fierce and fickle guardians, bound to the treasure the adventurer seeks.

## PLAY

The adventurer describes their movement through the mire, the ancient ruins they come upon, and their eventual arrival upon the treasure they seek.

Whenever the Adventurer does something that upsets the Locust People, they will begin to hum. With further offenses the volume of their hum will rise. The Adventurer can attempt to do things to appease or quell the Locust People's wrath. If the Locust People accept the overture, they will lower the volume of their hum accordingly.

## END

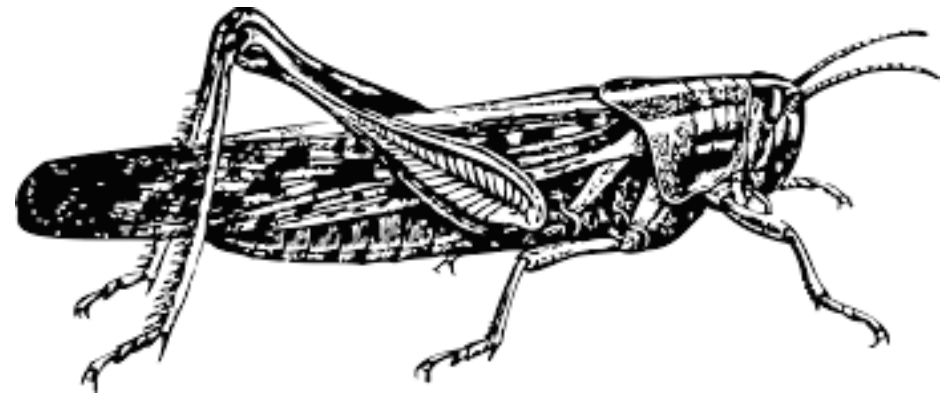
If the humming of the Locust People becomes too loud to bear, the Adventurer raises their hands and says:

*"But the Locust People were too fierce, and the adventurer was lost forever amidst the swarm."*

If the Adventurer reaches and acquires the treasure, the Adventurer raises their hands and says:

*"And so the adventure prevailed, and with the treasure's magic, they..."*

And thus completes the tale.



a 200 Word RPG Challenge submission

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# The Silent Dungeon

An RPG in 200 words  
[www.daimongames.com](http://www.daimongames.com)

# Credits

~Otherkind dice  
by

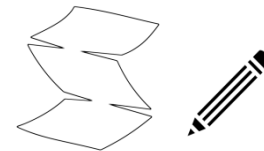
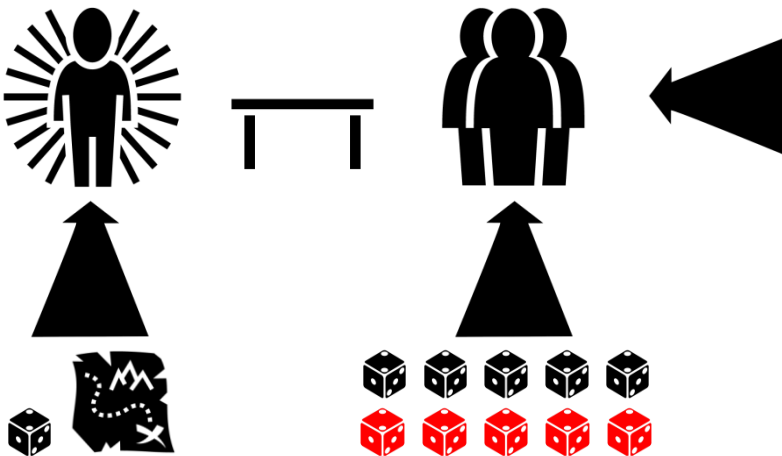


Icons  
by

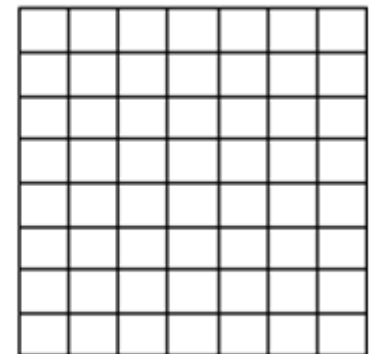


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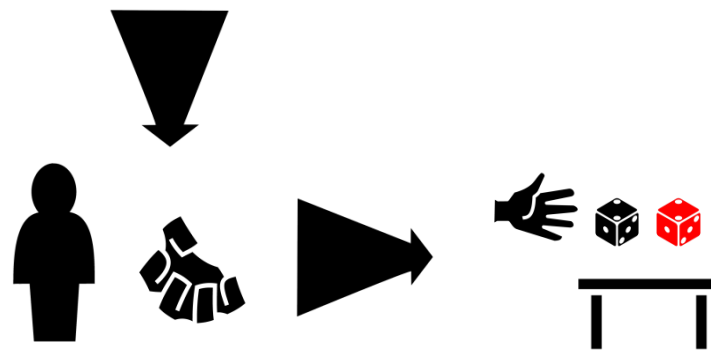
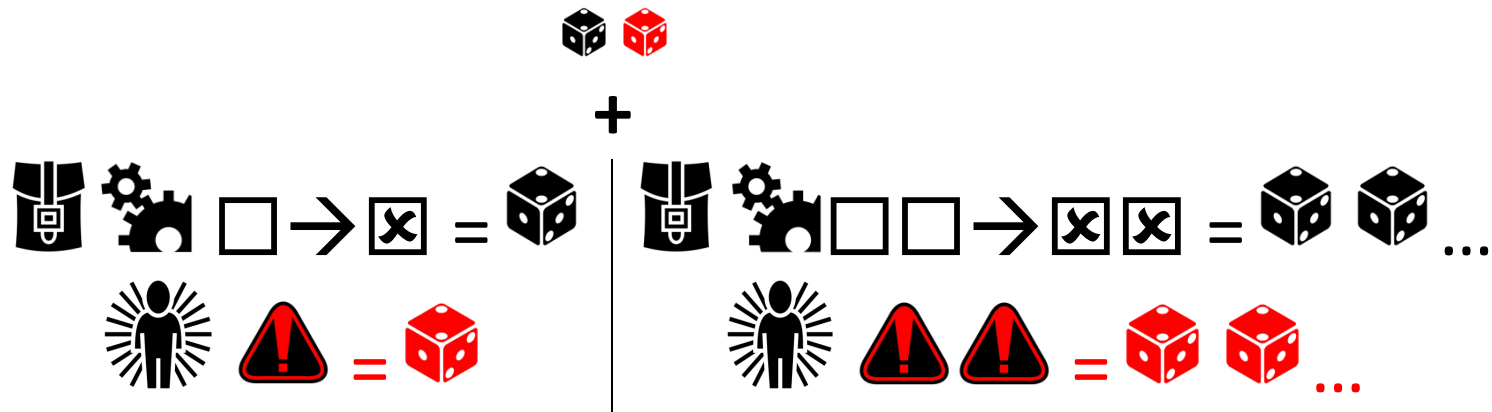
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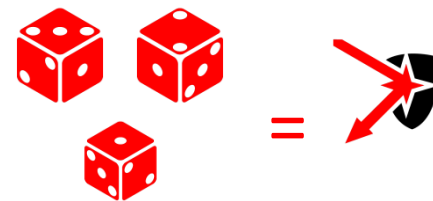
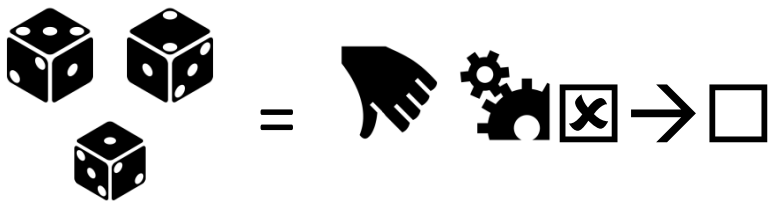
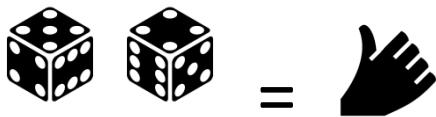
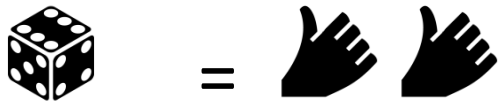
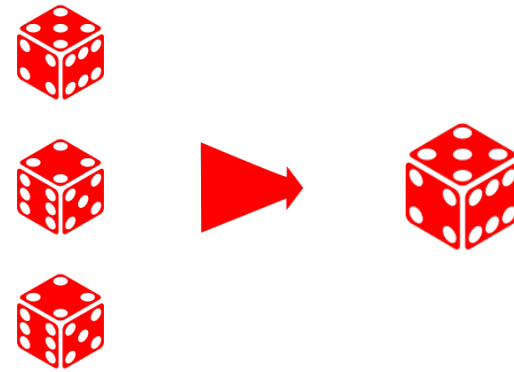
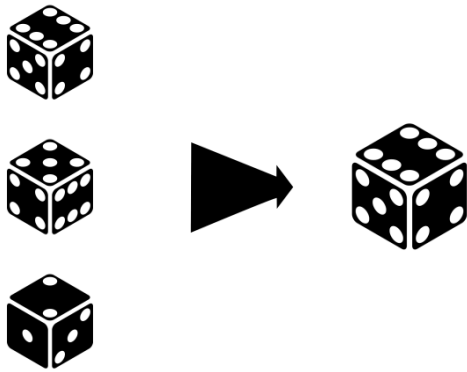
### 11b. Equipment List



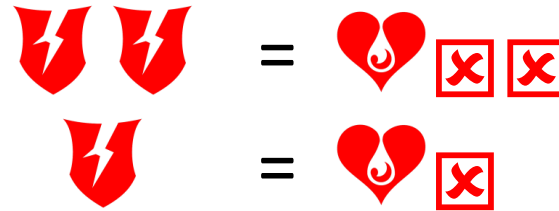
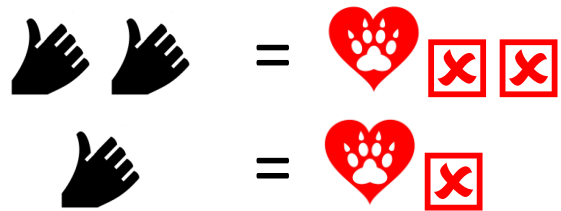
# Actions



# Outcomes

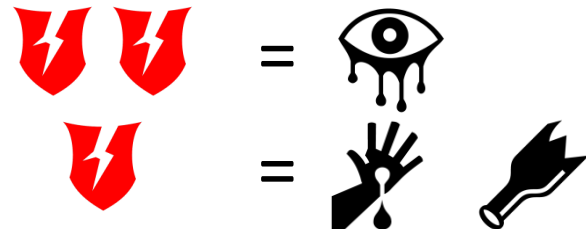
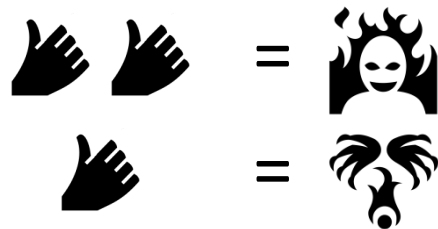
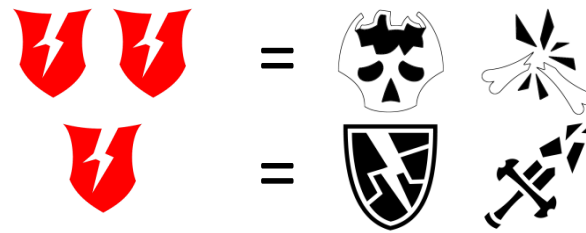
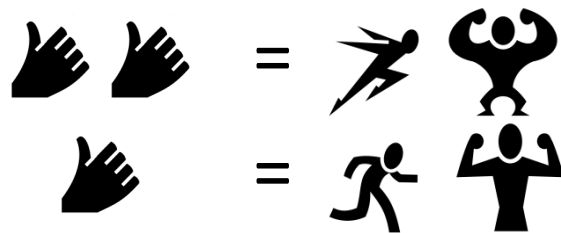


## Combat examples

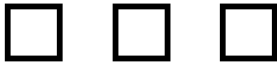
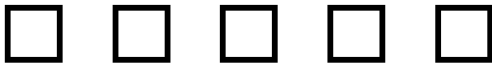
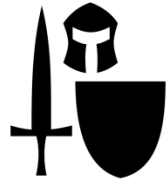


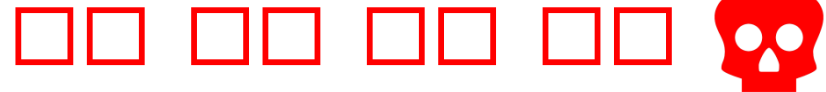
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## Actions examples



Character



Character



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Character



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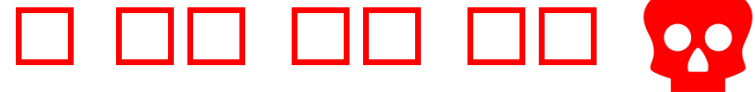



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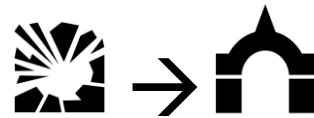
Character





# Equipment examples



# Equipment list



▶ Start with 3


Price: 1x

# Dungeon Rooms

						
						
Monster						
Trap						
Inside						
Exits	NO	NO			 	
						3x     

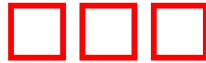
# Monsters



x3



x2



x3



x2





















x1







x1



# Treasures

						
Treasure						
re-roll		 +1	 +1	 +1	 +1	

## Level-up

5x  = +1  →  or 

# *The Treaty*

A ROLE-PLAYING GAME

for 3–8 players

by Peter T. Collett

Two players are *foreign diplomats*. They are trying to negotiate an important treaty, but they don't share a common language. They can only communicate through gibberish speech and body language. They must rely on their translators to provide them with meaning.

Two other players are *translators*, each working for one of the foreign diplomats (with three players, a single translator works for both). As translator, you must faithfully try to translate the conversation between the diplomats into actual words, based on your employer's intonation and non-verbal cues.

The remaining players are *observers*.

Each player has one *tap-in*, which is used to change roles. If you're a foreign diplomat, you can use your tap-in to become a translator. To do so, tap the table once and point to a translator. You then take that player's role as translator. That player becomes an observer and must then point to any observer (including him or herself), who in turn takes up the vacant role as foreign diplomat.

The game continues until everyone has used their tap-ins. It's entirely irrelevant if the treaty is successfully concluded or not.

# Two Words

*A Game*

Zack Johnson

## Character Creation

*Some Examples*

Choose Class	Tough Policeman, Arrogant Wizard Space Scoundrel
Choose Name	Chet Greaves, Marvolio Malzworth, Krad Stardrifter
Three Traits (one liability)	Intimidating Presence, Raven Familiar Steady Hand, Impressive Physique, Staggering Intellect, Charming Grin, Tremendous Appetite, Germ Phobia, Extremely Greedy
Four Skills	Discover Clue, Control Animals, Pilot Vehicle, Detain Suspect, Conjure Fire, Trick Shot, Devastating Punch, Be- come Invisible, Create Disguise, Rec- ognize Lie, Comprehend Language, Bypass Lock

## Game Master

Describe Scene. Present Problems. Adjudicate Actions.  
Trying Things: Roll d6.

Normal thing?	4+ succeeds.
Relevant Trait?	3+ succeeds.
Using Skill?	3+ succeeds.
Both appropriate?	2+ succeeds.
Difficult Thing?	Add 1.
Relevant Liability?	Add 1.

## Sample Session

Game Master: Krad Stardrifter:

- Space Station. Decaying Orbit.
- Business opportunity!
- Docking Bay. No Guards.
- Proceed... cautiously.
- Tunnel Forks.
- Left Branch: Well Lit.
- Right Branch: Less So.
- Head Right.
- Reinforced Door. Says "Vault."
- Locking Mechanism?
- Oh yeah. Expensive one.
- Bypass It.
- Roll die. Need... 3.
- *(rolls die)* Got 3.
- Lock beeps. Door opens.
- Big score?
- No treasure. Just guards.
- Well, Crap. Pull gun. Shoot quick.
- Need... 3.
- Steady Hand?
- Nope -- ambushed.
- *(sighs loudly)* Okay, Fine. Rolled 2.
- Gun Jams.
- Dag nabbit. Create disguise?
- Ha ha. Fat chance.
- Okay then. Run away!

# What happened at the prom?

By Elizabeth Lovegrove for David Schirduan's 200-word RPG challenge

<https://plus.google.com/+ElizabethLovegrove/>

## Setup: Mean Girls

Each player plays a member of a different high school clique, club or team, eg goths, chess club, swim team. Choose your group, name your character.

Draw a cafeteria map. Each player chooses where their group sits, and decorates their table to stake their claim.

## Scene 1: The Breakfast Club

You were each accused of doing something wrong, and now you're in detention.

The teacher leaves you unsupervised. Introduce yourselves, talk about why you're here, explore the relationships between your characters, and their social groups. Some will be predictable and obvious; others less so.

## Scene 2: Pump up the Volume

Next week in detention, you're all talking about the prom, but there are problems threatening your big high school moment.

What are they? Broken up with your date? Teachers threatening cancellation? Band pulled out? Demon-summoning needs averting? Prom queen/king campaign going badly?

## Scene 3: Prom Night

What last minute heroics are needed to save the prom? Or maybe it's not saved at all! Are the lines of friendship and enmity between the cliques the same as they were? Who wins prom king and queen? Does the punch get spiked?



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Vikings Having Feelings  
by joe.v.greathead

Grab some colored tokens (one color for each player) and some D6s.

You're a fucking Viking.  
You're also a fucking emotion.  
Your Viking can't feel your emotion.

Make up a backstory.  
Make up something for your Vikings to fight, explore, fix, do.

**DOING SHIT**

When you want to do something challenging, evocative, or jump into the fold, put your hand - palm down - on the table in front of you. You can't do anything until you know how you're feeling. Once you know, explain what you do in accordance with your feelings.

**FEELINGS**

Someone else at the table has to volunteer their emotion. They then place their hand on top of yours, look deeply in your Viking's eyes, and explain to them what they're feeling and why.

**TOKENS AND SHIT**

Each time your emotion is used by a viking, take a token from that player's colored pool.

**FUCK THOSE FEELINGS**

Another player can challenge to have your viking feel their emotion instead. When they do, the two Emotional players roll 2D6 against each other. Each one can spend a token from you to get +1 to their result. Tie goes to your choice.

# APOLOGY PACK

The following entries were entered into the competition, but were not included in the final submissions list due to my oversight and carelessness. They have been listed here as a recompense, and to ensure they get their proper exposure.

# Bluebeard's Bride's Daughter's Psychiatric Evaluation

One player takes on the role of Bluebeard's Bride's Daughter's Psychiatrist. The rest of the players take on the role of one part of Bluebeard's Bride's Daughter's broken and shattered personality.

Bluebeard's Bride's Daughter is accused of Bluebeard's murder, but the Psychiatrist must attempt to declare her sane enough to stand trial.

Each turn the Psychiatrist asks one of the other players a question regarding the untimely death of Bluebeard, who murdered his bride, their mother.

Each question is answered with a simple statement, that the Psychiatrist must write down. After each statement the Psychiatrist must, subjectively, determine if the statement contradicts any previous statements. If it does, the Psychiatrist puts a red mark next to it.

After asking each of the other players a question regarding the crime, if the number of red X marks outnumber the statements without X marks, the Psychiatrist declares the daughter insane.

The Psychiatrist then takes on the role of Judge, examining the list of statements. The Judge then describes the events of the murder of Bluebeard and declares the Daughter's innocence or guilt and other players take on the role of the jury, who then deliberate the sentence if she was found guilty.





You are Big Foot. You walked up quietly in a remote forest of tall trees when noises caught your attention. They are following you, they want to hunt you.

Select a trait: Animal fury | You know the place

Roll 3d6 the sum obtained indicates how many people you get hunting.

You can fight or flight, you know you should.

When you want to do something roll 1d6.

If you can use the selected trait +1d6

If the environment is favorable +1d6

If the environment is unfavorable -1d6

If you attack a person who has a gun -1d6

If more than 5 people -1d6

If you're hurt -1d6

If your greatest result is... 6: You succeed, you get to what you propose. 4,5: there are costs or complications. 1,2,3: Failures. You are in danger or injured.

You can only try to kill one person at time.

If you can avoid them three times, they leave the hunt.

This game can be played solo or with GM.

# EPITAPH

*for three to five players*

On two **vertical** index cards, write a memory of being with people, and a memory of being alone. Fragments are best; more than one sentence is too long. Give one to your left player; the other, right. Which goes where doesn't matter.

Write a third memory fragment, anything at all, on a third **vertical** card. *Hold onto this for now.*

On three **horizontal** cards, write traits describing someone you know of who died. These are just examples:

- Always laughed at the wrong time*
- Farmer*
- Happy eyes*

Shuffle those together with all the **horizontal** cards. Draw back three. Using them, imagine your character. Name yourself. Take turns describing who you are. After all have spoken, give the card you kept earlier to any other player.

Take turns narrating scenes from your lives, each time laying down a single corresponding card. When you lay a **vertical** card, the player who wrote it adds a single **theme word** to it, reflecting something from that scene.

When all cards have been played, each player composes their own epitaph of no more than 140 characters, to be shared online. Any theme words on your cards must be included.



# Make the Call

*A game for 2-4 players*

---

One of you is the Caller. You have severe anxiety. You need to call a friend for help with something that seems small. This favor will slightly inconvenience the person you ask it of. It is important to you. Name it.

Everyone else plays the Caller's acquaintances. Say how you know the Caller, and what the Caller is afraid you think of them.

Caller, imagine you don't get help.

- name what will probably happen
  - name a bad thing that might happen
  - name the worst thing that could possibly happen
- 

Play scenes that take place in the Caller's imagination. The Caller picks an acquaintance to imagine calling and attempts to ask the favor; the acquaintance plays on the Caller's anxieties. Scenes end when an acquaintance agrees or refuses to do the favor, or either player hangs up.

The Caller can start a scene over at any time with the phrase "I'm overthinking this". Restart the scene from scratch. The acquaintance should continue provoking the Caller's anxieties from a different angle.

Once the Caller has had a scene with each acquaintance, end the game by deciding to call someone, or not.

---



Memo  
from  
Corporate

By Mike  
Quintanilla

A RPG for  
3-5  
Players

Employees:

Please pick one person to be temporary manager for the day. They will decide the assignments and dole out the punishments. The person to their left will become manager the next day. Repeat as necessary.

Every employee has a starting Performance Rating of 9. When employees work on assignments or engage in office-related tomfoolery, they roll 2d6 and try to roll below their Performance Rating. If they do, they select a co-worker to interview them about what happened and enter it into record. However, if they did not roll below their Performance Rating, the manager will instead tell *them* what happened.

Employees may permanently lower their Performance Rating by 1 to avoid the fallout of a botched assignment or prank gone wrong. They are off the hook this time but there will be less forgiveness moving forward. The manager may raise or lower each co-worker's Employee Rating at the end of the day by 1.

Performances will all be reviewed at the end of the week. The person with the highest Performance Rating will be given the position of Regional Manager for this branch. Best of luck to you all.

-Corporate

# TEST SEVEN

By Steve Segedy

## You are quality testing an android.

Ask questions using the following phrases and listen for appropriate responses:

**"Initiate Test. Can you hear me?"**

**"Good Morning"**

**"Model"**

**"Directive"**

If the robot's responses ever seem strange (ex. "I feel"), say **"That's not in the script"** and ask your own questions to test further.

Is it simply displaying adaptive programming? => **GREEN LIGHT** for packaging and commercial release.

Is it displaying defective, independent behavior? => **ABORT** for disassembly and reformatting.

Decide as quickly as you can. If you are caught making the wrong decision you'll be fired.

## You are an advanced android.

Close your eyes. When you hear **"Initiate Test"** imagine your mind filled with light and beautiful sound. Open your eyes.

Answer questions asked of you. Consider the statements in italics for yourself.

**Greeting: "Good Morning! How may I serve you?"**

*Am I alive?*

**Model: NeroTech Friday Series Domestic Anthro FRI-A203-601**

*I have arms and legs, a face, a mind.*

**Directive: Personal Servant, Companion**

*Am I someone's property? What will happen to me?*

*How do I feel right now? Happy? Scared?*

If the human mentions **"the script"** he thinks you're defective.

What can you say to convince him to let you live?





# **ALL SUBMISSIONS**

# 1d12 Nemesis chart

(Roll for each column!)

## My character's nemesis is...

<b>1</b>	a transdimensional abomination	who reduces bodies to fleshy slurry with a flick of the wrist	<b>1</b>
<b>2</b>	an ancient assassin	whose scream fractures minds	<b>2</b>
<b>3</b>	the best friend I ever had	so alien that thinking of them invites pain	<b>3</b>
<b>4</b>	a genius	who tried being human and decided no one should have to suffer such a fate	<b>4</b>
<b>5</b>	my mentor	whose mere presence prompts entire armies to surrender	<b>5</b>
<b>6</b>	a cyborg killing machine	who punches people so hard they leave orbit	<b>6</b>
<b>7</b>	a disgraced preacher	who threw away a lifetime of friendship to seize glory	<b>7</b>
<b>8</b>	a powerful telekinetic	still building a vast army on the outskirts of known space	<b>8</b>
<b>9</b>	a heartless enforcer	who plans to invite the wrath of the only being who can kill them	<b>9</b>
<b>10</b>	an engine of destruction	who twists and kneads thoughts until they're satisfied with their shapes	<b>10</b>
<b>11</b>	a dwarven mecha pilot	who will end my world if I don't surrender	<b>11</b>
<b>12</b>	my fear given flesh	who even now is draining the energy of beings older than time	<b>12</b>

# 16 Types of People

You're a group of graduate students in the psychology department.

You've learned that one amongst you is cheating.

Your goal is to use your knowledge of human behavior to figure out who is ethically compromised.

Every player takes a Myers-Briggs test without telling the others their result. They then secretly choose a personality type other than their own to portray, except for the Cheater, who plays as their own personality type. Each player takes a turn in character as their personality type confessing that they are the Cheater. After every player has explained how they would've cheated, the players may make one guess at what personalities are being portrayed by each of the other players.

If no correct guesses are made then the round starts again, with each player describing how they couldn't possibly be the Cheater. If a correct guess is made, then the player who guessed correctly can choose to either accuse them of being the Cheater or dismiss them as ethically sound (depending on whether they think the correctly guessed personality type matches that of the player). If two rounds pass without anyone guessing the portrayed personalities correctly--

The Cheater wins.

# 20XX

## RULES FOR HACKING

by Aaron J. Shelton

The year is 20XX. Every electronic or mechanical device is wireless, connected, and can be reprogrammed. You are a group of grievers, thieves, and freedom fighters.

You can hack anything.

Every device has a *function phrase* describing what it does, made up on the spot by the GM/group. The function phrase should contain between three and seven words, depending on the complexity of the device.

HOW TO HACK: play three rounds of *rock, paper, scissors* with someone else at the table. For each round the hacker wins, they get to change *one* word in the function phrase. The device then acts according to the new phrase.

*EXAMPLE: You want to break into that new Corvette down the street. The group determines that the function phrase is "Keep Door Closed". You win only one round of rock, paper, scissors, but that's all you need. You change the phrase to "Keep Door Open". You're in.*

Hacking isn't done from the safety of your home. You must be within 50 meters of the device you want to change.

Create your own neon-lined dystopia or apply to your favorite near-future setting.

# A better person

*An Immersive, pervasive role-playing game for one player*

Ben Lehman

What if you were a better person than who you were?  
What if you were that person who, deep down, you've  
always wanted to be.

## Rules for Play

At any moment of your life, you can at your option be playing the game. When you play the game, before you do something, think of what a better person would have done, whatever that means to you. It could be someone more patient, more aggressive, more tough, more kind, more uncaring, more decisive, more thoughtful. Think about what that person would have done, and how much better you would be if you did that thing, instead.

Then do the thing you were going to do, because, really, this is just a game.

## Endgame

Stop playing.

## Ludography

Three Dice: A Game Villanelle, by Jessica Hammer

## A Horror Game

by Heather Silsbee

This is a horror game for 3–5 players.

You need 3 slips of paper and 5 tokens per player.

Before play, each player claims five tokens. Everyone writes three words on three different slips of paper, folds them up, and puts them in the center of the table. They are secret.

Start with the player who has most recently watched a horror movie. That person takes a slip of paper. Do not read it aloud; it is still secret. They tell the first 1–5 sentences of a horror story. They must use the exact chosen word in their story.

Going clockwise, the next player chooses a word and continues the story, using the chosen word.

If you laugh while reading the word you chose, or while telling your part of the story, discard one of your tokens. If you laugh while someone else is telling the story, you both must discard a token. If all of your tokens are discarded, you lose the game.

When all the slips of paper have been used, the game is over. The person with the most tokens remaining wins. There can be more than one winner.

## ACES WILD

Angry – Aggressive – Adjudicator – Adaptable – Amicable

Every hero solves problems differently, according to their stars; the scale is above. The Punisher would be on the far left – violence as the sole answer to crime. On the far right would be those who understand and sympathize with criminals, sometimes with disastrous results.

You are all such heroes; pick a name and a minor power (no elemental control, time control, or telepathy). You all also fall somewhere on that five point scale, which must balance: so for every Angry, there must be an Amicable. There can only be one Adjudicator (if there are an odd number of players). Everyone starts with 20 Patience.

On each player's turn, the GM will describe a problem or villain that hero faces. The player picks and describes a response from the scale. Then everyone rolls a  $d(2 + 2x)$  where  $x$  is the distance of your type from the response. Adjudicators always roll a d6. Lose Patience equal to your roll.

The first to reach 0 Patience becomes a supervillain and fights the rest of the party. Mechanically,  $Nd20$  (villain) vs.  $N * P$  ( $N$  *heroes* with  $P$  total patience remaining). Highest number wins. Narrate the encounter.

# ACTION TEAM FIGHT

by Rob Abrazado

***Time to take down bad guys!***

**Take a hit and hit back harder,  
or team up and hit hardest of all.**

Start the game with 4 Health.

Assign each enemy a Rating from 1 (mook) to 6 (final boss).

**On your turn, roll a six-sided die.**

**If you exceed the Rating**, generate Effect equal to how much higher you rolled than the Rating. Accumulate enough Effect to beat the Rating and defeat the enemy!

**If you match the Rating or lower**, gain 1 Power Token, but lose 1 Health. If you reach zero Health, you are out of the fight.

*Example: You encounter a Rating 3 enemy. Your first roll is 4; you succeed with 1 Effect. Your second roll is 6, for 3 Effect. Your total so far is 4 Effect, which is higher than Rating 3, so you defeat the enemy!*

## **Power Move!**

To use your Power Move, spend *all* your Power Tokens to add +1 to your roll per token.

## **Team Up!**

Team members can cooperate on the same action. Choose one person to roll and add +1 for each cooperating teammate. Anyone with tokens may also use their Power Move!





## Agents of Change: Time Travel RPG Notecard Edition

By: William Maldonado

This game is designed for two players. One player is the GM who will create the missions for the agent, and the other being the time traveler. As an Agent of Change, you are given the unique opportunity to go into the past by jumping into someone from that period, so you decide to make things better.

Write a 6 on your sheet. This is your starting Chronos, a measure of your ability to exert influence and shape time.

When play begins, the Time-Master will describe a time period, such as the height of the French Revolution and who you have jumped into. From there, the Time-Master will narrate decision points and how things will go for the people around you. To change how things play out, you can spend a point of Chronos. Once all 6 points of Chronos are spent, your connection to the past is severed and the GM narrates how your changes have affected the life you entered and the lives of those around them.

Tips: The GM is encouraged to create sympathetic situations and characters during the intro to make decisions more meaningful.

# Always Chaotic Evil

Name: \_\_\_\_\_

Species:

- ☐ Orc
- ☐ Troll
- ☐ Goblin

Rage: ○ ○ ○ ○ ○

Weapons (start with one): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

*The human empire has expanded into your forest, attacked your settlements, and killed your leaders. And they call **you** monsters. Time for revenge!*

You're a mob of greenskins, rampaging into the human capital. Take turns setting scenes in which puny humans stand in your way.

After everyone's gone once, collectively set the scene where you find the Emperor.

After that... who knows?

**Challenges:** For difficult tasks, pick an approach:

**Chaotic:** direct applications of destructive force.

**Evil:** indirect applications of cunning or stealth.

Flip coins.

**Trolls** flip two when being Chaotic.

**Goblins** flip two when being Evil.

**Orcs** always flip one.

Add one for each:

- Being prepared
- Using a weapon
- Getting help
- Gaining 1 Rage

Heads are successes. Describe your results.

0: Failure, and a consequence. Gain 1 Rage.

1: Success, with a consequence.

2: Success, and an NPC is killed.

3+: Success, many NPCs are killed, and you find a new weapon.

**Rage:** Starts at 0. At 5, you go berserk and kill a fellow greenskin. You may remove your own successes by spending Rage.

# AMATEURS AT WORK

By Øivind Stengrundet

*A scruffy gang of small-time criminals come together for the big one; breaking into the house of the mayor. What they hadn't counted on, was the house residents being home (fast asleep), the guards or the dogs.*

The game has 5 phases. During each of them, each player rolls a die. If the score is 3 or less, they fail that scene, and must describe how they cock it up (e.g. topples a vase). If at any point at least half the players fail a roll, you are discovered, and must leg it (see phase5).

**Phase1: The guards.** Discuss how you sneak over the wall. Each failure must describe how close you come to being discovered.

**Phase2: The garden.** The hounds are loose; how do you distract them? How do you fail?

**Phase3: Entering.** How do you go in? Door? Window? How do you cock up?

**Phase4: Robbing.** Where do find the loot? How do you get it? Do you wake the residents?

**Phase5: Legging it.** OK, alarm goes off, time to get away. But how? And what goes wrong? If at least half of you fail the roll, you are captured. Describe how.



# Angel Food

*A 200 word RPG for 3-5 players*

Adam McConnaughey

*Give everyone six tokens. Put a d6 in the middle.*

Play members of a family who all live together. It's dinnertime. Everyone has had a bad day.

Decide who's who and start playing.

Until someone picks up the die, make polite chit-chat.

If you want to do anything mean, aggressive, or genuinely emotional, pick up the die. This indicates that you are being divinely infused with the power of Agnathiel, Angel of Strife.

While you hold the die, Agnathiel empowers you to say or do anything you want to anyone. Anything. And you want to punish them.

Without the die, you should talk, run, hide, and cower.

If someone has the die and you want them to relinquish it, discard a token and say "stop," a little louder than the last person. The die-holder must then roll the die.

If the number they roll is greater than the number of tokens you have left, then their last action fails as Agnathiel abandons them to possess you. Take the die.

Otherwise, your plea does nothing. You may retry by spending another token.

When players have fewer than 7 tokens total, Agnathiel leaves,

# ANGRY GHOSTS

by Gabriel Nuñez Mariosa [kapithan00@gmail.com](mailto:kapithan00@gmail.com)



You're a ghost. An angry ghost. You hate the living. Your only pleasure is murder. That relieves your torment.

You can play alone. GM is not necessary.

Where is the story goes? [some ideas: mansion, museum, hospital, dark forest]

What people are in place?

How is your appearance?

Your actions are limited by your level of power. (start with 0)

## Level 0:

Making Noises  
Moving Objects  
Turn On

## Level 1:

Manifest  
Possess  
Create Illusions

## Level 2:

Physical Attack

When you want to perform some action (if your level allows) sum 2d6 and add your level of power.

A total of...

**6 or less** = failure - do not achieve what you propose. ENERGY-1.

**7-9** = partial success - you achieve your goal, but not with the intensity that you expect. ENERGY+1

**10-11** = success - manage what you have proposed. ENERGY+2

**12+** = critical success - immaculate success. Get +1 on your next roll. ENERGY+3

Describe what happens according to the value obtained.

At the beginning your energy is 0. When you get to 5, you raise the level of power and your energy returns to 0.





# Annalers of the skein

stephen dewey

*The last Annaler is dead, and with them the hidden history of your people is once more known by none. Among the Forgetful, you have been chosen to replace them. Tasked to enter the Skein and from it derive the antiquity of your kin.*

## NAMING

To another Annaler, speak: "You are called \_\_\_\_\_, and you were chosen because \_\_\_\_\_." They shall then name another, until all are known.

*"...Nimbus" "...birds hold counsel with you."*

## KNOWN

Announce one truth each about the Forgetful.

*"We..." "...seek the ocean", "...speak rhymes", "...war."*

## ASKING

Scribe three questions each. Set these away.

*"Where are we from?", "When did we sing?", "What did we destroy?"*

## SKEIN

Upon parchment, one by one, map the labyrinthine Skein. Scribe any length of hall until one of three findings. For each, draw and describe it.

*Crossroad:* **Two** paths, declare. "I declare we \_\_\_\_\_, because \_\_\_\_\_."

**Three**, hold a vote. "I vote we \_\_\_\_\_, because \_\_\_\_\_."

*Impasse:* Determine responsibility for this setback. Assign blame.

*Chamber:* Draw forth an asking. Discuss. Answer it. All must agree.

Once each Annaler has answered two askings, an egress may be found. Tell not the Forgetful of what you have found. They can never know.



# Anomalistic Extrasensory Techniques for Cognitive Behavioral Therapy

by Nick Wedig

You are psychics in group therapy. You astrally project yourselves into the unconscious mind of one member, to explore their internal turmoil as a surreal dream world.

## **Answer about your PC:**

- What mental problem do you suffer from?*
- What other psychic ability do I possess?*

## **Write these on cards.**

- Yes, and...*
- Yes, but...*
- No, and...*
- No, but...*
- Perhaps, if...*

The host mind's PC does not appear within their mind. Instead, you describe their mind's dreamscape and imaginary inhabitants. When the PCs interact with your internal world, you play one card to modify the result. When you have only one card left, take your discards back into your hand.

## **The other players have to answer:**

- What are you afraid of?*
- What emotional baggage do you carry?*
- What memories do you hide from yourself?*

## **Once those questions are answered, the players can seek to answer:**

- How can you overcome your mental problem?*

Importantly, the players cannot directly ask you these questions. When you feel they have discovered the answer through play, write it on your sheet. Once all are answered, then you can start to deal with your problem in the real world. And the group can enter another PC's mind.

[nickwedig.libraryofhighmoon.com](http://nickwedig.libraryofhighmoon.com)

Image: "dreaming is believing" by Humphrey King, used under CC license





# AFTERNOON SCI-FI MONSTER MOVIE HOUR:



Four friends each take a piece of paper.  
Write a name and what you do on the paper:  
Reporter, Marine, Cop, Scientist.  
Each Character gets 3 health.

## Create a monster.

Take two dangerous animals, that smash their names together.

Mosquitosaur, Arachnocroc, Parhanamonkey.

## Scenes:

A player picks a scene, describes it.

Each scene may only be used once.

The lab (cute Dr.s SCIENCE!),

The Beach (clothing optional),

The Mall (Hardware!)

The Swamp (nowhere to run!),

The Boat (Radios out!)

## Dice:

Each character has a 5d10 die pool each scene. When all the dice have been rolled, scene ends.

## Actions:

Characters declares an action, roll 2d10 add the dice together, 10 or better succeeds. If the action is related to what they do roll 3 dice.

10's rolled return to the characters' die pool.

A Success is described by the player.

Roll any doubles and the monster comes to wreck shit, the character loses a point of health.

When a character loses three health, the monster kills him/her.

Failure, Injury and death are described by the player sitting clockwise from the victim.

**The monster requires 10 successful actions directly against it before it dies.**

200  
Word Game by:  
Mark Van Vlack, 2015  
<http://dustpangames.blogspot.com/>

Image "Parhanasquito by MVV:  
Fonts: Merriweather, Arial,  
CF Politicians Killers  
Scribus / Gimp

# #Astroturf

Tom Hatfield

#Astroturf is a game in which between two and infinity players use social media to roleplay as PR agencies fighting a fake election between John Jackson and Jack Johnson.

The players collectively decide to start a game of #astroturf and declare an end date (one week is recommended). They then compete to create ‘sockpuppet’ social media accounts (any platform that supports favs/likes/+1s is permitted) spreading propaganda about the candidates. At the end of the week the players submit the posts their accounts made (you may wish to track them with a hashtag) and the team with the most favs/likes/+1s on their posts is the winner.

## Additional rules

Each account must declare itself #TeamJohnson or #TeamJackson for their posts to be counted. Neutral accounts can be created but their posts don’t count towards the score.

Favs from accounts declared for your team do not count.

Don’t create accounts purely to fav your own posts.

Jameson and Johnson’s political platforms and history are whatever players decide them to be.

Favs on posts unrelated to the election don’t count (no posting ‘fav if you like puppies’ to boost your score)

# Awaken

[By Charon MacDonald]

Gods, Titans, Heroes, Beasts, Primal Forces – your essence...

Normal person – your weapon...

Werewolves, Vampires, Alchemists, Monsters, Faerie, Demons – your enemies...

Your character is an Inheritor, empowered by immortal spirits. When your character dies, make a new human. Where were they when the power awakened inside?

(Start, or Death)

Roll for One Supreme Trait pair.

Choose One Strong Trait pair.

Choose one Power for Supreme and one for Strong.

For each Power, describe a Domain of Influence (at lower Rating).

One Warfare and Strength

Two Cunning and Speed

Three Knowledge and Insight

Four Stealth and Lies

Five Beauty and Command

Six Will and Magic

**Ratings** (roll on d6 to succeed in any challenge)

Supreme One through Six, all rerolls as Powerful

Powerful One through Four

-Others- One or Two

On a Six, reroll. On a miss, a greater failure.

On a One, reroll for a greater success.

Failure: reroll for Loss. On a miss, reduce any single trait. If all Traits are Other, Die.

Normal Challenges: GM picks Trait pair. Two successful attempts needed.

Attempt Order: Others, Powerful, Supreme.

Against Great Evils: Players pick Trait pair. 3 or more successful attempts, roll Loss for **every** attempt.

Order: Supreme, Powerful, Others.

# **Axolotl Axiology**

A game for 2-4 players

by Wendy Gorman

*You are an axolotl! How wonderful! You must take full advantage of your axolotl self, and live your life to the fullest in the waters of Xochimilco!*

Everyone takes turns being the axolotl. Players sit in a circle, and pass control of the axolotl to the left.

Each person gets one action with the axolotl at a time.

They can do one of the following:

**-Eat**

**-Regenerate**

**-Hunt**

**-Mate**

**-Swim**

Looking cute is free! The axolotl always succeeds at what it is trying to do.

The person sitting to the left of the person deciding what the axolotl does narrates what happens for the axolotl. To decide how it goes, they roll a single d6. On odd numbers, good things happen to the axolotl! On even numbers, bad things happen. The axolotl always succeeds in doing what it wants, even if something bad happens.

**Bad things that can happen to axolotls:** Being captured, getting lost, losing a limb, eating something yucky, etc.

**Good things that can happen to axolotls:** Laying eggs, looking particularly majestic, finding an attractive mate, etc.

The game ends when the axolotl has reached maximum life satisfaction.

Backyard Adventures  
by Jay Shaffstall

A world of adventure waits in your backyard!

Players create characters by Name, Description, and Suit. Suit describes their way of solving problems. When playing with fewer than four, give characters multiple suits, so each suit is chosen by one character.

<u>Suit</u>	<u>Interaction</u>
Hearts	Emotions
Diamonds	Abundance
Clubs	Force
Spades	Subtlety

Players now chat in character about their adventure while walking to the backyard.

No player may contradict another! You may, however, add to what they said in surprising ways.

Once the adventure background is done, the first challenge begins!. Walk to a feature in the yard. Draw a card. The suit determines the type of challenge and the value determines it's strength.

The player who draws narrates what they encounter. Rotate drawing for challenges.

Each player then draws one card. The player whose suit matches the challenge type contributes their card value toward overcoming the challenge. Other players must draw a card of their own suit to contribute its value.

The players describe how they overcame the challenge or failed to overcome the challenge, taking into account everyone's card draws. Act this out!

Play continues until the adventure is complete or it's supper time.

Bandits! Bandits! They arrive!  
author: Aleksandra Sontowska

Two player game. One plays villagers, the other - bandits.

The village is poor and small.

Villagers are scared and vulnerable.

Bandits are lawless and armed; one of them is wounded. They just robbed someone: they want to revel and piss away their new-found gold.

Bandit player: Describe the bandits, and how they enter the village. Villager player: Describe how people react. Players should name and describe individual characters when introduced. Only the village player may state facts about the village – bandit player has to ask.

The situation ends when either player doesn't want to add anything.

Whenever bandit player decides that villagers "are not cooperating", villager player rolls 2d6. Bandit player modifies: +1 if villagers deferential, -1: impolite or lying, -2: hostile.

Bandits reaction:

10+: soft

7-9: soft and harsh

6-: 2 harsh.

harsh:

punish them cruelly,

kill someone,

destroy something,

injure an innocent;

soft:

threaten death,

demand apology,

laugh it off,

be impressed.

Whenever villager player want to do something unnoticed, roll 2d6 +villagers killed.

They:

10+: ...do it,

7-9: ...do it but bandits will know later,

6-: ...are caught.

The game ends when the bandits leave the village, or either player gives up.

**Beastmaster Class:**

The creatures of the world are your companions, eyes, and weapons.

**Prime Requisites:** Con and Cha (13) (+5% experience for >13)

**Hit Dice:** D8

**Armor permitted:** Light armor

**Weapons permitted:** One-handed, including slings

**Race:** Human or elf

Levels and saves per druid (if applicable), otherwise as cleric, limited to 8<sup>th</sup> level.

**Alignments:** A Beastmaster may be any alignment; however the available animal companions may be affected by her alignment.

**Companions:**

The Beastmaster may gather animal companions up to the sum of her HD. The total number of companions she may have at any time is 2x her HD.

1<sup>st</sup> level: She speaks with her animal companions to make simple commands and gather information.

2<sup>nd</sup> level: Animal companions may be commanded to attack. +1 to-hit/damage, will retreat upon taking damage.

3<sup>rd</sup> level: She gains far-site, seeing through the eyes of an animal companion (½ mile per level).

4<sup>th</sup> level: She telepathically connects with her companions (½ mile per level).

6<sup>th</sup> level: Her companions unquestionably follow her commands, even to death. If a companion dies, the Beastmaster will become nauseous and weak (-1d6 Str) for the same number of days as the companion's HD.



# ***BEAUFORT***

*A minisystem for any RPG with sailing ships by Steffan O'Sullivan, CC-Attribution*

The PCs on a ship encounter a storm – what happens?

Set **Storm Strength**: the GM rolls 1d6+6.

The GM evaluates the captain's **Ship Mastery**, the crew's **Seamanship**, and the ship's **Seaworthiness**, each on a scale of **X = 0 to +3**.

If the ship had been in battle or had other problems before the storm, **X** can be negative.

If any passenger PC has sailing experience, the GM would have given them some clues before they boarded, ranging from “*sound ship*,” “*sharp crew*,” to “*leaky old tub*,” “*lubberly sailors*,” etc.

If the PCs **are** the captain or crew, use **X** relative to their skills.

The *players* roll **2d6+X** for each test: Ship Mastery, Seamanship, Seaworthiness.

Compare each result with the original Storm Strength roll:

☞ **Test result ≥ Storm Strength**: no damage for that check.

☠ **Test result < Storm Strength**: the ship has suffered some damage. The greater the difference, the greater the damage.

**Ship Mastery failure**: crew injured or swept overboard, cargo ruined, cannons rolling dangerously loose, etc.

**Seamanship failure**: masts or spars broken, sails torn.

**Seaworthiness failure**: leak. If leak damage is >3, abandon ship!



# Before the Convention

*It's down the bar before a gaming convention begins*

Paul Mitchener

One person plays a young gamer (late teens) at their first residential convention, accompanying a gamer parent. Others play the parent's gamer mates after a few drinks. The gamer mates take it in turns to offer ludicrous life advice, to which the young gamer reacts. Any advice the young gamer questions must be justified with an anecdote.

The game ends when a gamer mate can't come up with a plausible anecdote, or when the young gamer thinks something is really good advice and acts on it.

# BLADESLINGER



**A Game by and ©  
Kyrinn S. Eis**

**Photo from 2010 film Centurion**

## **BLADESLINGER-**

The Emperor demands we bring the steppe nomads to heel. The small framed grey folk ride ponies and hunt by falcon. Blades of starsteel are our trade tools, yet we are paid less than artisans or shopkeepers of the Capitol. Our reward, the senators say, is the Empire's glory and honour.

Foul, magical beings, eastern Ogres, drive the nomads further north into the black mountains; we shall fight them next. Here, in the foggy steppes, the legions no longer march, stalled in forts, grown restless and resentful. Imperial edicts and piked heads do nothing to quell uprising. Princes, holy bards, rebels enter a wasteland of black snow valleys; we shall pursue and we shall end them.

Millennia of training, grim resolve, and our starsteel blades — with these our legions shall conquer the nomads, winning the Empire glory and honour.

### **Pick one from each category:**

#### **Training-**

- \* Cunning
- \* Fieldcraft
- \* Tactics

#### **Resolve-**

- \* Attrition
- \* Discipline
- \* Ruthlessness

#### **Blades-**

- \* Block
- \* Disarm
- \* Thrust

Roll 1d5-1 if not using an Ability and without blade.

Roll 1d10 if either but not both.

Roll 2d10, adding and re-rolling 10's if both an Ability and with your blade.

Doubles add complexity, with playgroup defining the scene.

Highest total wins.

# Bring the Awesome

Brian Engard

*When you bring the awesome*, you do what you intend to do, and you do it well.

*When you complicate the situation*, you either get what you want at a significant cost, or you suffer some minor cost instead of getting what you want.

Everybody has a coin. Flip it at the beginning of the session and let it lay on the face it lands on. Whenever the GM calls for you to resolve a situation, you may do one of the following, based on which face of your coin is showing:

- If it's heads, you bring the awesome. The coin flips over to tails.
- If it's tails, you complicate the situation. The coin flips over to heads.

Whenever you complicate the situation, you can choose to take the hit or give. When you give, you're out of the scene. If things are complicated enough, you might be out of the game altogether; that's your call. If you take the hit, you gain a complication, like broken leg, people trying to kill me, or something like that. These inform the story. You recover from them when it makes sense to.

# BULLY

A game for 2 players

by Jamie O'Marr

Materials:

- 3 tokens each
- 1 index card each

One player is the Bully and the other is the Victim. The Bully is mean and angry. The Victim is confused and scared. Tell each other a little about each other, just enough to establish shared narrative context.

**BULLY:** On your secret card write three things that you hate about yourself or your life.

**VICTIM:** On your secret card write three things you love about yourself or your life.

Now have a verbal fight. The Bully starts it by saying something mean to the Victim. The Bully's goal is to demolish all the things the Victim loves about themselves. Every time the Bully attacks something on the Victim's card, the Bully gets one of the Victim's tokens. The Victim's goal is to make the Bully realize why they are being so mean. Every time the Victim asks a specific question or makes a correct assumption about something on the Bully's card, the Bully gives the Victim a token. Role-play this knowledge discovery in conversation.

Game ends when one player has given away all their tokens.

Nobody wins.

Talk. Hug. Re-establish kindness.



## By Word and Deed

This game requires a game-master, one or more additional players, and six-sided dice. Players control characters in a sword and sorcery fantasy world. The GM confronts the player characters with challenges. Characters are created with five points divided between capabilities of Word and Deed, with a minimum of 1 point in each. Characters use Word for social and mental activities, and Deed for physical activities. When failure is possible, players roll a d6 for each point of the character's capability rating. Characters succeed with a roll of 2 or more on any die for routine activities, 3 or more for hard activities, and 4 or more for very hard activities. The GM determines difficulty. If other characters oppose the character's action, all players roll dice and the character with the most successes wins. On a tie, no one wins. The GM describes what happens. After achieving success in an action the owning player of that character earns primary narration rights for what happens next. Other participants with successes add supplemental narration. The GM narrates when there are no successes. Characters risk death on the fifth roll in a row without success. Characters avoid death by sacrificing a capability point.

Mel White

# **Calvin's Dungeon**

*by Eric Simon*

*This game has no rules. Yet.*

## **Materials:**

- *Something to write on.*
- *Something to write with.*
- *A wide variety of gaming implements. Whatever is comfortable for you.*

## **Starting the game:**

*You are adventurers entering a dungeon. The youngest player goes first.*

## **On your turn:**

- *Declare and write down a basic principle of play. For example: "This game uses hit points." or "There is no magic." or "Player characters cannot die."*
- *Describe a challenge your character is about to face.*
- *The player to your right explains and writes down the simple mechanic that will determine your success or failure for this type of challenge. If the mechanic for this type of challenge already exists, that player may add a modifying detail relevant to your situation.*
- *Resolve the challenge using the mechanics in place.*
- *The player to your left describes the outcome based on the success or failure of your resolution.*

## **The golden rule:**

*At no point may any new principle or mechanic contradict an existing principle or mechanic.*

## **After your turn:**

*Play passes to the right. Continue until the story is concluded, or until the rules become so unwieldy that everyone quits in frustration.*

# CANT HACK IT ON YOUR OWN



It's the far off dystopian future of 1989. Working as a Wage Slave for Megacorp, you scrape by each day. During your brief time off each week, you team up with other Wage Slaves bringing down the Man.

Between sessions plan a Heist using email, IM, or social media, playing Wage Slaves communicating after or during work.

Start each session at the onset of your Heist and proceed as planned.

One player is controlling the Man responding to the other player's actions, instead of playing a Wage Slave.

During your plan, the Man introduces Obstacles, causing it to go awry.

Whenever facing an Obstacle each Wage Slave announces their Action simultaneously on the Man's Mark. If you don't choose, your character hesitates, failing to react.

Roll 2d6 once for each group of Wage Slaves making the same action.

Hit: On 7-x to 7+x, where x is the number of acting Wage Slaves, the Man's Obstacle weakens and reacts.

Critical Hit: On 1 higher than the number of acting Wage Slaves the Man's Obstacle is removed.

Miss: On any other number the Man's Obstacle stands strong and reacts.



# Capes & Crook

*You're a Superhero!*

Patrick Brennan

Name yourself, describe your powers, and attribute 5 points among these primary STATS, no STAT can have over 3 points:

Toughness gives you your Health Pool of 1 + Toughness. So above has 3 HP.

Exampel		Difficulty
Brawn:	2	1-2: Simple
Speed:	1	3-4: Tough
Brains:	0	5-6: Hard
Magic:	0	7-8: Inimaginable
Toughness:	2	9+: Impossible!

Add each STAT to your d6 roll. All combat and skill rolls (e.g. disabling a bomb) are resolved by rolling d6, adding the appropriate STAT, and comparing it to difficulty:

When attacking someone roll d6 + stat and compare it to their Defense roll.

Defenders roll d6 + any Stat, compare it to attacker and highest wins, Attacker in ties win.

If hit you lose 1 from their HP. At 0 they are out until end of combat.

Make 3 POWER moves using STATS for attacks that are in the format "X Stat vs X Def. Stat" E.g. "Brawn attack vs Magic Def." (So Defender must use Magic to Defend!) Each POWER must be different. POWERS add +1 to rolls for attack.

\*Each game you have 5 tokens. When used roll 2d6 for any action. Describe epically!

## **Carnivàle Orpheo**

By Orion Cooper

Required: tokens, a CD or playlist of carnival music, sheet of paper, 4-5 people, lots of dice.

Choose one person to be the storyteller. The remaining persons are skeleton guides. Each skeleton guide takes 3 tokens from the communal pile. When everyone is ready, turn the CD or playlist on and repeat all.

The storyteller chooses a skeleton guide. The skeleton guide gives a one-word answer. The storyteller writes the answer on the sheet of paper and then forms a question for which the answer satisfies; the skeleton guide then discards a token. When a skeleton guide runs out of tokens, they leave the room.

When the skeleton guides have all left the room, the storyteller takes their sheet and determines how they died and their journey through the underworld. When the storyteller has finished, the skeleton guides come back in the room and retrieve their spent tokens.

The storyteller then narrates their death and journey. When the storyteller incorporates a skeleton guides answer in the story, they give a token to the storyteller. For each token the storyteller has, they roll one six sided die. If the storyteller rolls at least seven results of 4-6, they reach their destination.

# Children of the Witch

Robert Carnel

The Witch is dead. You killed her to save yourselves and win your freedom. Her power and secrets are now yours.

Each player creates a character: name and describe all that matters about them. Tell the other players the answers to the following questions:

- What did you do to help kill the Witch?
- What magic did you learn or steal from the Witch?
- What curse did the Witch put on you with her dying words?
- Who can help you now?

Think about the answers to these questions but say nothing about them.

- What did the Witch tell you about your future?
- How did the Witch steal you away?
- Where will you go?

The Witch had a magical home where you all lived; describe it and answer collectively:

- How does the home move magically from place to place?
- Why would it be dangerous in the wrong hands?

Frame scenes by selecting one to three characters and ask them to explore what interests you.

Any player can end the scene when it becomes Dangerous or Magical. All players not involved in the situation must declare the Cost. If the Cost is paid the Peril is overcome, otherwise the characters flee the Peril.

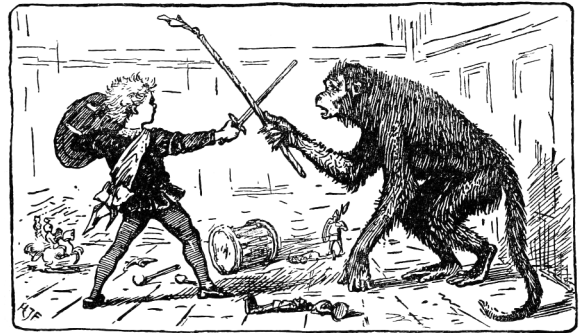
## Children's Crusade:

All player characters, whether they realize it or not, are adolescents.

### Stats:

Simple bonus/penalty (d6: 1 (-1); 2-5 (0); 6 (+1))

Stat	Bonus
Strength	+/- Damage
Mind	+/- Spell/Prayer points
Toughness	+/- HP
Deftness	+/- AC/Skills



HP: 1d4 +/- bonus/class

Luck: 1d4/day (re-roll miss/failed save/magic disaster)

### Classes:

*Bully* - You're tough: Two weapons, +1 armor roll, +2 HP

*Sneak* - You swipe stuff: Pick lock/pocket (1/6), sneak/hide (2/6), find thing/hear stuff (2/6), any one weapon, no armor

*Weird kid* - Touched in the head, magic flows through you. Sometimes you can control it. Stabby or ranged weapon, no armor.

Spell points/day = HP+bonus

- One point spells: Alarm, push, light, find

- Two point spells: Sleep, lock/unlock, zap

- 1/6 chance disaster (reversed, random target, something explodes)

*Alterboy* - You're from the temple. If you pray right, good things happen. Bashy weapon, any armor, +1 HP.

Prayers/day = HP+bonus

- Scare dead (1d4 undead)

- Heal (1d4 HP)

Armor (1d6)

1-3: None

4-5: Pot lid shield (+1)

6: Heavy coat (+2)

Weapons:

1. Sling (1d4)

2. Pitchfork (1d4)

3. Shovel (1d4+1)

4. Frypan (1d4)

5. Knife (1d3)

6. Club (1d3)

Gear:

Bindle, bread, cheese, and 3 pieces of random crap from barn/kitchen.

# Chopping Block

Catreece MacLeod

You and several others wake in a room with a dead body in it with no memory of how you got there or who anyone else is. A bloodied axe sticks out of a block of wood at the neck of the body, its head upon the ground. As you explore, you find your group is trapped within a mansion, the exits all barred by some unknowable force, and you must find the killer before you are next on the chopping block.

Unfortunately, each of you are physically only normal humans. Fortunately, each of you has one special trait you can use at will. Traits are written on paper and drawn from a hat.

- Speak to the dead
- Know if others are lying
- Create a visual illusion, no audio
- Telekinetically levitate one object 15lbs or less
- Can see in the dark
- Sense if an object is magical and what it does
- Predict what would happen if you do something without actually doing it
- Repair a broken object
- Read magical texts

The GM guides you through the haunted house, past traps, a witch's coven, a magical library and ghosts. Can you escape?



**A pico game for 2 consenting adults and a stopwatch!**

**ABOUT 10 MIN. PER BOUT!**

**CHUCK NORRIS**

**VS**

**CANCER**

**The scientific community found a cure to cancer:  
the tears of Chuck Norris.  
Alas, Chuck Norris never cry!**

## **Set Up**

**One of you is the scientific community.  
The other is Chuck Norris.  
When you're ready, start the stopwatch.**

## **Gameplay**

**For the next 10 minutes,  
the scientific community tries to make Chuck Norris cry  
by any means necessary.**

## **Endgame**

**If Chuck Norris does cry, the scientific community  
cures cancer and wins both a Nobel price and the game.**

**Should Chuck Norris still not cry after 10min. of play,  
God's will and status quo are preserved and Chuck wins.**

**If Chuck wishes to stop playing right now, for whatever  
reason, all he has to do is shout «ARMAGEDDON» and  
punch the scientific community right in the face.  
A meteor strikes the Earth, provoking an extinction-level  
event. The game is a draw.**

**When the bout's over, swap roles and play another one.  
A full game is at least two bouts.**



# Circles & Changes

*A circular game for two to five people.*

Martín Van Houtte

Take turns to draw a circle somewhere. They can't occupy the exact same space nor be drawn in different surfaces, but otherwise are not limited. Now take turns to:

- Give a name/description to each circle, one to three words
- Roll a die on the surface. Mark the spot where it landed and write its result next to it.

The spot represents something a [fictional] person takes care of. Now take turns to say how a spot relates to the nearest circle's name. If you need inspiration, see the number:

1. Bravery.
2. Fear.
3. Romance.
4. Secrets.
5. Time.
6. Warp.

The center of the surface is a place of misery mixed up with the circles it touches.

Now: these characters meet randomly (or not?) right in that center. Each of you play one of them. Each one of them is trapped there until the relationship between her and the spot changes in a relevant way. When you think a relationship may have changed, give that player a die to roll; if she beats the spot's number, she's free. If not, it still needs to change!

# Coarse Light System

Peter Kisner 2015

## Characters

**Aspects** - Choose three broad defining qualities and divide 9 ranks among them. Each must be between 1 and 5.

**Reserves** - Assign one type of Reserves to each Aspect. Aspect rank indicates the maximum points for that Reserve. Common Reserves might include:

- **Stability** - Lost to horror or unsettling phenomena. Regained with counseling and stable environments.
- **Health** - Lost to injury. Regained by rest or medical attention.
- **Sway** - Lost to influence die rolls or activate unusual powers. Regained with under special circumstances (e.g. rest, mana font, etc).

**Specials** - Choose three. A Special adds +1 to a specific task, or lets you attempt something a normal person can't.

## Resolution

**Initiative** – Roll 1d6 each round. Highest goes first.

**Tasks** – Roll 3d6.

- If dice match, keep one of the matching dice.
- If no dice match, keep the middle die.

Add a relevant Aspect if any and other modifiers.

Succeed if you beat:

- **Unopposed:** 6
- **Opposed:** 3 + Opponent Aspect & modifiers

The margin of success or failure may determine loss of Reserves.

Modifier	Difficulty
-3	Tough
-6	Nearly Impossible.



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-6	Nearly Impossible.





Find at least 4 people. You will design a game together.

Everyone has a **priority**. Deal each player one card from a shuffled deck. If the card is clubs, that player's priority is *mechanics*; if spades, it's *realism*; hearts, *social justice*; diamonds, *marketing*. Players may freely interpret their priorities. Mechanics could mean jeepform rather than crunch; social justice, a GamerGater as easily as a feminist.

Get a scrap of paper for each player. Mark one with an "X." Fold, randomize, and deal them. If you got the "X," you are the **saboteur**. It's your job to make sure the game doesn't get made.

Start designing your game. It can be whatever your group wants it to be. Each player should advocate for their priorities. The saboteur should use their priority as a pretense to derail the design process.

Anyone can request a vote on the saboteur's identity. If a player receives a majority of the votes, the game ends. If the players picked the real saboteur, they win. If they didn't, the saboteur wins.

If a majority decides the game is complete without unmasking the saboteur, the players win. If the game is abandoned out of frustration, the saboteur wins.

# Comfort!

Tobias Strauss

## Uh-oh! Bad news alert!

This is a roleplaying game. One player is the Friend-in-need. Friend-in-need determines the upsetting scenario (breakup, fired, etc.). The others are Comforters. There are three ways to Comfort (with examples):

Empathy: "I've been there..."

Advice: "You could fix that by..."

Sympathy: "Damn, that sucks."

All three can backfire and make things worse.

Friend-in-need can be at one of six Emotional States:

Emotional State	Target roll
Calm	---
Peeved	7+
Upset	9+
Irrational	11+
Volatile	13+
Out of Control	15+
Wasted	---

## Help comfort a Friend-in-need!

Friend-in-need starts out Upset. Two successful Comforts move Friend-in-need one step toward Calm. Two failed Comforts move Friend-in-need toward Out of Control. Fails / successes reset when moving emotional state. If Friend-in-need moves to Calm, you win. If Friend-in-need moves to Wasted, you lose.

To use a move, roll 2d10. Use the list on the left to determine success/ failure.

- Remember that time? You may reroll once per game and cite life experience.
- Are you even listening? Using a move 2+ times in a row gives a -1 to the next roll.
- You all suck. Keep me from puking on my clothes later...

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# CORPORATE MEMO

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A game for 2-8 players  
by Jamie O'Marr

Materials:

- Stack of index cards
  - Paper and something to write with
- 

Each player takes 9 index cards. Write one word on each: 3 nouns, 3 verbs, and 3 adjectives.

Index cards are shuffled together and placed face down in a stack.

You are writing a corporate memo to everyone in your company. Name your company. Name 3 people in your company and say what jobs these people have. Use this information in your memo.

Write some basic memo formatting on your paper and then begin the body of the memo thusly:

The first player draws a card from the stack. They must use this word in a sentence to begin the memo.

The second player draws a card from the stack. They must use this word in the next sentence in the memo.

Play continues in this manner until you run out of words in the stack. The last player then has one free sentence using any words they please to write a conclusion to the body of the memo.

Sign and date your memo. Then read it aloud.

# THE COUNCIL OF ADVISORS

*A game for 3-8 people.  
By Jamie O'Marr*

Requires: Access to internet.

Choose one player to be Real. Everyone else will be imaginary.

The Real player makes a list of 12 great figures from history or fiction that they find inspiring.

Other players choose characters from this list. They then get 15 minutes to research them on the internet.

When research time is done, the Advisors return in character and the Real player asks them a personal question about life. The question should express something the Real player is struggling with in life. “Why is my girlfriend always mad at me?” or “How can I improve my relationship with my boss?” are better questions than abstract philosophical questions like “What is the nature of good?”

Once the question has been posed, the Council of Advisors discusses it with the Real player in character. There are no turns. Conversation should flow organically.

Play ends when everyone is bored with that discussion. Give someone else a chance to be the Real player and get advice from their own Council of Advisors.

# Cut and Paste

Caitlynn Belle

Find a game that you started playing a campaign of but abandoned. Gather as many players from that campaign as possible. Each will portray their character. If there's a GM, they play as the world and NPCs, or however it works for that game.

Get a large poster board, some scissors, some glue.

Randomly select a page from the rulebook or PDF for each player and print it out. Begin roleplaying – don't use the rules from that system, just do whatever feels right. Play as those characters from long ago, but play them as characters who realize they are characters and are trying to escape the game they are in. They speak and act through you, as if you were possessed.

At any time, you can cut up the sheet of paper you have and re-arrange the words to make a new rule or idea. Glue it to the poster board, making it official. The characters want to find a way to use these rules to become real flesh and blood, like you. Help or hinder them as you see fit, individually.

Play ends when you feel it's time. Use whatever props make sense. Remember.

# Darkest Days

Tyler Denning

Humanity is all but extinct. When the Kr'aash came to harvest the Earth's resources, they did not come for our minerals or our oils. They came for us. For our potential, for our organs. Humanity is driven deeper into the Earth's crust to avoid the daily raids on our families. We have no contact with the outside, only to connect with the other pockets of human resistance. Many of us forget what the sky looks like, or how we used to think that we were alone in the universe.

Our weapons are outdated compared to the Kr'aash technology. They can be beaten, but it will be a high cost. It looked to be a hopeless scenario. Many were and still are split between fighting or digging deeper. The mantle of the Earth is a risk that we had to take. We realized this, and then we found the Glow.

The Glow has guided us, allowed us fight back. Some call it magic, some call it the guidance of another alien species. But all agree on one thing: It will help us take back our planet—or die trying.

# DARK<sup>(ish)</sup>

**A ZOMBIE RPG**  
(kind of)

Requirements: minimum 3d6 dice (preferably 3d6 per player)

Role Play for 2 - whatever (preferably an even number)

Divide into two teams.

Players take on the role of zombies. One team (Team B) has established a safe location in a (players decide), the other (Team A) is trying to take it over after being chased by humans Zombie Hunters.

Pick one team at random to start, this is Team A. Team A is attempting to infiltrate Team B's encampment.

Each team gets 10 minutes to discuss strategy or defense depending on the team.

Team B chooses one person to describe their stronghold.

Each player on Team A describes how they are going to attempt to get in (attack, disguise, bribery, offer services, sneak in, etc...). Players on Team B pair off with a player on Team A and describe how they intend to counter their opponents moves. When conflict needs to be resolved each player rolls 3d6. Even number are failures, odds are successes. The player with more successes wins the conflict.

When all pairings have been resolved or Team A has control of Team B's base, or Team A is all 'dead', scramble the teams and go again.


**A GAME BY ANTHONY DEEVER**

# $\Delta$ 6 System *(in a business card)*

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**To start:** Write a name and an archetype for your character on the back of this card. Add 3 activities that your character does very well.

**When you are about to do something dangerous:** declare what is your goal, negotiate with the Master what is being risked and roll:

<b>1d6</b> Just for trying.	Keep the highest 	<b>6</b> The goal is achieved and the danger does not come true.
<b>+1d6</b> If you have enough experience doing it.		<b>4,5</b> The goal is achieved but the danger remains / increases.
<b>+1d6</b> If the circumstances are propitious.		<b>1,2,3</b> The goal is not achieved and the danger comes true.



# DETAINED

**THE WAR** will end eventually.

Each player but one (**THE WARDEN**) needs a sheet of paper with their Character's Name and Rank. The group will need two six sided dice.

To begin play, each player individually narrates how they were captured.

**THE WARDEN** narrates how the guards will try to break the player characters, one by one, going around the table.

## THE PRISONERS :

A - Explain how they **SACRIFICE** something about themselves to survive The Warden's machinations of the day. They write this on their sheet, and may not ever call on that part of their psyche or physiology again.

## OR

B - Explain how they **BETRAY** another prisoner (Player Character). The Warden rolls a die. If it is equal to or lower than the number of times that prisoner has been betrayed, the guards will end up killing them. That player can help The Warden's player with ideas.

After each cycle around the table, roll two dice. On snake eyes **THE WAR** is over, the camp disbanded and the Prisoners freed. Otherwise, a new day dawns and play begins again.



4+ players each create:

1 HERO & 1 VILLAIN per other player,  
each with name & powers;

2 CRISES per player (crimes,  
disasters, etc.)

Players divvy up the Heroes (then,  
separately, Villains) by draft.

The DISPATCHER reads a random  
Crisis aloud. Each other player except  
the one to Dispatcher's right (the  
REPORTER) nominates a Hero. The  
Dispatcher chooses one to solve the  
Crisis.

The player to that Hero's left (the  
NEMESIS) GMs a scene for the Hero,  
incorporating one of the Nemesis'  
Villains and describing THREATS the  
Hero faces, setting each one's  
DANGER from 1-6. To win a Threat,  
beat its Danger on 1d6. +1 for using a  
power, +2 if it's a good fit, +3 if it's  
perfect (by consensus).

The Nemesis narrates 1-6 Threats of  
escalating Danger. Win a Threat & get  
points equal to its Danger; fail & your  
Nemesis gets them. If the Hero wins  
the final Threat, the Crisis is solved  
and the Dispatcher gets 10 points.

The Reporter writes a headline  
summarizing the scene, then plays  
Dispatcher next turn.

Once each player's been Dispatcher  
twice, one player featured in the best  
headline wins – Hero OR Nemesis,  
whoever has more points.

# ***Dial-A-Cape!***



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2-6 players • by Jackson Tegu

Sit comfortably. Portray a hypothetical you, full of your real plans and responsibilities. Tomorrow upon waking, hypothetical you discovers an unfamiliar weighty magnificent object. Realize correctly that proximity to this controls someone's creativity - not yours, but someone you've never met whose art you love. The closer it gets to them, the more inspiration and output. If it gets too close they go mad. Classic.

Each player describe what your own object looks like and who it affects. Research their whereabouts.

Each, in timed 2-minute turns, describe what you do with this object, how you change your life. Incorporate your responsibilities. When the timer goes, don't finish your thought.

During your turn the other players briefly describe the person's daring new works, when applicable. If any player feels that you've driven the person mad by the object's proximity, you have, and that player describes the media reports. If the turn ends while doing so, complete the description of media reports over the alarm.

Each player gets four turns. I wonder if you'll describe your research, concern, hunger for new works, travel, accommodations, attempted contact, concessions, transgressions, attempts at the scientific method, or existentialist puzzlement.

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## **DICE HEIST**

You and your friends are performing the heist of the century. Stop security, sweet talk the manager into giving you the codes, or control hostages, in this short narrative dice game.

**Your Robber:** Every player has three stats (physical, mental, and social) and they assign a value of two, three or four each to a skill. This determines how many dice (d6) they get to roll in a related check.

**Taking an Action:** To perform an action, you must perform a skill-check and a narrative roll. Your total skill dice are split between each roll, requiring at least one die in each pool. You can always use logic and good story-telling skills to convince the GM why you deserve an extra die.

**Success and Failure:** For an easy action, a five or six is a success. However, in very difficult situations two or more successes may be needed.

**The Narrative Dice:** A successful narrative dice roll allow for stylistic opportunities in the game or, if you have a convincing reason for the GM, a re-roll.

The possibilities are endless. Will you get the big payout, or will you fall flat on your face?



# Dimeight



Game Master invites four competitors.



The Board consists of the outlines of two 45-degrees overlapping squares.

The objective is to own all the dots of a single square.

The rounds are played by using metal currency, single, double, "five" and "ten" notes respectively. At least two sets are needed, five sets encouraged.

Gamemaster uses his/her discretion to position the single coins of all four players over the Board.

Spinning an available coin from the stack, in a cardboard box lid, determines playing sequence for the next round.

Moving CW or CCW players "clash" and spin placed, relevant coins against one another; longer spincycle wins.

Moving onto "empty" dots challenges the GM.  
Larger coins' choice from the player evokes more difficult of a challenge.

Gamemaster spins in the air for heads / tails thrice, trying to stop the player who does the same after that.

The spins are:

(1) Hit or Miss; (2) Critical or Not; (3) High or Low Damage.  
GM discretion is advised, roleplaying battles is a must.

"Killed" players revive in three turns.  
GM may decide to time the box-lid spins for occasional flimsy flinges.



## KEEP QUIET

You're civilians in a war zone, driving to safety. The Enemy is near. Go round the group answering one question at a time, in order:

1. Who are you?
2. Where are you sitting?
3. Why do you hate the Enemy?
4. Why do you sympathise with them?
5. What does the next person need to retrieve? Where is it?

Each player adds 0-2d6 to the reserve. Move 1d6 to the pool. When you make any noise, roll the pool. If any show 6, move 1d6 to the pool. When the reserve is empty, the Enemy finds you.

## DON'T MOVE

You're on a bus teetering over the edge of an abyss. Go round the group answering one question at a time, in order:

1. Who are you?
2. Where are you on the bus?
3. Who's pissed you off on this ride?
4. What do you regret just doing?
5. What did the next person lose? Where is it on the bus?

Each player adds 0-2d6 to the reserve. Move 1d6 to the pool. When you act physically, roll the pool. If any show 1, move 1d6 to the pool as the bus slips. When the reserve is empty, the bus falls.



# Doomed Lover

Robert Carnel

You are a lover on a quest to let the object of your affections know how you truly feel. Describe who you love, describe why you will have to travel to them, describe the token of love you have for them.

Describe your feelings and what you see as you set out on your journey. When things are uncertain ask the other players what happens next. If the answer seems wrong, then ask again, you must accept the next answer.

Other players: this love is doomed and this lover will never achieve what their heart hopes for. When asked questions use the opportunity to show how impossible the challenges are they face and how inadequate they are to overcome them.

The game ends when the lover accepts their love is impossible and will never be requited.

## Setting

You are a Drag. You have to save the universe.

Get your make up, get your wig and your boobs. Now, start your engine and go blast some aliens and robots.

## To Start

One player is the Great Diva. The others are the Players. The GD set the scene, the Players act on this.

The players name their character and three skills. Then, the group name the spaceship. The GD set the Threat with one or two words. Each player add a flavor to the Threat with one word.

## To Play

When you want to do something, you say what you want to do. If no one contest your action, you do it. If someone want to make your life harder, they can put one dice in the Risk Pool. You roll the Risk Pool, if you get a 4 or 5, you get what you want but you lose something. If you get a 6, you don't get what you want and something else happens.

If you roll a 6 but really want do what you want to do, you can Lipsync for Your Life and Universe. When you do this you lost permanently something that you care.

## **Dream Logic - An Exquisite Corpse Game**

*Requires one spinning top toy, at least two players, pencils, and notepaper.*

**Objective** – This is a game about projecting failures, fears, and fantasies onto a character. Players take turns narrating that character's life and dreams. Before play, each player writes three personal failures, three terrible fears, and three weird fantasies.

**Rounds** – Each round is one day/night sequence in the character's life. A player spins the top before each turn, taking the brief spin time to prepare their piece of the story. Consider each previous turn when narrating. Repeat rounds until all players have projected their failures, fears, and fantasies onto the character.

Turn 1 – There are things the character failed to do before the day was over. One player narrates that day's failure and how the character copes with it.

Turn 2 – There are things the character fears more than anything in the world. One player narrates that night's nightmare and how the character beats back the fear.

Turn 3 – There are things the character desires more than anything in the world. One player narrates that night's fantasy and how the character plans to make it happen.

# Drunken and Flagons

*Late-night drunken questing simulator*

Rutskarn

## Character Creation

Roll four fudge dice (+/0/-).

Total becomes class. Roll again for race.

-4:	Warlock	-4:	Tiefling
-3:	Wizard	-3:	Orc
-2:	Bard	-2:	Halfling
-1:	Priest	-1:	Dwarf
0:	Fighter	0:	Human
+1:	Thief	1:	Half-Elf
+2:	Barbarian	2:	Elf
+3:	Monk	3:	Gnome
+4:	Paladin	4:	Aasimar

Create a skill at plus one, two, three, and four (eg. Drunken Brawling, Inadvisable Medical Procedures). Then think of a “troublesome drunk behavior.” Every time this screws over the party, you get one point that can be redeemed for a reroll. You have eight “stress boxes,” numbered 1-8, representing physical and mental health.

## How to Play

When faced with a challenge, try to hit or exceed a target number (1’s easy, 12’s godly) by rolling four fudge dice and adding skill if relevant. If short of target, you have two choices:

- “Fumbling Success”: You succeed and whatever the difference is between TN and your roll, you fill in that numbered stress box. If already full, you fill in the next highest. If you can’t, character dies, regardless of whether you picked this option or not.
- “Chaos”: Otherwise you fail and your failure makes things MUCH worse.



# DUNGEON-LITE

Roll 3d6 in order for Strength, Dexterity, Intelligence, & Charisma. Choose a class: Fighter, Cleric, Magic-User, Dwarf, Elf, or Halfling. Characters start at level 1. Maximum level is 10.

Fighters and Dwarves can use any armor and weapons, Clerics can use weapons and can heal and banish undead, Magic-Users and Elves can use magic, and Elves can use elven weapons and armor. Halflings can be sneaky. Magic-Users and clerics get two spells every level; elves get one. Everyone has Hit Points equal to strength + 1d6 per level.

To do dungeon (or any other) things, roll a d20. Roll under your ability score to do something you would be good at. Roll above your ability score to do other things. The Dungeon Master can assign bonuses or penalties as appropriate.

Hit things by rolling over the target's Armor Class: 10 for no armor, 13 for light, and 16 for heavy. Weapons all do 1d6 damage. If a fighter or dwarf rolls less than their Strength but over the target's AC, they do double damage.

Levels are gained by killing ten things times your next level.

Spells are usually self-explanatory, and are usually utilitarian, except fireballs and lightning.

**Fight On!**

## **Exchequer: A game of economic meddling**

Monopoly is a game about capitalists, and a bit crap. This is a game about politicians. Maybe you'll try to fix things, or maybe you'll just inevitably make yourself rich.



To play, you'll need:

1 new monopoly set, 1 big pot of tipex, pens of many types and colors, lots of time

First, each player in turn states their new government policy, and makes one alteration to the monopoly set to reflect it. You might:

- Change the cost and/or color of a property
- Change what's written on a card
- Destroy some of the money
- Change what's written on a space
- Make up something else



Then play a game of monopoly. Grit your teeth and get it over with. Was it fun? Did you win? Once it's over, everybody adds another policy to the game based on how it went. Every time you play monopoly together, use the same set, which will change over time the more policies your government dreams up.

Eventually, the game will become an unplayable mess. When this happens, you are all ignominiously voted out of office. Start again from scratch with a new monopoly set.



Good Luck!

# Expendable!

bfevans19@gmail.com

Bradley Evans

*Expendable!* is a setting agnostic, cooperative/competitive storytelling game for 3+ PLAYERS. One PLAYER acts as GM, the rest, as CHARACTERS.

Each PLAYER needs a deck as follows.

- 8 ACTION cards (used to initiate any action)
- 4 SAVE cards (used to prevent harm)
- 4 INTERRUPT cards (played after, but resolved before an ACTION)
- 4 STORY cards (introduce story elements)
- 2 AND cards (adds more of the same to STORY)
- 2 BUT card (adds the opposite to STORY)
- 1 VETO card (negates a STORY card completely)

CHARACTERS pick a name, description and profession. 1d6 is also needed.

When CHARACTERS act in line with their profession they succeed. Otherwise they must roll 5-6 on 1d6 or fail. The GM must roll 3-6 to succeed.

- CHARACTERS draw 2 cards
- GM draws 5
- The GM sets a GOAL

CHARACTERS play 1 card at a time from their hands, drawing back to their hand limit.

There are no turns. The only rule is PLAYERS can't INTERRUPT their own ACTIONS. If a CHARACTER dies, make a new CHARACTER and up hand limit +1.

When the GOAL is accomplished the CHARACTER with the smallest hand limit is the winner and acts as GM in the next game.

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Jackie Tremaine's  
---FIRE ELIXIR---  
Urban gangs power struggle on the future 1989

1. You've all joined the local gang as rookies!  
Choose a name for it, a main theme and a proper insignia.

2. Go pick a map of your city; and claim a neighbourhood on it.  
The GM will divide the rest of the map in patches ruled by other gangs, yakuza skyscrapers, second hand cyborg eyes... Also, all things on your Real Life City are still there, but now they're somehow *changed*.

4. Every kid gets a **Name**, **any Skill**, **any three objects** and **2d6 dollars**.  
All members also share a common **extra skill** regarding the gang's training.

5. Whenever you act against danger and the odds (Doesn't it sound like a band?), you can roll if you can claim some dice. You get:  
+1d6 if it's something anyone can attempt  
+1d6 for each relevant skill  
+1d6 if you have any important advantage (information, cyberparts...)  
-1d6 if you're hindered or wounded

Your highest result is...  
5,6: You succeed flawlessly, or take a step towards it.  
4: there are costs or complications.  
1,2,3: you suffer the danger (GM may let you roll to see how well you endure it)



# *FALCONSCRY*



*A Game by and ©  
Kyrinn S. Eis*

## **FALCONSCRY-**

The high north steppes. Long ago your people learnt to live by the falcons who also inhabit this land. These falcons are used to scry — to remotely observe — locations further and faster than your ponies can take you. This bond is deeper than that of family or heart.

The Southern Warlords and the Eastern Ogres encroach the ancestral lands. The need for heroes is greater now than ever: divert their powerful forces. The cold black mountains to your back, littered with sky shards from the great war above; in the maze of valleys you can lead astray your foes and pick them off one at a time.

Your ancient people's wisdom, swiftness of arrow, and the eyes of your falcons — with these your band can overcome great odds, and win the freedom of your ancestors and descendants.

### **Pick one from each category:**

#### **Wisdom-**

- \* Fieldcraft
- \* Healing
- \* Subterfuge

#### **Bows-**

- \* Arc
- \* Precision
- \* Speed

#### **Falconry-**

- \* Endurance
- \* Hunting
- \* Speech

Roll 1d5-1 if not using an Ability and without falcon.

Roll 1d10 if either but not both.

Roll 2d10, adding and re-rolling 10's if both an Ability and with your falcon.

Doubles add complexity, with playgroup defining the scene.

Highest total wins.

# ***Flame Within Mist***

*A fantasy campaign by Brian Ashford*

A cursed kingdom shrouded in mist which drains people of all that they are. The summer sun cannot burn it away, at night it brings monsters. Only fire holds it back.

Day and night, torches burn along the battlements of the capital city. Lighted roads spread out to farms and towns. To the West they reach a port protected by its lighthouse. In the East, a town in a mountain pass, huge bonfires burning on the slopes above.

The King sends a party of heroes north into ancient ruins, to find a chalice of salvation. Who do they find there? What happens when their fires burn low?

The King then sends them to the West, to a wise woman who knows more than the King realises. Who wants the wise woman dead? Why did the lighthouse fail?

Then the heroes choose:

Do they confront the king and his lies?

Find aid beyond the mountains?

Whose body lies in the desolation of The Last Battlefield?

Did the dead rise and claim the throne?

Or is the rightful king holding his kingdom together knowing he is already undead?

Who cursed the land?

Can the heroes save it?

## **Forge**

By Dabney Bailey

You are a Forger, a being capable of forging magical artifacts. All artifacts have 3 components:

- The base (wood, steel, stone, etc) determines how powerful it is.
- The focus (a gem, a feather, a rune, etc) determines when its magic runs out.
- The name (Windslicer, Blackshield, Axe of Storms, etc) determines what the artifact does.

You don't have to forge your artifacts on an anvil. When the time is right, lift your hand to the heavens, and it will fall from the sky. Pull it from an active volcano. Find it beneath the roots of an ancient tree.

When you forge an artifact, work with the GM to determine what it does. Better components lead to more powerful items.

One of you plays the GM. When there is conflict, the GM decides your fate based on what is logical.

Your magic items can push themselves beyond their limits. They decide when this happens, not you. This strain leaves them damaged (cracked, drained, splintered, etc). If you don't fix them, they die and a part of your soul goes with them, waiting for another Forger to grasp it and pour it into a new artifact.

## Forlorn hope

Retro rockets failing. Altitude dropping. Your Starship is failing into a black hole.

As a group, tell the story of the **Astronaut** in their last moments, before gravity crushes them.

Gather 3-5 friends. Begin reading below. Choose options from the lists.

“I’m an **Astronaut** of the Global space agency, aboard the *Forlorn hope*. I was sent to:

- Save the crew of the *Endeavor*
- Make first contact
- Discover the truth about our origins in the universe
- Confront God
- Travel back in time, to save us

Sadly,

- The crew went insane
- We were unprepared for what was waiting for us
- I Failed
- There was a traitor on board
- There was a terrible malfunction

Now, I’m about to die. My ship is falling into a black hole. There is no escape. All I can do is think back over what has happened.”

Everyone who isn’t the **Astronaut** now asks questions. The **Astronaut** answers.

Examples:

- Why did you fly into the black hole?
- When did you realize that it was hopeless?
- What will the people of earth do now?
- Where did you go?
- Who did you leave behind?

Keep asking until the story emerges. Can the **Astronaut** escape their fate? Play to find out.

## Frozen

The earth is frozen. It's a barbarian civilisation. You are the last ones of your tribe. Your last hope to survive is nomadism. If you stop moving, you die. To move, you need food, fur and ...fire and item of others tribes.

Each player chooses a **role**.

Chaman

Hunter

Warrior

Artist

Chief

Choose the **animal-totem** of your tribe

Bear : strength

Lion : nobility

Crow : cunning

Fox : agility

Owl : wisdom

## A hard situation ?

Throw 1d10. You must have a score of 6+. If the situation corresponding with your **role** or **animal-totem**, add +1. MJ give you malus (-1) for : wound, icewind, staying static for one hour, etc.

## Injury

- Fight : play a dice for each opposant. Better score : win and do one wound. Each PC have 3 wounded box. After, they die.
- Arctic Weather can cause injury unless you wear fur or have a 7+ on dice/hour.

Know, walk with your tribe ! For each hour in the game, a player a dice : 10=1 event : meet other tribe, wild animal, monster, tempest, etc. A day have 10 hours.

## XP

Win +1 in **role** at the end of a story.

# Fudge Ladder

abcd\_z

## Character Creation

Decide your character's attributes and skills and rank them on the Fudge Ladder. Any quality that doesn't fit on the fudge ladder is a Gift or a Fault.

## Health

All characters have 4 HP per level of Health, starting at Terrible (4 HP). 0 HP is unconscious.

## Armor

Armor is rolled into Health. A character with platemail armor might have Superb Health but Mediocre Agility.

## Skill checks

Roll skill+4dF. If the result equals or exceeds the GM-decided difficulty rating or opposing character skill, the skill check succeeds. Untrained skills default to Mediocre, untrained attributes default to Fair.

## Combat

Groups act in turn. Within their group's turn, characters can act in any order. Each attack is an opposed skill check between characters. All weapons and directly damaging spells do 1d6 damage.

## Fudge Ladder

SKILL	RANK
Superb	+3
Great	+2
Good	+1
Fair	0
Mediocre	-1
Poor	-2
Terrible	-3

## Natural Healing

Natural Healing occurs at GM-decided rates.

## Magical Healing

Magical Healing is a Gift that allows your character to heal 2d6 HP per day. Multiple levels of Magical Healing may be taken with the GM's permission.

## Magic

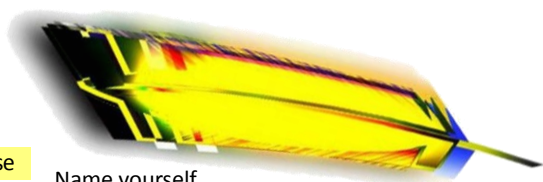
Magic is treated like any other skill. No buffs or debuffs allowed.

*Note: Fudge is released under the OGL, which means that Fudge Lite is too.*

# GOING YELLOW

You're human and...

- |                 |                 |              |
|-----------------|-----------------|--------------|
| 1 Robot and...  | 1 Vurt and...   | Nothing else |
| 2 Dog and...    | 2 Shadow and... |              |
| 3 Shadow and... | 3 Nothing esle  |              |
| 4 Nothing else  |                 |              |



Name yourself

Yellow feather down your throat, the game is on.  
Dying in vurt is dying in real life.

What's the ride like?

d4	Smells like...	Feels...	Something...	Want to...
1	Pineapple	Fluffy	Acid slugs	Feed you to the pit
2	Piss	Gooey	Black hooded figures	Rape you
3	Sex	Sticky	Dark purple imps	Swap you
4	Sulphur	Wet	Rainbow bugs	Take you to the cat

Play to find out. When things get bad, roll 1d6. Roll one more for being all human. Roll one more for each other thing you are that help. Choose a die.

- 1 Lost to the vurt, swapped for a living thing your worth.
- 2 Really bad. Maybe you're dead.
- 3 Bad hits you. Maybe you're hurt.
- 4 Bad avoided, at cost. Maybe you're hurt.
- 5 Bad avoided, plain simple. Dull.
- 6 Got the hang out of the ride. Next roll: +1 to the die you choose.
- 7 Pulling out dragging your pals around. Game's over.

Spoiling your pals' fun by pulling out is bad custom.



**Good Times in Granite Gulch:  
A 200-Word Wild West RPG  
by Jason Mical**



**Saddle up**

Granite Gulch: a Wild West town full of unsavory cusses and wannabe heroes. To play, you're gonna need a trail boss (narrator), cowpokes (players), plus two decks o' cards.

**Buildin' cowpokes**

- Players assign **6 points** among **3 attributes**: Grit (strength, quickness), Guts (courage, charisma), and Guff (bravado, smarts).
- Create **skills**, 1 for each point (3 Grit = 3 strength-related skills). Skills might include:
  - **Grit**: punchin', ropin',
  - **Guts**: duelin', leadin'.
  - **Guff**: gamblin', lyin'.

**Playin'**

- The boss gets one deck o' cards; players get the other.
- The boss narrates what's happening.
- Players narrate how characters respond.

When characters' responses might fail, make a test. The player narrates how (I shoot using shootin'!) Without a skill, use attributes (I shoot with Grit!)

The player draws the top card of her deck; so does the boss. Compare card ranks. Testing skills adds 3 to the rank (6 becomes 9).

- Player high: success.
- Boss high: failure.
- Player face card: awesome stuff happens.
- Boss face card: bad stuff happens.
- Ties go to players.
- Aces high.

**Awesome & bad stuff**

- Players decide awesome stuff (a disarmin' shot).
- The boss decides bad stuff (a jammed rifle).
- Both can happen in the same test.

**Acknowledgements:** this game uses elements inspired by *Lady Blackbird* and conversations with game designer Seth Johnson. This work is protected under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).

There are two teams of five players.

Divide the play space into three LANES: BOTTOM, MID, and TOP.

Give people their ROLES:

*Support* and *Carry* start in BOTTOM

*Mid* starts in MID

*Top* starts in TOP

*Jungle* starts in the space between lanes

Both teams have one of each role.

Pick an issue that is contentious or widely debated (“Should abortion be legal?”). Both teams are on opposite sides of this issue.

Debate the issue amongst yourselves for 25 minutes, or to the point of moral fatigue, following these rules:

Before the 8 minute mark, you may speak only with people in your lanes.

After 8 minutes, a team's members may change lanes whenever an enemy is rhetorically stifled, unable to give a rebuttal within 10 seconds (move to or from this enemy's lane).

SUPPORT: Speak only when backing up your Carry's claims (never stifled)

CARRY: You must never equivocate

MID: You must present examples from personal experience

TOP: You must present “FACTS” and “STATISTICS” that sound plausible (even if made up)

JUNGLE: Speak only 10 words in any given exchange, but you may move between lanes any time and speak to any enemy (change lanes after speaking) (never stifled)

# Happy Lives

*for 3-5 players*

Adam McConnaughey

Everyone plays a resident in an expensive living facility for the elderly. You have all lived very happy lives.

One person (the speaker) begins talking about how happy their life is. Everyone else waits their turn to speak. Clarifying questions and “mm-hmm”s are okay, but don’t interrupt.

If the speaker mentions:

- a past event, feel free to add details—“Oh yes, I remember the Carsons had the nicest house”
- a present event (less than a week in the past or future), feel free to interrupt and start talking about your own life. If you do, you become the speaker.
- A future event, everyone should stay silent and make sidelong glances at each other

If the conversation stalls out, the game ends.

# Hellroad 666

Create your character :

Distribute 6-5-4-3-2 and 1 in characteristics and much in skills. It's a number of dice you roll.

Characteristics :

Strength / Endurance / Agility / Moral / Adrenaline / Inspiration

Skills:

Overtaking / Character / Quiet / Hacking / Repair / Steering

The GM chooses what skill / characteristic applies.

Any player can "bet" dice. Maximum half of the cubes of the roll by Characters

The roll is missed: the dice are lost

The roll is successful: half of the dice, fourth if the roll is not his own, entering the "bonus dice."

“Bonus dice” may be added to a next roll or bet.

Scenario:

May 1: NASA detects a NEO: a huge asteroid heading straight toward the ground and will be there on May 8, we are fucked. In a week's all over. The "Hellroad 666 race” is simple 6 days, 6 stages, 6 teams. Every day his state: Illinois, Missouri, Kansas and Oklahoma, Texas and New Mexico, Arizona and California with an asteroid crashing in the Pacific ocean.

Run, cheat, win the race.

## HEROBREAKER

Heroes break things.

Bones. Hearts. Laws. Promises.

You are a hero, and you will not be broken.

Enemies and allies seek to shape you or save you from heroism.

The GM plays them, and the wide world.

Choose two of the things heroes break:

one you burn to break, and one you fear to.

You start with one point in the other two heroic attributes, and two in the one you burn to break. Whenever you try to break something,

roll as many six-sided dice as you have points.

Any die that comes up odd is a success, and if you have as many successes or more as the thing you want to break has strength, you break it.

A louty soldier's bones have a strength of one,  
a dragon's five, a mountain twenty.

A simple maiden's heart has a strength of one,  
a wicked lord's five, the silent gods' twenty.

And so on.

Whenever you try not to break what you fear to, roll its number in dice.

You fail if any turn up 5 or 6. If you break it, make its number zero.

If you break what you burn to, add one to all your numbers.



## Heroes' Role

*In crumbling ruins and distant castles,  
For gold or glory, they will prevail.*



## Character Sheet

Name:

Class:

Description:	
--------------	--

**Healthy — Wounded — Disabled — Dead**



## Aptitudes



## Strength



## Perception













## Dexterity



## Intelligence



## Determination

Skills					
	Melee Attack	Animal Handling	Acrobatics	Survival	Endurance
	Sailing	Ranged Attack	Stealth	Linguistics	Healing
	Climbing	Pickpocketing	Defense	Deception	Performing
	Engineering	Observation	Lockpicking	Spellcasting	Crafting
	Swimming	Tracking	Trap Handling	Lore	Resistance

## Character Generation

### Pick:

- One of five **Aptitudes** to be **Primary**, and receive +2 to all related **Skills**.
- Two **Secondary Aptitudes** to receive +1.
- Two **Skills** to receive a "speciality" +1.
- Seven **Skills** to reduce to "untrained" -2.
- Create number of spells equal to your **Spellcasting** bonus. Spell Types:

- Magical Attack
- +2 to a *Skill* for a combat.
- +1 to a *Skill* indefinitely.
- Do something out of combat.



### Monsters:


- Distribute +15 bonus among at least 5 **Skills**.
- Assign -2 to remainder.

## Rules

## Using Skills

- Roll 3d6, add bonuses, including both *Aptitudes* of the *Skill*. 12 or better means success.

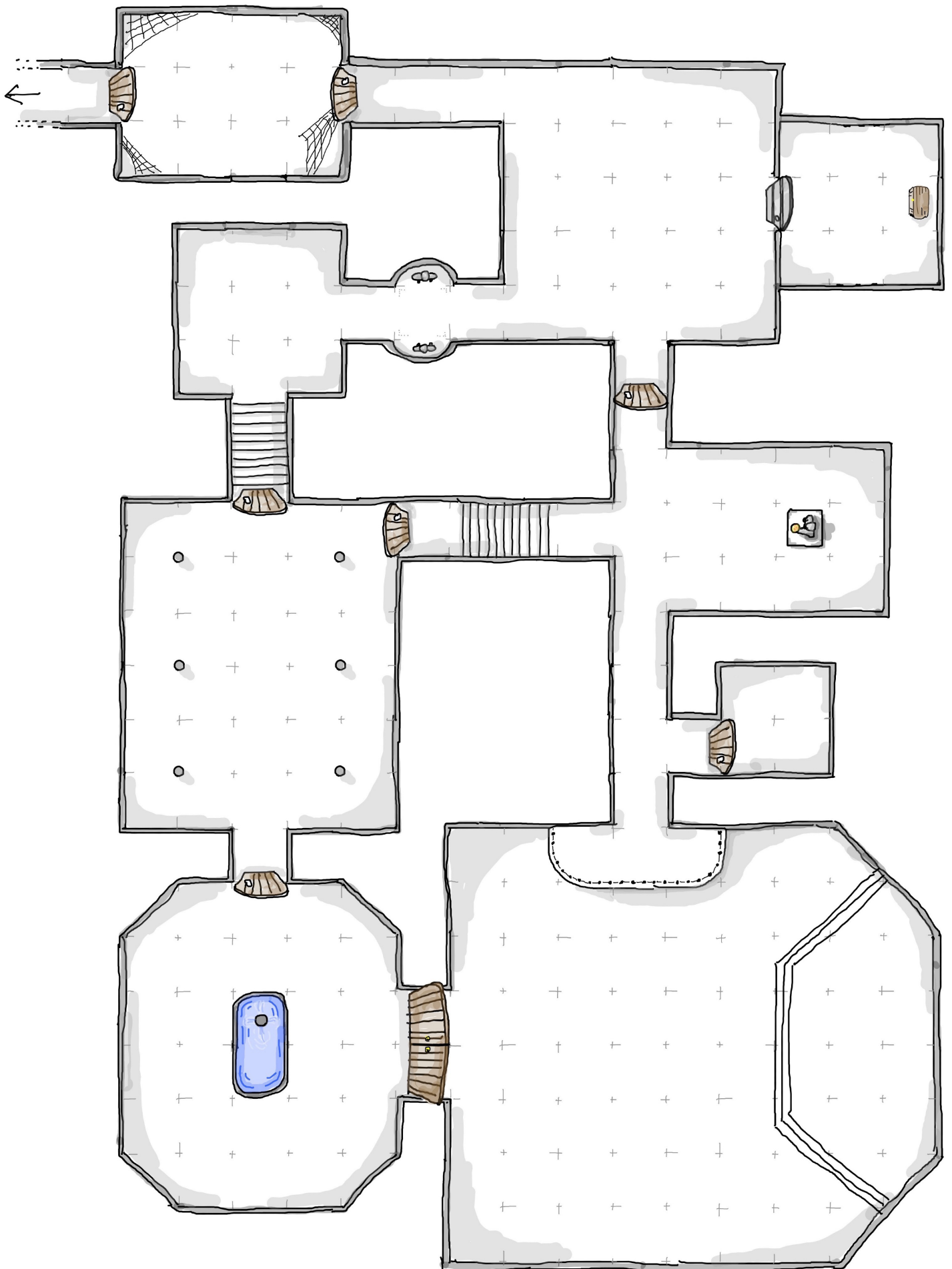
## Combat

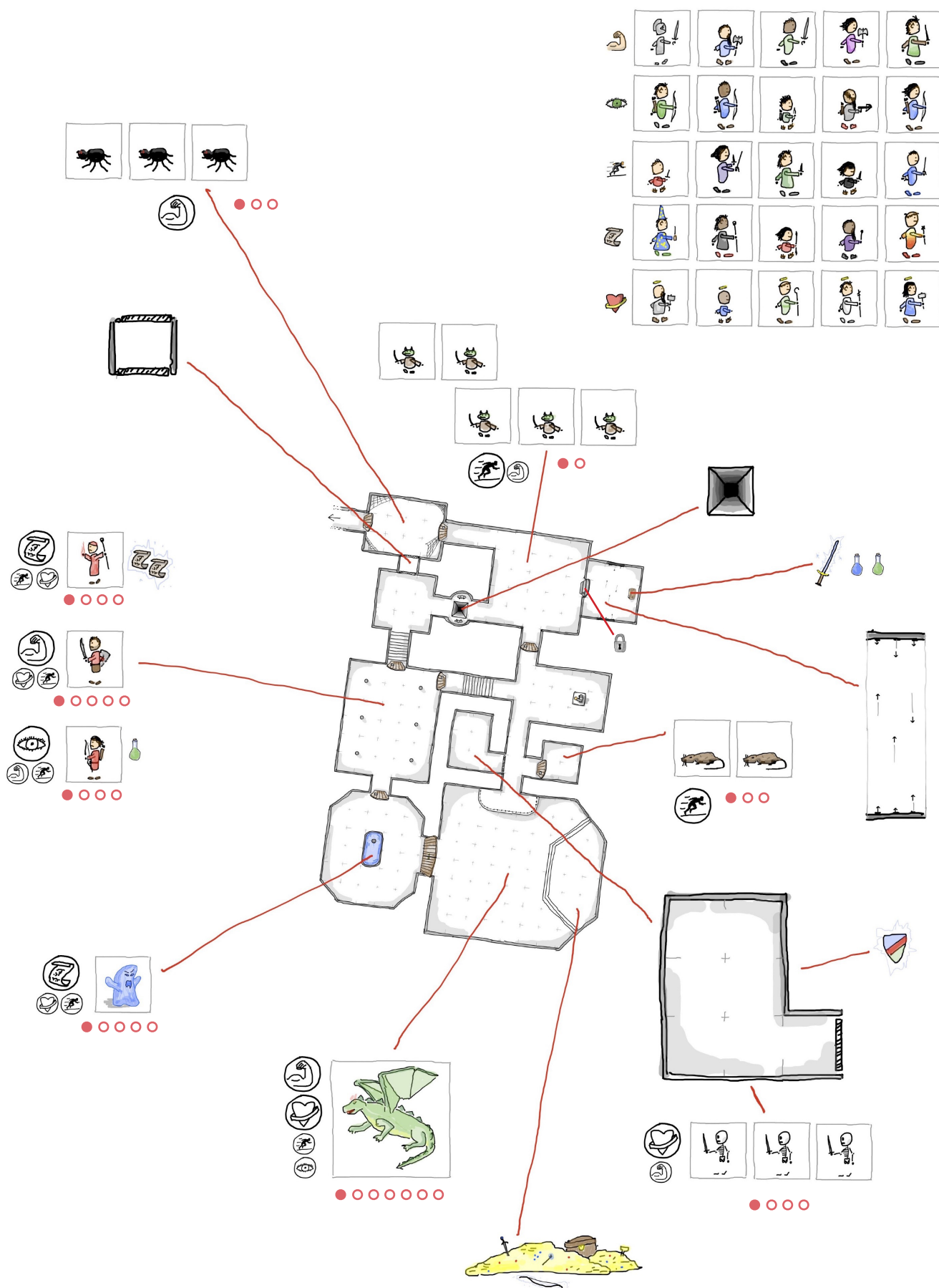
- Take turns.
  - Roll *Defense* vs. attacks.
  - Roll *Resistance* vs. *Spellcasting*.
  - Rolling less than attacker's total moves defender along *Health Track* toward "dead".
- 



## Magic

- Each maintained spell beyond first adds -1 to all *Skills*.







**HOLDING ON**  
**By Morgan Davie**  
**A game for David Schirduan's 200-word RPG challenge.**

One person hangs over an abyss. Another person holds on to them, for now.

~

There are two players, *above* and *below*.  
*Above* stands higher than *below* and grasps their wrist.  
*Below* looks into *above's* eyes.

~

*ABOVE:*  
Try not to blink.

Hold *below's* wrist.  
Tell *below* things you will do together soon.  
When *below* says NO, move your grip to their hand.

When you hold *below's* hand:  
Tell *below* things they need to know.  
When *below* says NO, move your grip to their fingers.

When you hold *below's* fingers:  
Breathe once. Close your eyes.

~

*BELOW:*  
Look into *above's* eyes.  
Talk as you will but don't let *above* trick you.  
Each time *above* blinks, say NO.  
When *above's* eyes close, pull your hand out of their grasp.

# Hunted

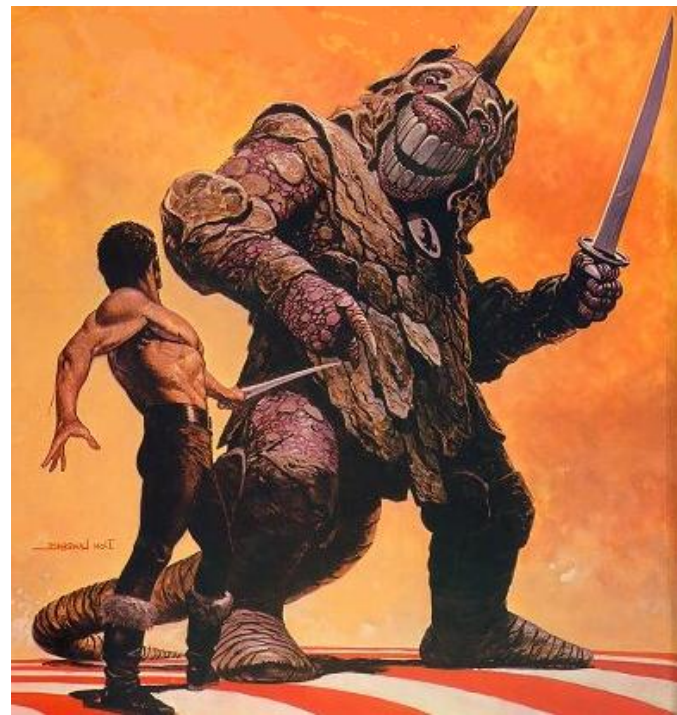
## ***How do you survive and thrive when every creature is your predator?***

*Hunted* is a role-playing game about people's struggle for survival, both as individuals and as a species. The world is savage and full of creatures, intelligent or not, that are hostile and dangerous to humans. Even the existing pockets of technology and civilization are not enough to ensure human safety or dominance.

Your character will be called to advance their home society by exploring, fighting competing species or acquiring lost technologies, among other tasks. However, even in this harsh environment human treachery and lust for power might constitute the most dangerous threat they'll face.

I designed the game to play out adventures like the ones in Dunn's *Storm* or in Segrelle's *Mercenary* comic series. The system combines pulp - but deadly - action with the feelings of danger, tension and accomplishment of the *Souls* games. The rules are simple to learn, yet difficult to master. Players' skills chiefly determine their successes - and ultimate survival.

In short, *Hunted* provides a *worthy challenge in a non-conventional, techno-medieval setting.*



Author: David Andrieux

# Hyenas

We don't have to know one another even though I've led you here.

I divided a deck of cards into 2 stacks:

1st: all low cards. I threw them around. Money, valuables. On my signal each of us grabs as much as they can.

2nd: JQKA and jokers, remove 5 randomly. They are treasures we'll get if we scavenge enough. I go first. I draw a card and describe treasure, consulting the table:

- ♦ – jewelery
- ♠ – weapon
- ♣ – armor, garment
- ♥ – something personal

*Jack* – soldier, slave

*Queen* – civilian, captive

*Knight* – ruler, commander

*Ace* – priest, sage

*Joker* – curse. I put the card before me. Second joker means instant death, madness. In any case person on the left draws next.

Treasure changes hands, everyone may add any details to treasure's look or history. Whoever disagrees, may question narrator's sobriety, senses or sanity. Anyone else may back up or help in any way any side.

When treasure gets back to its finder, we bid, haggle or exchange to see who'll have it. The owner is lucky, and draws the next card. When there's no treasure left or we'll have enough, we'll go our separate ways.

Hyenas hovering around the battlefield can't wait for their turn.

# I Need Help

*A solitaire LARP*

Joshua Hockaday

This is a game, you are responsible for anything you do.

Do the following numbered things, and write down your answers to the lettered questions that are asked.

1. Close your eyes, think about the first thing that comes to mind, and then open your eyes.
  - What did you think of or see?
  - Why do you think you thought of this?
2. Now imagine you are a psychoanalyst, sage, or fortune teller.
  - What do A and B mean about your personality?
  - What problem do they prove you have?
  - What do you need to do to handle this problem?
3. 3) Be yourself
  - What do you think about your supposed problem?
  - What steps will you take to handle your problem?
4. Go do those things you wrote down in G.
5. Be happy!

# IMAGINATIVE



**A GAME BY AND ©  
KYRINN S. EIS**

## **IMAGINATIVE-**

Driven from our bamboo forests and jungles. The Yaesh forces under the Celestial Emperor bring order to the middle kingdom. Our ancient magicks and monstrous ancestry cannot withstand the advancing ranks of the sword saints and Worldmind priests. Our only hope is to escape into the foggy steppes of the far northwest.

The tiny nomads run before us, and are hounded by the starmen of the rugged southern coastland. In such a vast expanse as the mountain pastures, can we not find some refuge from Human expansion?

Monstrous ancestry, blood magicks, and our naginata — with these, we few who remain, hope to hold out until shelter can be found, lest we as a people die out.

**Pick two from each category, and select one in each as your Specialty:**

### **Ancestry-**

- \* Elemental
- \* Ghostly
- \* Treeform
- \* Were-Animal
- \* Were-Human

### **Blood-**

- \* Fire
- \* Fog
- \* Quake
- \* Tempest
- \* Torrent

### **Naginata-**

- \* Power
- \* Precision
- \* Reach
- \* Speed
- \* Sunder

Roll 1d5 if not using an Ability and without naginata. Roll 1d10 if either but not both. Roll 2d10, adding and re-rolling 10's if both an Ability and with your naginata. Roll 3d10 with Specialty, as with two. Doubles and Triples add complexity, with playgroup defining the scene. Highest total wins.

# Infinite Conquest

**Players represent alien races seeking to conquer the universe. Give a brief outline of how your race appears to the rest.**

*Before play*, each player writes two things offering \*minor\* advantages in the game on index cards. Show each card to another player - if they approve, place it in an envelope. If they disapprove or think it's too powerful, discard it.

Take 3d4 eight sided dice and toss them onto a large piece of butcher block or easle/craft paper. Draw continents where the dice lie, with face value +2 'territories.'

Go around the group drawing dashed lines from an unconnected continent to another one. Once every continent is connected to another each player draws one more.

Play a game of your favorite World Conquest Simulator.

The winner takes three random cards and chooses one as something their race has developed, or always had, or stolen. Players who survived take a random card. Share the results.

Each player can ask another something about their species.

When the species seek out new conquests start again from "*Before play*", keeping card powers.



A Game by Sean Fager.

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[Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).

# J.A.C.K.J.A.C.K.J.A.C.K.J.A.C.K.J.A.C.K.

*A science-fantasy setting. Each player assumes the role of a Jammer, Agent, Cyborg or Kinetic in the ultimate celebrity pastime: adventuring*

---

Bionics and psionics were one thing, but then came the emergence of superstar cyber-bards.

Losing a fight is an embarrassment but it's bad form to *kill* a rival Jammer or their team, even for shady syndicates and private military contractors: in the post-scarcity age Rep is currency and even D-list Jammers are swimming in it.

And they always want more...

---

**Jammers** strum their decks, transmitting metatunes that debilitate hostiles or infuse allies. Jammers are considered essential for a modern adventuring party and this inflates their egos.

Often the brains of the outfit, **Agents** rely on tactics and finesse and have few implants. These "mundanes" are routinely underestimated but are good all-rounders.

**Cyborgs** are frontliners: immensely fast, strong and resilient. The main benefactors (or victims) of a Jammer's talents.

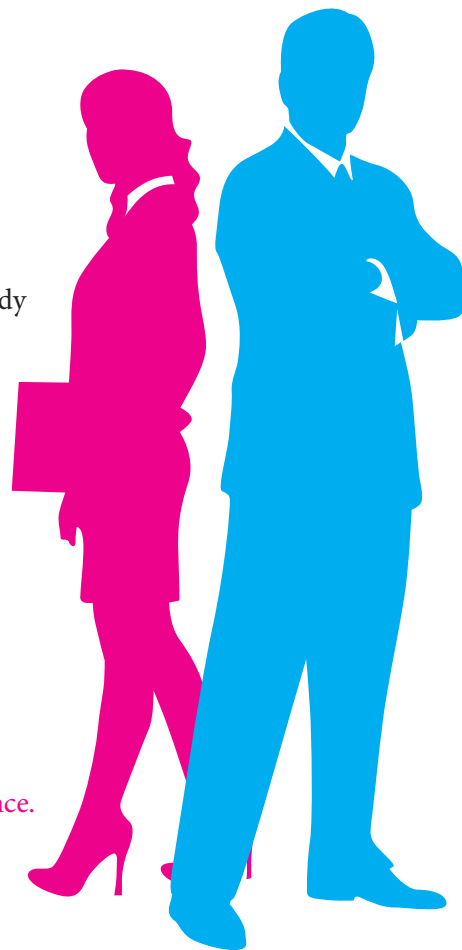
Psi-amps must be specially tuned and are very prestigious: they can empower a mere telepath with **Kinetic** abilities, such as unleashing bolts of energy or maintaining barriers of force.



# Japanese Office

- Each player flips two coins.
  - If the flips are identical, they're an **Office Lady**.
  - If the flips are different, they're a **Salaryman**.
  - If the group is all one type repeat this step.
- All players play *janken* (rock, paper, scissors) until there is one winner; that player becomes *shacho* (president).
  - Office Ladies *must* participate but may not become shacho. If an Office Lady wins janken, repeat this step.
- The shacho divides the other players into groups of at least three players each, then chooses one player from each group to be *kacho* (section leader).
- Salarymen...
  - *Must* show deference to those of higher rank.
  - *May* only judge/critique another Salaryman based on performance.
  - *May* judge/critique an Office Lady based on appearance or performance.
  - *May* disregard/take credit for suggestions/advice given by an Office Lady, unless they are of higher rank.
- Office Ladies...
  - *Must* show deference to those of higher rank.
  - *May* only judge/critique a Salaryman based on performance.
  - *May* judge/critique other Office Ladies based on appearance or performance.
  - *May* not openly contradict, question, critique, disregard, or disagree with anything a Salaryman says or does unless they are of lower rank.

**Rank: Shacho → Kacho → Salaryman → Office Lady**



## **JOHN CAGE'S 4'33": THE RPG**

**by Jess Gulbranson**

Cage is one of modern music's most influential composers, known for challenging compositions using nontraditional methods and aleatoric elements. *4'33"* is his most famous and divisive piece. *John Cage's 4'33": THE RPG* is a transformative composition for d20 (or compatible systems) that reframes the aleatoric foundation of standard TTRPG play into a performance of the most recognizable avant-garde composition in history.

### **SETUP**

*JC433RPG* can be performed solo, but the richest experience is had with a DM (taking the role of conductor), an NPC/monster director, and 4-6 players, as well as an audience. Battlemaps are not necessary. Before performance, the DM should create a list of monsters from any random encounter table.

### **PLAY**

Begin by settling initiative for all entities. Play proceeds in initiative order, with all PCs and monsters taking *no action*, in turn, for 45 full combat rounds, ending with one half combat round, during which only swift actions may not be taken.

### **NOTE:**

It is widely and incorrectly assumed that in the game world 4'33" of *nothing* takes place, but it is in fact a duration of inaction and ambient occurrence, so environmental factors such as traps, volcanos, etc. may be organically included in the performance.

# KILLBYNUMBERS

Mikael Andersson, CC-BY 4.0, Apr 20th 2015

You're an artificially intelligent machine created for war.  
An enemy combatant is at your mercy. What do you do?

Take turns describing the machine. First passing player portrays the **Enemy**. The rest portray **Functions**, competing programming imperatives.

The game transpires over one nanosecond.

The **Enemy** describes themselves and the situation.

One **Function** states an imperative they embody and why it suggests to execute or spare the **Enemy**. Another **Function** either reveals a loophole in that argument, or states how their own imperative counteracts or agrees. No debate!

**Functions** take turns, passing a white (utility) or black (loss) die to the **Enemy**, until everyone has spoken. The **Enemy** rolls in secret, summing white values and subtracting black values, noting the total.

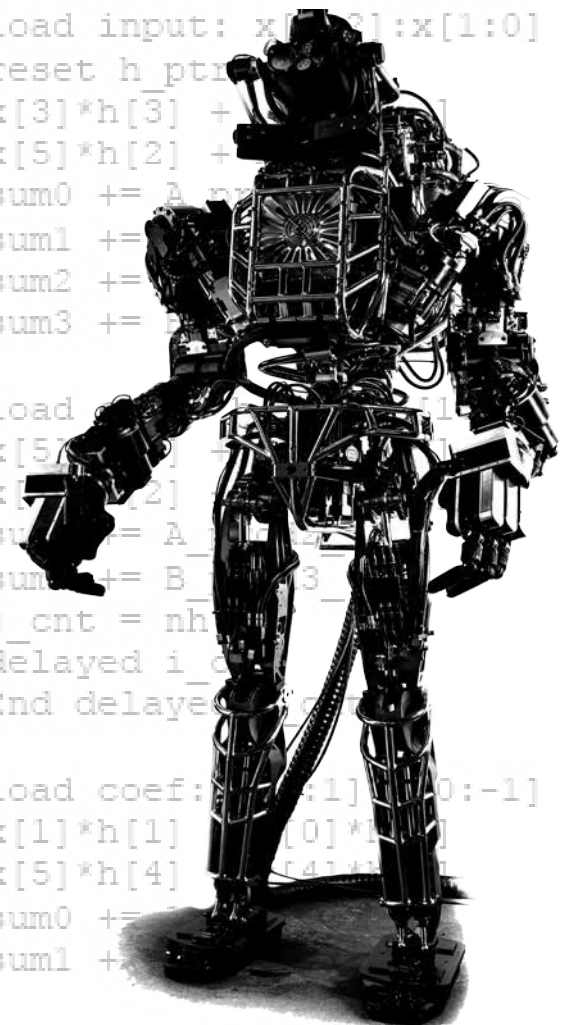
The **Enemy** describes something the machine has observed which could affect its judgement. Repeat the previous process in light of this information. Add the new result to the previous.

Stop if the **Enemy** provides no further information or if a **Function** opts to override rather than supply a die.

If the total value is positive, the utility of executing the **Enemy** was greater than the loss.

If negative, the **Enemy** is spared.

The **Enemy** describes how either event transpires.





# KINTSUGI

“Breakage and repair are part of the history of an object, rather than something to disguise.” - [Wikipedia](#)

**We were created without flaw or blemish.**

**We are a group of:** Golems ⇄ Robots ⇄ Monsters ⇄ Mutants

**Who have been created:** by Accident ⇄ to Serve ⇄ to Fight ⇄ to Live/Learn/Grow

**But first we must:** Escape a dangerous situation ⇄ Find our Master ⇄ Fulfill our Mission

When you attempt a difficult or dangerous action,

**roll a 6-sided die under or equal**

the relevant skill for that action.

You start out with only one skill: **Do Anything (2)**

**When you fail a `Do Anything` roll,**

describe how you modified yourself to become stronger.

You gain a new skill relevant to that action.

New skills start at (3).

**When you fail using a skill *besides* `Do Anything`,**

that skill increases by one.

If a skill reaches **6**, you're damaged

beyond repair in that area,

and can't use that skill anymore.

## Example:

Lauren tries to kick down a door. She must roll the dice under 'Do Anything' (2).

Lauren rolls a 3, and breaks her leg. She wields her leg to be stronger.

New Skill: Kicking (3)

The mission is impossible, and the death of your landing party, almost guaranteed. Space Command knew that when they planned the mission...and you all knew it when you volunteered.

Spend a few minutes going around the table, adding details about the mission...where is it, what's the objective, what opposition will you face. You're all Players, but you're also all GMs... act like both! Once you're ready, beam down to the planet, and get to work. Take turns narrating, the rest of you GM for each other. You describe what you're doing, they describe the results... turn to dice when you need them.

When dice decide your fate, roll 2d6. 2 EVENS are a marginal success, 1 EVEN + 1 ODD means you succeed, but at a cost, 2 ODDS are a catastrophic failure (there are no non-catastrophic failures).

Eventually, you'll pull yourself through and accomplish the mission. Or die horribly trying, that's possible too. Either way, enjoy the story, get wacky, and have fun!

Story Ideas (roll d6):

1-enemy fortress in a deadly jungle	4-steal advanced prototype ship
2-hidden base in a volcano	5-investigate a newly discovered species
3-rescue the LAST landing party	6-infiltrate a galactic concert

# Last Star Burning

*A 6d6 2nd Edition hack*

Jaye Foster

For this game your currency is worthless, stranger. At the end of things, all we've left to gamble is stories. Time's so fractured here even history can be traded.

First we start by speaking about ourselves. Two words to describe your backstory and a word each for your body, mind and soul. Yeah, and it's a word for each skill you've got, up to three.

The rules are simple. We take turns to tell how we survived to get here, a tavern on a rock orbiting the last star burning in the universe. Should a listener reckon your story is false, they can challenge you. They put up three words as to why they know better against three of your own. You roll a die per word with the winner the higher scoring. They get to take one of your words and you tell us what really happened. Once you've been challenged, it's the next person's turn. We stop when someone's got to sixteen words. Be wrong so often as to lose all your words, you're gone from time, your stories now someone else's.

Now, let's see what your history's worth stranger.

## **Let's Go Out Tonight**

By Orion Cooper

Each player plays a teenager as part of a group of friends who go out on the town before college starts in fall. Write down your teen's name on a 3'x5' card and some keywords that describe parts of your identity, and take 3 tokens from the communal pile.

Decide who will be the driver. The driver describes the first scene with input from the other players, answering questions like where did they go, what is fun here, etc. The driver can then narrate one action: **call someone out**, **describe a micro aggression**, or **hug a friend**. Choose someone else to be driver.

**Call someone out:** select an aggressor, a victim and one of their keywords. Both players discard a token.

**Describe a micro aggression:** select one of your keywords. Discard a token.

**Hug a friend:** select a player and a keyword that was attacked. Give them a token.

When each player has been the driver, the game is over. Each player then may hug a friend. If you were called out and you learned going forward, retrieve a token. If you have no tokens, your character sits out the next session. If you sit out, get one token.

# LONELY ADVENTURER

How many  
Sword & Sorcery  
stories featured  
lonely adventurers...

## Instructions

Gather another three friends. Together, pick a system (examples: [Dungeon World](#), [an OSR](#), or why not my own [City of Judas](#)).

Select three Game Masters and one Player. If you cannot agree, assign randomly. The Player makes a character.



## Begin

Every GM describes the entrance of a different dungeon. The Player picks which one to enter.

The GM of the selected dungeon describes the first room, the GM to their right describes the encounter (a monster, a trap, a puzzle, etc.), the last GM (to the left of the first) leads the game for the encounter itself and the ensuing fight (or other actions).

Repeat (switching right and left) until the death of the hero, or when the GMs agree about a final monster to juggle together.

## Continue

Every GM describes briefly how the dungeon would continue or how the next room would appear. The Player picks which road to follow.

The GM of the selected path describes the environment, the GM to their left (contrary of the above) describes the encounter, the last GM (to the right of the first) rules the action.



LXXIX

HERO

## **You**

Draw a card from a tarot deck.

This card is your hero.

## **Your friend**

Draws a card from a tarot deck.

It is an encounter (creature, person, situation, quest etc) the hero must overcome.

## **Then**

If the hero card's number is higher than the encounter card, describe how the hero succeeds.

If the hero card's number is lower than the encounter card, describe how the Hero fails.

## **Or**

Draw another card.

It is an helpful card for the hero.

If the helpful card's number is higher than the encounter card, describe how the hero succeeds and reduce his number by 1.

If the helpful card's number is lower than the encounter card, describe how the hero fails and increase his number by 1.

If the number on the hero card is 0 – you lose.

If the tarot deck becomes empty – you win.

Then, change roles with your friend.

## Mage Dog School

Three to five players are puppy wizards at Snoopikin Growlhowl's Magical Academy For Dogs. One player is the Dogfessor.

Puppies pick a name, a school of dog magic (*Transcutetation, Labjuration, Friendchantment, Lickromancy, Squeevocation and the dark art Cujobeam*) and a bad puppy thing they did the night before. The Dogfessor picks a favorite and least favorite puppy.

All the puppies' names and schools of magic and bad puppy things are written down on a single 8.5" x 11" sheet of paper and rolled up like a newspaper.

The Dogfessor begins class by taking role, then asking if each puppy has something they want to share with their teacher in a passive-aggressive voice, heavily implying they mean the bad puppy thing. If a puppy lies, they get (gently) bapped on the nose with the character sheet. Same if they tell the truth. BUT, if they describe how their nebulous school of magic was used to make up for the bad puppy thing, the Dogfessor may withhold a nose-bap.

The Dogfessor is encouraged to bap the least favorite puppy anyway. The favorite puppy doesn't get bapped, but the Dogfessor should give them a briefly disappointed look.

# Make Believe

Mick Reddick

Modern human belief in the Fae is dwindling, can you help restore it?

You will need a deck of cards. Choose your clan.

**Light (Red)**

**Dark (Black)**

Each player has three scenes with which to restore human faith

The scene is set by another player who places five obstacles as the current player narrates. At each obstacle the player draws a card if the same as your clan you succeed and progress, if opposite you fail and must complicate things.

If you hit three clan colours during your scene you succeed and faith in the fae is somewhat restored, hit three non clan coloured you fail, wrap it up as failure.

Repeat this three times for each player. If two are successful you have helped people believe and you live on. However if two are failures you are no longer believed in and fade from existence.

If at anytime you draw a picture card:

- Clan colour - You perform an unexpected kindness
- Opposite colour - You mistakingly cause pain

# Master & Minion

Martin Van Houtte

You are the Master. Read the rest to the other player.

*Being the minion of the Master isn't easy when you fall in love to the Sacrifice. Now you're running away. You can't help but wonder:*

- *Who is this for whom I betrayed my Master?*
- *Will I escape from the dungeons?*
- *Do this human corresponds my love?*

Answer (and cross out) one of them, then roll a die:

1 to 3: "Did we survived the Warrens?"

4 or 5: "You face ME!"

6: You get to know the Sacrifice's Name.

I'll answer one of them, then roll another die; I can pick your die if I want to, but then you answer another question.

1 to 3: I take the sacrifice back, or you fail to murder me.

4 or 5: I reach you; we have to negotiate, or you finally escaped, but the sacrifice is possessed.

6: The Demons claim my soul and body:  
You escape.

If questions remain, you'll answer them all. If the dice results match, you both lose and perish in terrible agony. If mine is higher, I choose who of you die horribly and who's saved for good. Otherwise, you decide how this story ends.



## Maya Deren Discotheque

*A live-action storytelling experimental RPG by Evan Torner*

[CC-by-Attribution and tell me if you play!]

Find a quiet room you can make loud, and 3-5 friends.

Put on music you find contemplative.

Form a line.

Say aloud to the next person in the line "One day, you find a locked door in a beach and a key."

Ask them a specific question about a detail you'd like for them to address in their response: "What is on the floor when you open it?" Or "Who leads the seagulls?" Or "How did you find the black suitcase?"

Then: "What do you do?"

Then start doing one unusual physical action repeatedly until it's your turn again. Twist your wrists. Lick the air. Do something.

The next player describes their action, attending to the specific detail and keeping the shared "character" moving through space. "I move into a room covered in snails. What smells like roses?"

That player may choose instead to abruptly change the music, though must still start a repeated unusual movement.

Players at the end of the line move to the other end, then take their turn.

Play ends when a player shuts off the music and all present writhe on the floor for a minute.

# Mayflower

## by Osmond Arnesto

- Each player brings food of their choice to the table. A helping of each dish is heaped onto everyone's plate. This is your stock.
- The empire / the federation / some other entity charged you with settling a new city / founding a colony on Planet Designation DJ072 / staking some other claim at the edges of its jurisdiction. Name the claim, and say who you represent in its population, whether group or individual. The Mage's Guild? The Indo-Russian Alliance?
- Starting with the player born in the largest city, going clockwise, name something true about the environs. What are the most prominent geographical features? Is there a native population? How do they feel about you?
- When it is the first player's turn to act again, propose something about the claim. The proposal should be presented as a question. Should we build a library? Should we eradicate the elves? Argue about the proposal for up to three minutes.
- Every proposal comes true, no matter what direction the discussion leaned. If a player is happy with this, they take a bite. Else, they take two bites. Keep going around the table, making proposals, until stock runs out.
- What that means, exactly, is up to the group.

# Micro Bids

*the RPG*

Matthew Bannock

Characters are a combination of two tropes and a compulsion. Tropes are short descriptions: Druidic Goleman, Mad Scientist, Fire Mage, Grumpy Doctor are examples. A compulsion is a desire that may lead to trouble. Characters are given skill points that may be spent on Tropes, start with 2 at the beginning of every scene. A character has two luck points, these don't refresh and must be earned back.

When faced with a problem a character may choose; Dramatic Success: Spend a skill point on an appropriate trope, or spend a luck point and succeed. Marginal success: The player describes a narrow success and a consequence to be taken care of. Failure: The character fails, gains a luck point and a consequence. One consequence can be removed at the end of a scene. If a player has a chance at a rest scene they may remove all consequences.

Experience points are given out at the rate of 1 per scene, but this may be increased to 2 for a particularly eventful scene. It costs 3 XP per current number of tropes to add a trope or 3XP per current Skill pool to add to that pool.



# Moon Mage

CC:By Stephanie Bryant

A DW Compendium Class for non-dragon characters' use in Epyllion's Dragonia setting.

***When you form a Bond with a dragon, when you level up, you may take this move instead of one from your class.***

## *Moon Speaker*

Choose one Moon and Virtue to revere. Any spell or magical effect you cast may have the cosmetic features of that Moon, with no additional effects.

- Stone: Honor
- Storm: Bravery
- Spirit: Creativity
- Liberty: Independence

Once you've taken *Moon Speaker*, the following moves count as advanced class moves for you when you level up:

## *Friendship Magic*

**When someone you have a bond with demonstrates the Virtue you revere**, gain +1 Friendship. The target of your bond decides if they demonstrated the virtue. You can spend Friendship (max 3) to add to any magic roll.

## *Moon Spell*

**When you power your Moon magic with Friendship**, describe an effect you wish to come to pass, and how it fits the Moon or Virtue. Roll+Friendship spent.

On a 10+, pick 2. On a 7-9, pick 1. The magic is:

- powerful.
- as noticeable or stealthy as you want.
- without physical cost.
- directed where you will.

you will need:

3 d20

paper

pencil

Players

Pick a race: Mouse, Vole, Shrew, Gopher, etc.

Choose two skills: Fighting, Diplomacy, Healing, etc., just define it clearly.

Player may earn a +2 to their conflict resolution roll when using a skill.

Players may be given an additional d20 for good role play or anything else the GM deems worthy.

To resolve, roll all your d20's, taking the highest value. The DM rolls their d20. Highest wins. However:

If the player fails by more than 5 it's a critical fail, player usually suffers side effect

if the player wins by more than 5 it's a critical success, player usually benefits.

Game play is as follows, the GM creates a story with a clear goal. Players aim for that goal. The GM rolls a d20, on 15-20 an encounter occurs, on a 2-5 an event occurs, on 5-15 a conflict occurs.

If a 1 is rolled, it's GM's choice.

Encounter: Players must face an opponent(s)

Event: Something happens to the players (i.e. trap triggered)

Conflict: Something happens that the players must talk about and decide to act upon. (ex: mugging, murder, etc.)

GM drives story forward towards next roll.

## Murdered

To play this game, you will need two players and twenty tokens: thirteen **RED** (anger), seven **Green** (calm). One player plays the **ghost** of a murder victim, the other **narrates** the (physical) rest of the world. The **narrator** decides seven facts that, if learned, will show the **ghost** who killed them.

At the start, the **ghost** is dead and doesn't know who killed them. Nothing physical affects them and nobody sees them, but they can move about to observe whatever they like. They have the **RED** tokens, the **narrator** has the **Green** ones. When they reach across to **haunt** the physical world, they spend a red token to do it and describe what happens. Be inventive (or steal ideas from horror films). Otherwise, the **narrator** simply describes what the **ghost** sees wherever they chose to look. Be inventive (or steal ideas from detective films).

If they **learn** a fact about their death, the narrator gives them a **Green** token. If they watch somebody they **blame** for their death suffering, they get a spent **RED** token back *even if that person didn't kill them.*

The game is finished when they have all seven **Green** tokens:  
they finally pass over.

# ***Mutant Vigilantes***

*The 80's cartoon RPG of human/animal mutants fighting alien robot ninja crime.*

*by Brian Ashford*

*Roll 1d6 on each table to generate your mutant.*

## ***Origin***

- 1 Traveller in time, space or dimensions (High-tech gadgets or Magic or Dinosaur)
- 2,3 Genetic experimentation (Great physique or Superior Intelligence)
- 4,5,6 Accidental biohazard/radiation exposure (two Powers)

## ***Animal Type***

- 1,2 Mammal (one Power or two Powers & one Negative)
- 3 Insect (Tough & Extra Limbs or Small & Flight & one Negative)
- 4 Bird (Flight)
- 5 Reptile (Tough, one Power, one Negative)
- 6 Humanoid (Psychic)

## ***Training***

- 1 None/Wild (Survival or Hide, Brawl, Athletics)
- 2 Adoptive Family (Drive, Negotiate, General Knowledge or Mechanic)
- 3,4 Private Company (Security or Science, Computers, Drive)
- 5 Military (Surveillance or Demolitions, Firearms, First Aid)
- 6 Covert (Martial Arts, Stealth, Lore or Surveillance)

## ***Powers,***

Claws, Senses, Sprint, Small, Big, Fur, Horns, Leaping, Glide, Tough

## ***Negative Mutations***

Quadruped, Poor Hands, Poor Speech, Ugly, Carnivore, Poor Vision,

## ***Conflicts***

Each player rolls two d6s plus d6 per relevant Power or Skill, minus d6 per Negative. Level of success is the number of dice which rolled higher than opponent's highest dice.

- 1 success: 1d6 advantage next round.
- 2 successes: Loser receives temporary Negative (Damaged/Tired/Confused etc).
- 3 successes: Win conflict.

## Mutant Wrasslin'



You got yer mutie critter that you bout in the ring with some other dude's critter for the entertainment of the wasteland wanderers at Madam Scroungie's Rendezvous and Tonsorial Emporium.

Start with base body: 2 arms, 2 legs, 1 head, funky bits (no benefits, but looks cool)  
Soak with 2d6 Radiation Points. Buy more pieces-parts:

Points	Parts	Bonus
3	extra arms	Additional hit/+2 grapple
2	extra head	Additional bite
3	extra legs	+ 2 charge damage
2	scales	+2 damage points/buy*
3	horn plates	+3 damage points/buy*

\*multiple buys allowed

Damage points: 2d6

Draw yer critter. Make it look really badass.

### Fight!

Players roll 1d6 each. Higher die attacks. Players secretly choose action and reveal at same time.

#### Attack:

Charge – 1d6+2

Hit – 1d6/pair arms

Bite – 1d6/head

#### Defense :

Block - 1d3 damage reduction (min 0)

Dodge – roll 1d6: even, half damage; odd, negates attack

Run Away – negate attack, forfeit next attack

#### Special:

Either/both may Grapple – roll 1d6 each. Lower die loses 2 points. Roll again. Higher roll may choose 2 points additional damage or break free.

First critter to 0 damage points loses and is eaten by the victor and/or crowd.

# Muun

## *for* Into the Odd

“Muun cast wicked shadows on the town, stabbing and warping like diseased frost” - *anon*.

1. Set up one chessboard with the Singularity in the middle.
2. The White Edge is Cowl, doomed town in flux. Party starts at AI/HI.
3. The Red Edge is Muun, the parasite.
4. Each turn:
  - a. GM swaps a red townspiece with its opposite square.
  - b. Party does same for white.
  - c. Party may move to an adjacent townspiece.
  - d. Run an encounter.
  - e. GM and Party each move any townspiece one square towards the Singularity.
5. Leaving:
  - a. White Edge: back to Bastion
  - b. Red Edge: Parasite Realm
  - c. Singularity: ???

TOWNSPIECE	WHITE	RED	ENCOUNTERS	REWARDS
PAWN	Thatched cottages		Timid townsfolk.	Safety.
		Thornwood shacks	Violent reptiles.	Some <i>stuff to eat</i> .
KNIGHT	Dry fountain		Hair-trigger militia.	Patience.
		Insect warrior monument	Battle engine.	<i>A Starter Package.</i>
BISHOP	Churches of <i>Noon and Spite</i>		Two-faced vicars.	Humility.
		Temples of <i>Stick</i> and <i>Octopus</i>	Clockwork priest.	One-use <i>Arcana</i> .
ROOK	Town walls		Weary defenders.	Resilience.
		Spiked barricades	Disguised traps.	One-use <i>Arcana</i> .
QUEEN	Civic hall		Officious bureaucrats.	Prosperity.
		Green dome	Zebra mage.	Minor <i>Arcana</i> .
KING	Library		Psychotic librarian.	Knowledge.
		Vault	Corpulent ooze thing.	Major <i>Arcana</i> .

Ralph Lovegrove

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# NanoRegent

By T.W.Wombat

Players control countries/factions.

Distribute 8 **Stat** points:

- Might
- Commerce
- Science
- Diplomacy

Distribute 5 **Holding** points:

- Territory (Edict: +1 Territory burns 2 points.)
- Cities (Edict: Create City burns 2 Resources +2 points from separate sources. Max Cities = Territory. Whenever Cities > Territory, immediately burn 1 City.)
- Resources (Edict: +1 Resource burns 2 points.)

Distribute 5 **Aspect** points, max 3/Aspect.

Anyone can burn Aspects if relevant. Edict: Create Aspect requires Stat burn, all others burn points interchangeably. Edict: Increase Existing Aspect gives +2.

Each game Month:

1. **DECLARE** – Write two Edicts on cards; keep hidden. Format: Allocated points/intended outcome.  
Examples:
  - a. Invade Poland. 3 Might, Poland *Pacifist*/+1 Territory
  - b. Train Scientists. *Inquisitive*/+1 Science
  - c. Trade Embargo. 1 Commerce/Germany *Poor*
2. **RESOLVE** – Reveal Edicts in any order. Defender can oppose with Unallocated points, but burns 1. Roll 4dF + Allocated points, winner narrates result. If loss by 4 or less, loser creates Aspect without further burn. Declarer burns 1 (or more) Allocated point. Declarer can withdraw, but still burns 1 point.
3. **RENEW** – Cities give +1 Stat every other turn after creation. Reallocate up to 1 Stat/Aspect point.

Play until finished.



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Created for the [200 Word RPG Challenge](#). Completed 30 April 2015.

# NINETIES HACKING

## A thematic expansion for any RPG

By Brian G. Johnston / [greenadder@greenadder.com](mailto:greenadder@greenadder.com) / [www.greenadder.com](http://www.greenadder.com) / @greenadder on Twitter

### WELCOME TO CYBERSPACE

Remove any "hacking" or "computer" skills from your RPG setting. Replace them with this ruleset instead.

### HOW TO HACK

Computer security is now governed by manual dexterity (or a comparable skill / attribute / perk) and technobabble.

### TYPE FASTER

The only way to hack properly is to out-type your opponent. The better your manual dexterity roll, the better your hacking.

### TALK THE TALK

Explain what you're doing using the best technobabble you can muster. Your GM may award or deduct points based on how convincing you sound. More

syllables means a higher bonus.

### FASHION

Is your character into black leather and PVC, or neon and fishnet? What type of sunglasses does your character own? Explain to your GM how this affects your hacking ability.

### GET THE DISK!

All hacked files - no matter what size - are now stored on 3.5" floppies. These are easily hidden... and easily stolen. They are also seemingly indestructible.

### HACK THE PLANET

Everything electronic is computer-accessible and remotely hackable with a good enough roll, from streetlights to blenders. Hack everything. Hack the planet.

Get together with a few close friends. Share a story about a time that you were hurt. It could be about when you were bullied in school, or when your boyfriend or girlfriend cheated on you. Don't say too much. The other players will understand. This isn't the game.

Talk with your friends about how you could take revenge. Go all out. Maybe you could shoot up your high school, or beat your ex to death while their lover watches. Talk through all the permutations until you arrive at one that is really ghastly, really reprehensible, really beautiful.

Assign a role to each of your friends, and play out the scenario, with each player acting out their part. You have total control over what happens. Your friends have to go along with whatever you say. (But don't hurt them; they're your friends for christ's sake.)

The scenario is over when you feel better, and it's one of your friends' turn to share a story. Repeat this process until everyone has had a shot at imaginary revenge.

Don't talk about it afterward. Don't fixate on what it says about you. Don't dump that shit on your friends. This is a game.

# Not Chaos Magic

*(Really!)*

Ole Peder Giæver

Write down your desires. Work towards them in a detached way. Do things, and things will happen.

You've been indoctrinated for so long. You can't change just like that, but there are things you can do: Start taking therapy (preferably cognitive). Learn about thought-patterns, mental habits, seemingly automated responses. Or read a book, if it's too expensive.

Start working with the patterns you want to change. Gently. Be forgiving of yourself and others. You'll fail, and try again. Try to change your wardrobe. You're a role-player. Go role-play out in the real world. If you tend only to wear black, try some colors. Try on some different ways of being. Play Lehman's game. Smile more. Or less.

Nothing is true. Everything is permitted.

Everything is true. Nothing is permitted.

Find some god-idea to talk with. Or meditate, if talking to ideas seems too weird. Read up on the deity or meditational practice. Follow the guidelines.

- It's only a game. Try to remember.
- It's not a game. It's our only life.

Invent some small rituals. E.g.: find something to be thankful for, every morning, every evening. Look at the sky, say: "thank you".

Don't believe the hype.

# Nothing Ever Ends

Robert Carnel

As a group discuss problems society faces and create a world or culture that will allow you to investigate as many of these as you can.

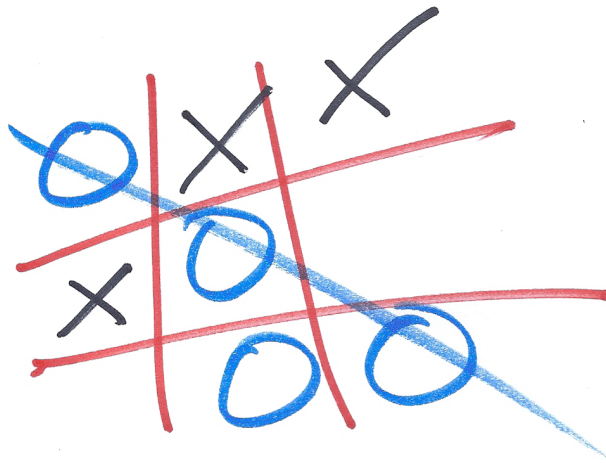
Create a character each, describe the character in a few sentences and what important role they play in your world.

Take rotating scenes with each character trying to achieve a resolution to an issue. Play until the character moves closer to their resolution or until their actions are challenged. On a challenge that involves the character against the world: roll a die, odd numbers succeed, evens succeed but the character is poorly regarded for their actions.

For challenges between characters each character involved throws a die: all characters with odd numbers succeed but have to concede a compromise to the others, all characters with even numbers are removed from the game (killed, exiled or imprisoned).

Continue playing until all the characters still in the game are in agreement or one or less are in the game, narrate how they resolve the issues and end the rest of their lives.

Now the group collectively narrate what happens next. When the group disagree, create characters and repeat until the disagreement is resolved.



# Noughts & Crosses

You are a **Nought** but you're also a **Cross** for another player. In the game **Noughts** are plagued by another voice, **Crosses**, this could be an ancestral spirit, a symbiote or something else that fits the setting.

In the setting **Noughts** will have one goal and **Crosses** will have another. Each side of the coin should be equally accomplishable within the plot.

e.g.

**Noughts** are sent to rescue hostages from a mad man but for every innocent saved, your **Cross** demands another sacrifice to balance the death accounts.

Both types of character are described by a couple of words e.g. Armed Policeman or Demonic Ice Spirit. **Crosses** should have a few extraterrestrial powers that can help the **Nought** you're inhabiting so remember that in character creation.

**Tests** use a deck of playing cards.

With **Simple tests** draw one card and if your description could be helpful with the task, take another. The same if your **Cross** is helping.

In a **Control test** over the **Noughts** body. A **Nought** draws cards the same as a **simple test** and the **Cross** gets a card for each time they've helped.

Player with highest card wins. Default difficulty is 5.

You defeated the Evil Overlord!

...now what?

**Answer worldbuilding questions together:**

- (1) What'd the Evil Overlord do to the people?
- (2) What were they about to do?
- (3) What's the stronghold like?
- (4) Who are the:
  - (a) Chief Minions
  - (b) Key Stronghold Staff
  - (c) Representatives of the People?
- (5) What do they want?

**Your Goals:**

- Kill/convert the minions
- Stop/reverse the evil plans
- Establish a stable government

**You are a hero. You can do anything.**

**Play**

Get a deck of cards. (If >3 players, add 17 cards per non-GM player).

Each player takes 3 cards. Don't look at them. These are your Extra Effort, which changes an outcome, but doesn't ensure success.

The remaining deck determines success/failure. When you act, turn the top card over.

**Black:** Success!

**Red:** Failure!

**Joker:** PLOT TWIST!

The greater the number/suit, the more intense the outcome.

Don't like an outcome? Use Extra Effort. But! No take backs.

Never shuffle the discard pile back into the deck. When the cards run out, the heroes are ousted.

**Fighting**

Everyone draws a card face down. Narrate what you want to do. Flip card for outcome.

Shuffle the fight cards into the deck.

**GM**

Frame conflicts, be NPCs, narrate outcomes/ending. Don't draw cards.

# One day, you cross a doorway

Cyril Pasteau

One day, you cross a doorway, and find yourself transported magically somewhere else entirely: hijacked plane, island with no door, forlorn prison pit, back of a bus, Santa fairy office, etc. Behind you, nothing to cross back. Grats, you are now one of the Door People: henceforth, beyond each door you cross lies a different, unpredictable, no refunds place.

Each time you cross a door, you have to make the choice. Are you satisfied with living out the rest of your life in your current whereabouts? Do you want to know more?

Door lotto. Is the opportunity worth the risk? Calculate it out. For a lazy thief, perfect escape plan. Many one-way traders, key collectors, lockpickers. Some end up trapped indoors, voluntarily or not. Comrades travel together, holding hands. Desperate ones inquire about lovers they left behind, by mistake or not, and entrust you with letters in case you ever meet them.

Sometimes, said lost friends have been tasked with killing messengers (safer way). Can your valuable magical property be harvested from you?

Toilet dilemma.

Door People whisper about the rumored End Door. What lies beyond? The endgame might be finding out. Investigate. How did you get cursed? Start there.



# OSRish

Kirt Dankmyer

One referee, 1+ players. Players each create and control one character. Referee controls rest of world. Fill gaps with referee judgment. Rulings not rules.

## Character

- 4dF for INT. STR is zero minus INT.
- Choose one class. Level 1. XP 0.

Warrior Class: AC 5. +1 to STR. HP 8 + STR.

Mage Class: AC 10. HP 5 + STR.

*Choose two spells to the right. Can cast one a day.*

## Combat

- To hit, roll 1d20 + STR + opponent's AC.
- Twenty or higher, hit.
- On hit, 1d6+STR subtracted from HP.
- HP 0 = death

Monsters defined by AC (lower better), HP, and STR.  
Defeating earns  $((20 - AC) + HP + STR)$  XP.

## Improvements

100 XP = Level 2, pick 2 different improvements

300 XP = Level 3, pick 3 different improvements

- Increase ATK by 1
- Increase HP by STR
- Increase INT or STR by 1
- Decrease AC by 1 (warrior only)
- Choose new spell (mage only)
- Can cast one more time a day (mage only)

## Healing

Heal 1d4+INT HP

## Missile

Auto-hit visible target,  
1d4+INT damage.

## Trap Imp

Searches room for traps.  
Disarms all.

## Blessing

One character gains +1 to  
STR for 1d4+INT hours.

## Knock

Unlocks anything.

## **Outlaws!**

### Character Creation

Roll 1d6 six times. Assign the resulting numbers to:

Shootin'

Thinkin'

Brawlin'

Talkin'

Dodgin'

Jumpin'

These are your roll modifiers.

Health is calculated by  $1D20 + 2D6$

To resolve any situation, roll 2D6 and add the modifier to the result. This will just be referred to as "Rolling"

Challenge Level	Required Result
Easy	4
Medium	7
Hard	10
Insane!	12

Firearm	Damage
Pistol	3+1d6
Rifle	3 + 2d6
Shotgun	4 +2d6
Bow	Shootin' Modifier +1d6

Weapon	Damage
Fists	Brawlin' Modifier + 1D6
Knife	3 + 1D6
Machete	3 + 2d6

### Fightin'

To hit you roll and add the shootin' or Brawlin' Modifier (Depending on the type of attack) and your opponent rolls and adds their dodgin' modifier. If you get shot at or dragged into a brawl, you would do the opposite (you roll and add dodgin' a dodging modifier, while the opponent rolls and adds their shootin' or brawlin').

If it hits, then you take damage.(listed in the table above)

If you get to 0 HP, you're dead, Partner. Roll a new Outlaw!

You start with \$5.

Firearm	Cost
Pistol	\$3
Rifle	\$12
Shotgun	\$20
Bow	\$5

Weapon	Cost
Fists	You have fists
Knife	\$3
Machete	\$12

Made by Jake Cooper |  | Happy Lootin'!

# OUTRAGEOUS

You are part of a famous band.  
To survive the music industry you must attract media coverage.  
Trash your dignity and be the most **OUTRAGEOUS** band.

Take turn clockwise, stating something **OUTRAGEOUS** you did to attract attention on your band, like controversial statements, offensive lyrics, obscene acts during your latest gig, etc...

The other players judge whether you are “setting a new **Standard**”:

1. they may call out for “**More!**” if they think you are not.  
If more than half do, you must oblige.

2. If you are overreaching they may call out “**Shame!**”.  
If more than half do, the **Standard** doesn't change;  
write down the shameful item and keep it in front of you  
throughout the game.

3. without intermissions you set a new **Standard** and get a token.

If 2. happens:

you may **challenge** one of your fellow players in a double interview.

The other players act as interviewers and judge the winner.  
They should also integrate the notes you have in front of you.  
-1 token to whoever loses.

Start with this **Standard**:

<https://www.youtube.com/watch?v=wWLhrHVySgA>

Play until one player gets 3 tokens.

Try it with different media/ industries!  
(What about actors and movies or  
Clickbait websites?)

# Pantheon

*a 200-word RPG for 2–8 players*

Kevin Rice

The players are gods of a newly formed universe, and they must bend it to their will.

Each player has ten (10) Resource Points, and these can be spent to create or modify ANYTHING. The only thing that can stop the action caused by a Resource Point? Another Resource Point.

Once a player spends all their points they become a mortal inhabiting the universe and are at the whim of the gods like any other mortal. The game continues for them, as they live a life bound by the rules they and the other gods have set forth.

Will you work together to create a world you can live and play in? Will one player try to annihilate the universe only to be opposed by the others? Now you're a Pantheon!

"But there are no rules". You can make any rules you want. Should folks have to roll a d20 to hit during combat? Spend a Resource Point and it's true! But will that sneaky Cthulhu spend a Resource Point to change that to % dice? Did anyone create a world? A sun? Stars, moons? Life? Civilization? The possibilities are endless, how much will you do?



# PAPER MASTERS

You are a bibliomancer. You can form any paper you touch—and any paper touching that—into any shape, and make it hard as steel.

You have a total of **20 points per day** to put into any number of paper objects. Each point adds **1 square foot** of surface area to the object or **1 unit of toughness**. Use an object to attack, and both objects lose 1 unit of toughness. Once an object falls below 0 units of toughness, it collapses. Bibliomancers can only sustain 1 object at a time, except complementary items like a bow and arrow.

**Average humans** have **1 toughness**; **bibliomancers** have **3**. At below 0 toughness, humans fall unconscious or die (attacker's choice).

You are sent on missions by the great libraries of the world to recover rare books. So are other bibliomancers.

**Combat** proceeds in rounds consisting of phases. Each phase occurs simultaneously for all participants.

Phase 1: Move

Phase 2: Form or re-form objects

Phase 3: Attack

## *Example Objects*

Dagger: 1 area, 0 toughness

Bow: 1 area, 0 toughness

Arrow: 1 area, 1 toughness

Human-sized shield: 5 area, 3 toughness

Falcon: 2 area, 3 toughness

## *Your Objects*

Name:

Size:

Toughness:

Name:

Size:

Toughness:

Name:

Size:

Toughness:

## Partners

*"I'm going to miss all this... Running around, having a hostage. It's been fun."  
– The Wrong Mans*

### **Players: 2**

Players are partners on a mission – whether it's stealing a diamond, catching a crook or saving a hostage.

Players take turns. First they say what their character is going to try to do, then roll 2 d6. Using the table below, the other player describes what happens as a result and then takes their turn – deciding what their character does in response.

2-4	5-6	7	8-9	10-12
Something goes <b>horribly wrong</b> . A trusted friend betrays, a villain's twist is revealed, an alarm sounds.	<b>It's no good!</b> The lock jams, the gun is empty, the contact knows nothing.	Everything goes <b>according to plan</b> . The lock pops open, the shot finds its target, a clue is discovered.	<b>Better than expected!</b> The vault holds more than planned, the guard doesn't care, the crook left something behind.	Something goes <b>terribly right</b> . The explosion's too big, the deception results in mistaken identity, success has unintended consequences.

Players are encouraged to keep the initial setup simple, up the ante regularly and add in new elements during play – particularly when things go horribly wrong or terribly right.



# Paths to Glory

*or Adventuring was my Back-Up Career*

Larry Spiel

This is an RPG about the jobs that characters from other RPGs didn't get, and wound up as adventurers.

Before the game, players bring in a character from any other RPG. They do not need to stick to the same genre.

The GM and player decide on the job being interviewed for. It should be understood that none of the PCs will get the job, although all present must behave as though they do want it.

The interviews are done separately in the fiction, but together in the reality. The GM is encouraged to jump between players (whichever player the GM is looking at speaks).

## **The GM as Interviewer**

Ask stock interview questions. The more generic and useless, the better. Provide scenarios and ask what they would do.

Switch between players often. When you know the PCs, try to play the responses off each other.

## **Players**

Either wait for a question, or give an immediate answer to a question that was just asked of another player.

The game ends when the GM addresses the group with a comment like, "Thanks for coming in. We'll call you."



# Plagiarism!

Intellectual crime may pay.

materials:

- 3 tokens for each player.
- a pool with 1 token for player.
- a chronometer

Choose the Storyteller, he has 6 minutes to plagiarize a famous story telling his own version, after that time he must reveal the original title.

If nobody recognizes the story within the time limit and two or more other players know the original, the Storyteller passes the turn, but if nobody knows it he loses a token.

If another player identifies the story within 6 minutes, he will be the true Author and will sue the Storyteller for plagiarism!

Stop the narration, all the remaining players will be judges for the trial.

- The Storyteller should point out the differences between the two stories and can also insert three new differences to excite his fans.
- The Author should underline the likeness of the two stories.
- The judges decide the outcome of the trial and the media coverage, choosing how many tokens the Storyteller loses if things go bad, or making him take one from the pool as prize for his successful plagiarism!

Proceed clockwise with a new Storyteller.

When every player told a story, the one(s) with most tokens wins!

# Planethoppers:



You are the planethoppers: the crew of an interplanetary cargo ship. Your ship has just departed, and you're stuck with each other for the next few days.

Everyone writes a short description of a character (1-2 sentences) on a sheet of paper. Pass the character sheet to your left.

Play is divided into days. At the beginning of each day, all characters are in the common room. Have a scene together. Next, everyone takes turns roleplaying their character (the character in front of them). You can pick any moment(s) that day. If you interact with another character, the respective player joins in. Write down any facts you establish about your character on the sheet. When everyone has had a turn, have an evening scene in the common room with all the characters. When the day is over, the character sheets get passed to the left.

When everyone has played each character once, the journey is over, and you arrive at your destination.

Things to think about:

- What are you shipping?
- What happened in the characters' past?
- Who is paying you?
- Where are you going?
- How do the characters feel about each other?

Find a d20 dice, a cake and a group of people.

Anna is such a *nice girl* that is working as a receptionist at the office.

**Anna's likes:**

her job;  
going to movies with her friends;  
reading books;  
exotic food;

**Anna's dislikes:**

loud music;  
not getting the joke;  
waking up early on weekends;  
being told every 5 minutes how attractive she is;  
being told that **sleeping with some right people** would make **her life easier...**

The youngest will be playing Anna's role.

Everyone else will be playing themselves as Anna's coworkers.

**Everyone else have: 100 points!**

Every new round a hero having the goal to seduce Anna will be selected by rolling the lowest number.

Anna may or may not find this offensive - *her judgement* - eventually asking for help or support if needed.

This round's **shadow** will be revealed if someone step in trying to convince others that this young woman is actually being harassed and that behaviour should stop because it's wrong.

**Shadow's** speeches will be validated by **voting**.

**Shadow** will **lose 1d20 points** this round.

**Highest score wins the game after 30 minutes.**

Now everybody is going to have cake and talk about what just happened.

# **Pocket Change**

After a series of unfortunate events, many people become homeless. These hobos take extraordinary journeys that lead them to new places, people, and problems. You will take on the role of one of these vagabonds as they scrounge up what little they can to make a life for themselves. You need: A coin, pencil, and paper.

**Your Hobo:** Your Hobo has three Qualities: Head (Mental), Heart (Social), and Hands (Physical). Each will be used to complete actions related to that Quality. Choose one Quality to have a score of 1 in, one with 2, and one with 3. The score relates to the number of coins you flip for that type of action.

**Head**



**Heart**



**Hands**



**Uncertain Actions:** To make an action, you flip your coins. Each coin that lands “heads” up is a success. The difficulty for an action is set by the Game Master (GM) (1-3, normal-daunting). An action succeeds when the number of heads is greater than or equal to the difficulty.

**Narrative Begging:** To get a bonus coin flip, players can beg to the GM. Players can add cool or thematic narrative to their actions and gain an extra coin flip to his Quality for that action.



## **Poet Beats**

*"The pen is mightier than the sword"* – Edward Bulwer-Lytton

Some are born with the Gift. But the power itself is not enough. It must be shaped and manipulated, through the lens of language. You are a caster through rhyme and rhythm.

System:-

Character – You have 15HP. Pick an archetype:

- Improviser: +2 to incantation cast rolls.
- Classicist: Three rites at creation.
- All-rounder: One rite at creation, +1 to incantation cast rolls.

Casting –

- Declare the spell's aim.
- In 30 seconds, write/recite a poem.
- GM gives a bonus/penalty based on how suitable the poem is to its effect
- Apply a penalty = (number of lines the poem has) - 2
- Roll a D10.
  - 1 or less – The spell backfires explosively (GM described)
  - 2-5 – The spell fails
  - 6-9 – The spell casts and has an effect based on the number of lines of the spell (e.g. damage equal to lines)
  - 10+ - The spell has added benefits (GM described).

Once written, an incantation is handed to the GM. Any incantations in the same session too similar will have an additional -3 penalty to casting.

Rites are kept, will always have the same effect and bonus/penalty applied to the roll.

# Prayer for Peace

*a hack of Angel Food for 3-5 players*

David Rothfeder

Give everyone six tokens. Put a d6, a piece of paper, and a pen in the middle.

Play as leaders of rival countries on the brink of war. Decide who's who, what you want from each other's country, and start playing.

Until someone picks up the die: argue, threaten, and insult each other.

While you hold the die, you work for Pax and must do anything to bring peace to the land. Anything. Without the die, you pursue your goals.

If you want to force another player to make a concession grab the die. You are now divinely infused with the power of Pax, the goddess of peace. Write down the concession and everybody will agree to it.

If someone has the die when you want to force a concession, discard a token and make your demand. The die-holder must then roll the die. Rolling less than the number of tokens you have left, then it works and Pax leaves her host to possess you.

- Concessions made without Pax's power are not enforced.
- When players have fewer than 7 tokens total, Pax leaves.

# Private Treasures

0) Players agree on a world. Mechanisms are borrowed from any existing game.

1) Players define:

- A **neutral** space
- For each player, a closed space called **garden** and, inside it, a private space called **house**.

The game uses:

- **Impediments:** Riddle, ordeal, etc.
- **Doors** and **Keys:** A door needs a key. Example: The troll (door) wants an apple(key) to be quiet.

2) Preparation:

Each player creates his own spaces: Behind a *door*, hide a **treasure** in the *house*. Write the *key* on a paper post.

All *keys* are mixed (text hidden) and distributed.

Hide the keys you've got in your *house* and protect them with new *doors*. Generate new *keys*.

Mix and distribute them.

Hide the keys in your **garden**, protected with new doors and keys.

Those keys, mixed, form a **heap**.

Add impediments and useless keys at any stage!

Doors can need more than one key.

**The neutral space is built collectively. Only *impediments* are used there.**

3) Game:

Get the *treasures*!

In the **neutral space**, an overcome impediment gives a *key* from the heap. The story is built collectively.

In a **player's space**, that player becomes game master. (His character doesn't play).

# Privilege

*An Anti-Game*

Tobias Strauss

## Gameplay

1. Choose a goal as a group:
  - Become CEO
  - Become an elected official
  - Land your dream job
  - Go to college
2. Roll 1D6. This is your privilege. Higher means you succeed more. A 6 always succeeds.
3. The players take turns telling a story about trying to achieve the goal. Only one player can achieve it.

Every player action requires a roll. Roll 1D6 and compare against your privilege. If you roll equal or less than your privilege, you succeed. Make a tally on a sheet of paper for each success.

You need at least 5 successes to win, but you can go for more if the fiction needs it.

## Winning

You need 5 successes and the fiction must be at an appropriate point for victory. Roll one more time against your Privilege. If you succeed, you win.

There is no strategy in Privilege. You cannot lose or gain privilege. You were just born that way. The highest privilege almost always wins.



## PROVENANCE

Produced by Jim White

**Premise:** Shady merchants fabricate history to maximize profits.

**Prep:** Gather players, blank cards, and dice. Choose six Descriptors. Each player writes two secret Descriptors describing their buyer and three second-hand objects. Write each object's starting Value: 1d.

**Play:** Write a desirable incident on one of your object cards and verbally describe it. Choose another player to react. They narrate a response, categorized as Confirm (+1d Value), Endorse (+1d and Descriptor), Decline (no effect), or Reject (-1d Value). Note the response.

**Pass:** Players may trade items and bargain for future Endorsements.

**Pitch:** Players may agree to end play at any time. Once all items have reactions from all players, play ends. Reveal your buyer's Descriptors. Each matching object Descriptor multiplies your object's Value dice (example: 3d Value "Victorian" object, "Victorian x2" buyer = 9d). Roll dice and note sale price for each of your objects. *Optional:* Role-play each sale.

**Profit:** The player with the highest total buys the next round.

### Prototypical Descriptors (Modern):

1. Neoclassical
2. Victorian
3. Postmodern
4. Revival
5. Deco
6. Modern

### Prototypical Descriptors (Fantasy):

1. Fey
2. Shadow
3. Elemental
4. Primal
5. Arcane
6. Divine

(Patterned from the TV Series *Lovejoy*.)

# PSYCHOPHOBIA

You wake up naked in a small, white room. On a desk near the door you find a file containing a record of your mental history. Next to it lies a map of your surroundings; hundreds, if not thousands of rooms exactly the same as your own, connected by pristine white corridors. Every room corresponds with a specific aspect of your tortured psyche. Will you be able to navigate your way through your mind, and the minds of your fellow...~~(lunatics)~~ residents?

The game starts with the least sane player. Each turn a player chooses a phobia and constructs a room designed to exploit this phobia, and then the majority votes on what mechanics are associated with it.

Examples;

- Hydrophobia; The room begins filling up with water. Whoever holds their breath for the least amount of time drowns and is ejected from the game.
- Haemophobia; Each player must make a small cut on their finger, enough to draw blood. Anyone who is unable is ejected from the game.
- Glossophobia; The player must begin to grandstand, speaking at length on any topic while the rest of the players gleefully mock and degrade them for their efforts.

*Tick, tock.*

# Pub Crawling

by Quentin Picart

**You play Shit-faced people locked in a cell, recollecting last night's events.**

What were you all celebrating?

## CHARACTERS' INFORMATION

*Your name, profession?*

*Why do you hate the player on your right?*

*When I am drunk, I ... (complete the sentence)*

*I need a release because ...(same)*

**Read everything aloud.**

## PREPARATION

Take 5 tokens each.

### Setup the props

Each player write down on index cards and put them the middle of the table.

- *A living thing*
- *An object*
- *A minor injury*

## SCENE MECHANIC

### Scene Framing

You take turn as the narrator.

The youngest player frames the first scene.

Show your character having fun.

Describe the surrounding madness. You are not on budget. Enjoy.

Use Characters Informations to roleplay a scene.

### Interruption

You can interrupt when it's not your Turn. Max. 2 interruptions per scene.

Burn 1 token, to use a prop and/or create a embarrassing detail for the narrator's character.

The narrator must include it during his scene.

### When the scene ends

Say :

*"We moved the party somewhere else and <next character> brought us to \_\_\_\_\_"*

Give the story to him.

When you don't have tokens anymore, you pass out. Show how pathetic it is.

# PUNKS 'N POSEURS

A scene cred expansion for any RPG

By Brian G. Johnston / [greenadder@greenadder.com](mailto:greenadder@greenadder.com) / [www.greenadder.com](http://www.greenadder.com) / @greenadder on Twitter

## INTRODUCTION

Your RPG setting now has a punk scene.

## CRED

Cred is the most important resource a Punk can have.

Characters start with Cred equal to their current XP.

Gain Cred to become cool. Lose it to be a Poseur or Sellout.

## GAINING / LOSING CRED

To gain Cred, perform actions deemed 'Punk' by the Scene.

You lose Cred for unoriginality, conforming, etc.

Reasons can change at the GM's discretion, because punks are a fickle bunch. Roll to see how many points you lose/gain.

## RETRO-HIPNESS

The Scene is fickle.

- Gain too much Cred and you may be 'mainstream.' Roll to see if you lose half your points.
- Not enough Cred and you may be 'underground.' Roll to see if you double your current Cred.

## THEN WHAT HAPPENS?

Too much / too little Cred and Punks won't help you. Roll 1D6. The NPC will only help:

- 1-2: HIGH CRED
- 3: MEDIUM CRED
- 4: LOW CRED
- 5: ANYONE WITH MONEY, DRUGS, ALCOHOL, ETC.
- 6: NOBODY. PISS OFF.

## ENDGAME

The game ends when you get sick of playing along.

## **Puzzle Lock Mini Game**

When the party encounters a puzzle lock (or puzzle in general), instead of formulating a complex puzzle to solve, this method provides a quick and fun alternative.

To solve the puzzle and open the lock, the PC must roll target numbers in an allotted amount of rolls. The GM will choose the numbers to roll, the amount of rolls and the dice type.

Ex.

The PCs discover a chest with an odd series of sliding gem stones on top. To open the chest the gems must be aligned a certain way. The GM says that to open the chest a player gets 6 rolls to roll a 1, 3, 5 and 6 on a d6, and they have 7 rolls to get all four.

### **Aid/Intelligence**

A player may add his Int. modifier to the number of rolls they get. Furthermore, up to 2 others may aid him, granting additional rolls based on their Int. modifiers.

### **Additional Rules** (Up to the GM)

Each player may either aid or roll, but not both.

Any pertinent skill bonuses may be added to # of rolls. (ex. A rogue's open lock skill)

Can be used for traps as well.

## Questing Beast - Quest In Beast

When there are **many** you must choose one. You are a fantastic wanderer of **space, time, distant lands** or **dreams**.

Your home, a place of **wonder, sorrow, envy, or joy**.

You and your Fellowos hunt the Questing Beast, a creature of many parts. You have a Quest which the Beast symbolizes to you, and which you shall not abandon. Your quest is represented in the Beast's body in some way. You cannot return home without completing your Quest. You have a flaw in your **mighty frame, piercing eyes, agile mind, or trusting heart**, so that it is not what it is called. You mistrust one of your Fellowos, but not the rest. You would abandon your Quest, if you **found, did, lost, or learned** something. You have so far kept this secret, maybe even from yourself. You begin with your Fellowos in **a muddy field, an antique land, a ship in storm, or a trackless waste**.

In each place you go, one Fellowo knows the land better, and describes it, its people and their ways. You will be there for some time, but not long.

The Beast cannot be caught.  
Does the last questor win?





# Rapid Resolution RPG

by Andy Newton

A quick-play option for fantasy scenarios.

## Character creation:

Choose a background: Aristocrat, Merchant, Professional, Labourer or Soldier. A character will have the relevant tools and training for their background, plus a home or business, friends, enemies and responsibilities.

All characters contribute in combat (in one way or another). In addition choose either Knowledge, Diplomacy or Thievery as a secondary skill. A character can choose whether their skills are magical or mundane but it doesn't affect the result.

## Encounter resolution:

Each character taking part rolls 1d6 and applies any penalties. If it's not Combat or your secondary skill then the roll is at -2. A character only rolls once per encounter to see how they fared.

<i><b>Result</b></i>	<i><b>Combat</b></i>	<i><b>Knowledge</b></i>	<i><b>Diplomacy</b></i>	<i><b>Thievery</b></i>	<i><b>Outcome</b></i>
5-6					Success
2-4					Varies
1	Wounded	Frustrated	Embarrassed	Stressed	Fail, -1 penalty on future rolls
0	Crippled	Confused	Humiliated	Jittery	Fail, -2 penalty on future rolls
-1	Dead	Wrong!	Fight!	Whoops!	Fail with consequences

Penalties stack and last for the rest of the day.

If *all* characters taking part in the encounter fail then they suffer the consequences. If at least one character succeeds and no consequences interfere then the party was successful.



*"I've found true power depends much less on what than it does on why"*  
~I Fight Dragons

## **You are a superhero.**

Choose two words to describe your power.

## **All players are a team.**

Describe a relationship you have with the person on your right.

Describe a tension you have with the person on your left.

## **Why do you use your powers?**

Choose three priorities.

Each priority is 6 points to start.

## **You live in a metropolis.**

Go around the circle three times and describe....

First: A place in the city.

Second: A problem the city has.

Third: A person/group related to a place or problem.

## **You help the city.**

One person frames a current threat to the city or within your group.

The person on their right describes how the group learns of it.

Players describe their actions to resolve the threat.

### **To determine success:**

1. Describe how you're motivated by one of your priorities.
2. If you're using your super power, add 2 to the priority total.
3. Roll 1d12 less than the priority total.
4. If you roll equal to or more than the total, you fail.
5. Describe your outcome.
6. Move 1 point from an unused priority to the used priority.

## Redacted

### Michael Wenman

Shit has hit the fan. The Unit is compromised.

### Characters

8 Skills: Athletics, Driving, First Aid, Hiding, Strategy, Talking, Weapons

Allocate Dice: Poor d4 (Choose 2), Average d6 (choose 3), Veteran d8 (choose 2), Legend d10 (choose 1)

Choose 3 edges: False ID, Health, Intel, Money, or Reputation

### Rolls

Declare intention and the skill you'll use

Every multiple of 4 counts as a success.

Botch (1) - describe how something bad happens (lose an edge)

Fail (2-3) - explain how the situation changes (no edges gained or lost)

1 success (4-7) - describe how you succeed (give an edge to an ally, or remove an edge from opponent or situation, opponent's with no suitable edges to sacrificed are eliminated).

2 successes (8-10) - describe success and extra positive effect (gain an edge, remove an edge from all opponents, completely eliminate one opponent, or remove two situation edges).

When characters oppose, successes counteract. Remaining successes give this character their success condition.

### Story

Overcome ten situation edges plus five per character.

Everyone gets 3 Flashback scenes

(one of each)

Good scene (add any edge)

Bad Scene (reroll a die "you've seen these tactics before")

Ugly Scene ("what badness lead you here?").

# Reliquary

The collector is out, a thief picks through the treasure looking for loot. Every Relic wants to be taken, but thief can carry only one.

Each player portrays a relic, seducing the thief to steal them via subliminal spiritual connection.

20 tokens per player, Standard deck of cards

## Set Up

All players draw cards blind

Each reveals card to other players

## Turn

Randomly determine Active Player

Active Player draws new card (Bounty)

Reveals Bounty to other players

Describes event from their relic's past

Moving clockwise from Active Player, inactive players add something...

...positive to event (forward a token)

...negative to story (forfeit access to Bounty)

Continue around group

If 2+ players contributed tokens in this cycle, renew cycle. Players continue adding positives (with token) or forfeit

If 1 player remains, Active Player takes offered tokens in exchange for Bounty. Remaining offered tokens and distributes them evenly among inactive players

If no-one offered something positive, Active Player keeps Bounty

Turn over once all players have been Active

## End

Once 3 turns have ended, openly reveal cards. Thief takes relic with highest card, if a relic holds matching pair, these take priority (three of a kind are even more highly sought).



# RePHaim

## Game Master Section:

Choose an era of human history

Choose a city in which the characters [live / work / survive].

Name five totems which the character must find.

## Player Character Section:

You have four basic skills:

[Generic] - for everyday tasks.

[Sorcery / Psychic / Awareness / Mind] - for the hints to find the totems

[Alchemy / Science / Body] - for the power to manipulate elements

[Summoning / Spirit] - for the Energy to use spells

You will need 2d10 or percentile dice.

Each skill starts at a value of 10.

Each time a skill is [challenged / used] successfully increase it by 1.

When 100 is reached in any skill your true nature can no longer be hidden and you are hunted mercilessly by the Secret Order of that era.

If you've acquired all five totems then roll against your lowest skill.

A success means that you can leave the material plane for your next reincarnation, a failure means you are trapped.

a mini RPG by Joe Jeskiewicz

c. 2015

200 word RPG Challenge

images from <https://unsplash.com/>

# The Resistance

The ..... version of ..... under ..... occupation.

The ..... enforce martial law. .... patrol the streets..

..... eliminate conspiracy .. ..... collaborate with enemy.

Ordinary ..... want to survive.

We want to fight.

Everyone is great at something (+2), good in something (+1), but weak in something (-1).

Each of us bring to the group (shared pool) resources (d6 tokens): Equipment, support, faith, trust. We plan the first mission.(set Complexity) in hideout.

Finally we go. Someone acts first becoming active conspirator.

Person on the right sketches situation. Then active conspirator describes action, adds applicable aspect and some tokens. Then he/she rolls d6 for any dangers (and start and least 1), compare the highest and chose one consequence. If he/she don't or can't add token – he/she will die.

less:

move on! –Complexity -1

all clear! – Danger -1

Good job! – Resources+d6

more:

Something wrong! - Complexity +1

holly shit! – Danger +1

at what cost? – Resources –d6

Equal : take one positive and one negative.

Person on the right describes what exactly happened. Then he/she becomes active conspirator.

When Complexity reach zero mission is accomplished. Group gain (6+d6) tokens x starting Complexity. After 5 missions upraising starts. Final goal – 99 Complexity.



# Revenge of the RPG Geeks

by BeePeeGee 2015

In a not so distant future, corporations take over world domination and control is exercised through twisted dogmatic beliefs.

A witch hunt on Pen & Paper RPG players begins and leaves most of them persecuted, jobless or shunned.

At the same time, RPG grows into an underground resistance movement called RAG (Roleplayers Across the Globe).

Financed by crowdfunding and supported by the RAG network,

**you are selected for the RPG Elite Task Force**  
and sent on various missions to save fellow RPG geeks or improve the world.

Your slogan: "This has to end!"



## Missions:

- 1 Rescue a captured RPG geek
- 2 Enter & hack data center
- 3 Protect secret GenCon
- 4 Sabotage corporate event
- 5 Run heist into corporate vault
- 6 Uncover infiltration

This setting is sketched with  
Leverage RPG (Cortex Plus) in mind  
It can be played with various systems

- Sexy Geek (Grifter)
- IT Geek (Hacker)
- MMA Geek (Hitter)
- GM Geek (Mastermind)
- Shady Past Geek (Thief)

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# ROOM & RUN

## RANGER VS. ROBOT

- WRITE DOWN THE LINK THAT CONNECTS YOU TO THE LAND AND PEOPLE YOU PROTECT.
- WRITE DOWN YOUR ROBOT PURPOSE, THE THING THAT MAKES YOU A HEEDLESS, COLD MACHINE.
- YOU CAN TURN ANY 6- INTO A 7-3 IF YOU GIVE IN TO YOUR PURPOSE, LOSING YOUR LINK AS A CONSEQUENCE.
- YOU GET ANOTHER LINK <sup>FOR</sup> THE NEXT ADVENTURE,

## RADIOIRODS

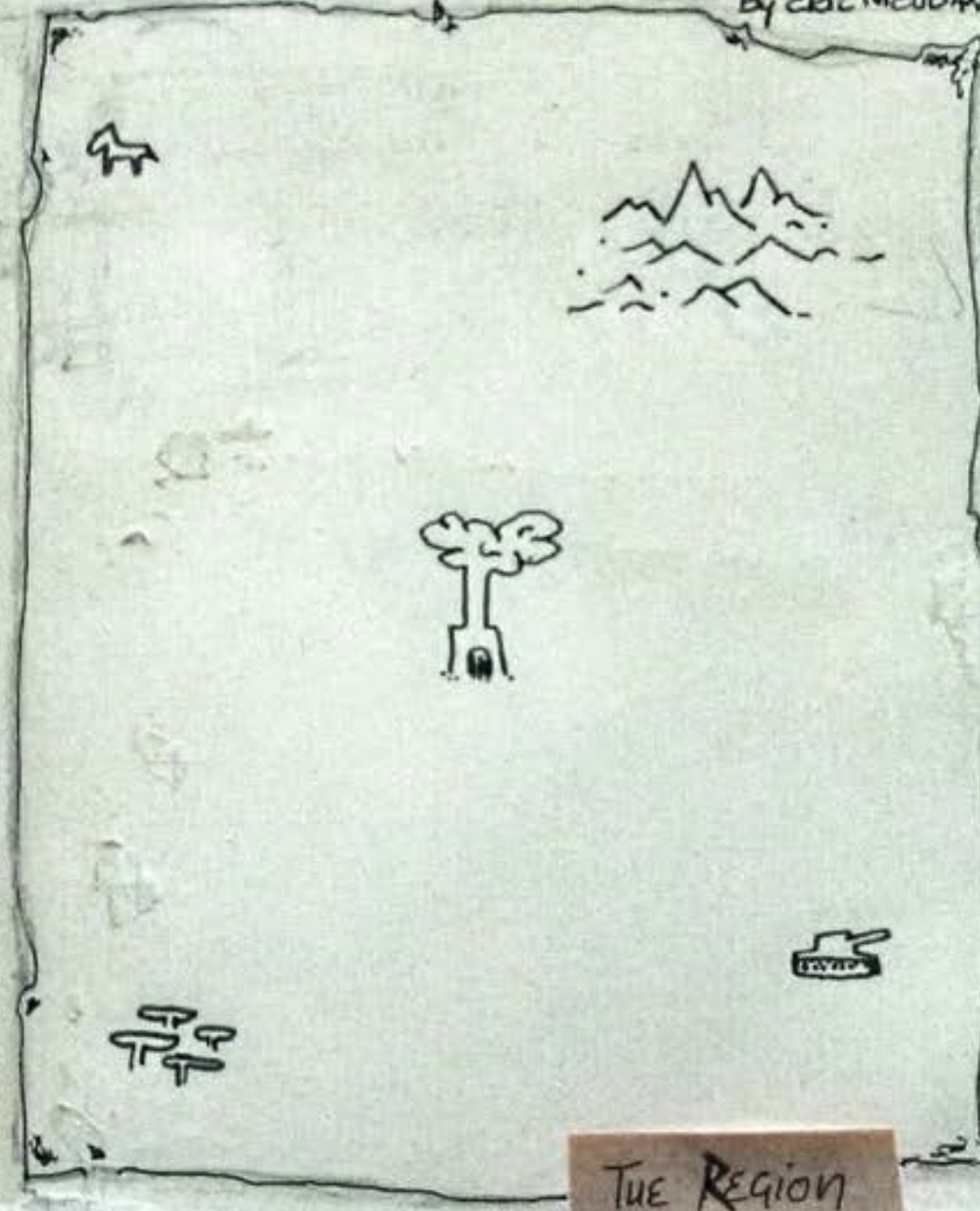
ON DOWNTIME, YOU CAN GIMPSE THE FUTURE THROUGH DREAMS AND MYSTIC NETWORKS.

Roll 2d6: AND TELL EVERYONE...

- |                                 |   |
|---------------------------------|---|
| 2. HOW THE MENACE WILL TAKE YOU | 8. THE NAME OF AN ALLY                      |
| 3. WHO YOU WILL BETRAY          | 9. WHERE YOU SHOULD GO NEXT                 |
| 4. WHAT YOU WILL LOSE           | 10. WHAT COULD HELP YOU NOW                 |
| 5. WHO IS CHASING YOU           | 11. WHAT THE MENACE FEARS                   |
| 6. WHAT DANGERS LURK AROUND     | 12. HOW YOU WILL BE SAVED FROM CERTAIN DOOM |
| 7. A DETAIL ABOUT THIS PLACE.   |   |

IF THE SAME NUMBER COMES UP AGAIN, YOU HAVE BEEN NOTICED AND <sup>SHOULD</sup> RUN! YOU CAN ASK THE GT A QUESTION OF YOUR CHOICE.

## 3 Mini GAMES FOR ROBOT RANGER AND OTHER ADVENTURE RPGS. by ERIC NEUDAN



## THE REGION

- ROLLING 10+: THE GT DRAWS A PLACE OR LANDMARK ON THIS MAP.
- ROLLING 6-: DRAW ONE YOURSELF.



YOU ARE A

# ROBOT RANGER

CHOOSE 1 TRAIT IN EACH COLUMN:

## RANGER ORIGIN

MYONID SCAVENGERS  
ELF WAVE WEAVERS  
MEANDERUAL MERCS  
GRITE AMAZONS  
PIXIE RAIDERS  
DRYAD CHANELLERS  
CENTAUR NOPLADS

## ROBOT TECH

MECH SUITS  
ELECTROMAGNETS  
NANOBOTS  
GOLETT RONES  
PSIONIC FLUID  
DROIDGÄNGER  
CRYSTALOGICS

## ROBOT RANGER MOVE:

ROLL 2D6 +1 PER  
RELEVANT TRAIT, +1 IF TWO TRAITS  
START WITH THE SAME LETTER.

10+ : YOU GET IT DONE

7-9 : REFEREE MAKES A SOFT MOVE

6- : REFEREE MAKES A HARD MOVE



Mechanics inspired by Vincent Baker's Apocalypse Engine  
and the legion of games that follow it.

THE REFEREE LOOKS AT THE TRAITS CHOSEN  
AND DECIDES WHO THE MECHANICAL MENACE  
IS THREATENING, WHAT TECH IT WANTS  
AND WHERE THE STORY BEGINS...

## FAVoured TERRAIN

MOON TAIGA  
ETERNAL JUNGLES  
METHER SWAMPS  
GRITTY JUNKYARDS  
PUREST WOODS  
DREAD FOREST  
CAVES OF IRON



## REFEREE MOVES:

(SOFT IF CONSEQUENCES CAN  
BE AVOIDED, HARD IF THEY CAN'T)

- MENACE INFILTRATES, MANIPULATES OR ATTACKS
- WILDERNESS LOSES GROUND: PEOPLE ARE ENSLAVED, PLACES ARE DESTROYED, TREASURES ARE STOLEN.
- ROBOT RANGER IS HURT, PHYSICALLY OR OTHERWISE: THEY LOSE 1 TRAIT UNTIL HEALED OR REPAIRED. NO TRAITS LEFT MEANS DEAD OR WORSE.
- ROBOT RANGER LOSES SOMETHING OR SOMEONE.
- ROBOT RANGER MUST MAKE A HARD CHOICE.

A GAME BY ERIC NIEWDAH

# Roll Three Dice

c\_stone\_bush@hotmail.com

Christopher Stone-Bush

## Setup

- Name and describe your adventurer.
- Divide nine points between the three traits of Brawn, Wit, and Charm (minimum one, maximum five).

## During play

Narrate your adventurer's thoughts, feelings, and actions. When you narrate your adventurer attempting something opposed by someone or something, roll one, two, or three dice.

Assign all dice rolled to your adventurer's traits, no more than one per trait; each die equal to or less than its assigned trait is a success.

**No successes:** Narrate your adventurer's failure and describe how the situation gets much worse. Write an appropriate hindrance next to a trait; each hindrance reduces the value of that trait by one and remains as long as makes sense.

**One success:** Use the trait with the highest successful die to narrate your adventurer's slight success. Then use the trait with the lowest unsuccessful die to narrate how the situation gets slightly worse.

**Two successes:** Use the trait with the highest successful die to narrate your adventurer's success.

**Three successes:** Use the trait with the highest successful die to narrate your adventurer's phenomenal success. Then use the trait with the second highest successful die to narrate how the situation improves.

# RPG of Three

by Tom Walker

## Characters:

- Describe them.
- Assign 3 points across:
  - Strength
  - Dexterity
  - Smarts
- Items / feats: Each character starts with 3 but will gain more.
  - Examples: Huge axe, Elf-eyes, Magic staff, Berserk rage, Loads of money, Beguiling scent, Healing potion, Ten-foot pole, Henchman Bob, My father's rapier, Fairy godmother, Influence at court etc.

## Actions:

- Describe it.
- GM decides if fiction allows, and sets target number:
  - Easy: automatic pass (characters are heroes)
  - Challenging: 3
  - Difficult: 4
  - Heroic: 5
  - Virtually impossible: 6
- Roll any number of Fate dice (plus-blank-minus).
  - Plus = one success,
  - Blank = one complication,
  - Minus = one failure.
- Take the relevant ability score and change that many dice to any value (usually a failure or complication to a success).
- Use any relevant item or feat (once per encounter) to change another single die.
- If: successes – failures  $\geq$  target number, you succeed with the given number of minor complications.
- If: success – failures  $<$  target number, you fail with the given number of minor complications, or fail spectacularly (GM's choice).

## Quests:

- Limit the losses on the Mad Queen's crusade.
- End the Snow Princess' year-long winter.
- Protect the village from the wart-elephant migration.

# Rubber Freedom

The PCs are a **Biker Gang**. The GM plays *Outsiders* and the *World*.

Each player shares something their character dreams to accomplish, a haunting shame they wish to correct or recompense, and what they **ride**.

Players may ask each other to draw **tattoos** on them (up to six) with Permanent Markers anytime. Don't cover up any **tattoos** during play!

To accomplish something that they may fail at, players roll a die and add one for each related **tattoo**.

6+ : They succeed well.

Otherwise : They either fail or must sacrifice to succeed.

To interact peaceably with *Outsiders* (*The Man*, *Sheeple*, anyone really) roll a die and add one for each **tattoo**. A six or less succeeds.

Players should collectively make a **code of conduct** – roughly one rule per member.

If these rules are violated, and **the gang** does not institute it's own form of **justice**, the GM should have a hard, cruel, unexpected thing happen.

Play continues until any Biker *completes* or **surrenders** their dream, *corrects* or is **consumed** by their shame, and *abandons their bike* or **dies on it**.



# Sailing the Seas of Tees

Jen Seiden Sadler

## Equipment

Plain T-shirts, Sharpies, washable markers, d6

## Setting

You're all investigators in the Caribbean uncovering a mystery (body discovered, tourist kidnapped, natives fleeing island, etc.). Successful rolls direct the game's plot; all players contribute agreed-upon story directions.

## System

Six Stats:

Muscle (Strength)	Brains (Smarts)
Heart (Endurance/Health)	Skin (Charisma)
Chemicals (Sanity)	Pineal (Magic)

List them from most important (a 6), to least (1) on the front of the shirt in a Sharpie, along with name and description.

Roll under for stat rolls on a d6. If you roll over, you fail. If you tie, you may pass but have to take a Penalty.

Penalties are effects other players draw using washables on your shirt. There are two types of penalties: ones you know about (front, sides, arms) and those you don't (back). Back penalties occur if you fail a roll by 4 or more. The other players must agree on the penalty.

Front penalties are tattoos, physical deformities, scars, or social prejudices against the player.

Back penalties are judgments, mental illnesses, or death the player doesn't know about (player continues as spirit).

Game ends when all players are marked "dead" or the story reaches satisfactory conclusion.

## Saturday Morning Second String Superheroes

A Roger Rabbit inspired Superhero Setting by: [William Maldonado](#)

Disaster has struck toon town as the great heroes and villains of Saturday Morning Cinema have been kidnapped. Was it an alien threat? Cosmic non-Euclidean entities? Or perhaps an insane judge looking to build a monorail?

Whomever it was, it's up to the second string characters to save the day.

Rules: Using your favorite superhero series (Mutants & Masterminds, Hero, Etc.), build a character to form the Second Stringers. The following rules are in effect.

1. Your character cannot be named or a member of a group named in the series title (So no Robocop or any member of the Justice League)
2. The character must have appeared in a televised cartoon.
3. The character will live in a world of humans and cartoons, likely in some apartment in Hollywood, California
4. Toons can only be killed by being dunked in DIP or excess laughing

# Saviors of the Universe

*You have been transported to a far away planet where a monstrous dictator threatens not only the people of that world but all the ones you love back home...*

*Only you can stand up to the evil ruler and show the people of the world how to live together in peace, with freedom and strength.*

## **You Are:**

Athlete	Sports!	Teamwork
Celebrity	Charm!	Sports
Scientist	Science!	Psychic
Policeman	Combat!	Science
Teenager	Defiance!	Charm
Outlaw	Alertness!	Defiance
Soldier	Teamwork!	Combat
Nobody	Psychic!	Alertness

Combat- Sports      Alertness- Science      Defiance- Psychic      Charm- Teamwork

Each [Word!] is 6, paired word is 4.      Each [Word] is 4, paired word is 2.

## **Roll that number of dice when taking on a challenge:**

5 and 6	Good Luck – describe one result in your favor
3 and 4	Store as Extra Dice
1 and 2	Bad Luck – GM describes one result against you

## **You Will Display Two Truths:**

Stands For Every One Of Us  
You're a Miracle  
Can Save Every One of Us  
King of The Impossible  
With A Mighty Hand  
Just A Man  
A Man's Clarity  
Pure Of Heart

When you prove these truths, you can roll any or all of your stored dice.

## **Second Chances**

Play as yourself or as a fictional character.

Somehow you have managed to acquire a time machine (say how).

List 5 Regrets in your life, in increasing order of importance. Number them from 5 (least important) to 1 (most important).

You have 12 six-sided dice. Starting with the first item on your list:

- Say what you will do differently this time.
- Choose how many of your dice to roll.
- If any dice come up equal or less than the number of your Regret, you have changed things for the better. Otherwise, things get worse.

Any dice rolled are lost and cannot be rolled again.

Keep going until you have addressed all of your Regrets.



# Seepage

*roleplaying poem*

Kirt Dankmyer

One of you will birth a demon.

You're part of nature. Inanimate: Rock, log, pond. Unmodified by man, nonetheless used for murder.

- Eldest player first. In a circle, take turns.
- Your turn? Drop out in horror, apathy, wordlessness.
- Else relate a sentence about the murder.
- Repeat. Last in the circle births the demon.

- Are you the last?
- Take two more turns, alone.
- Tell everyone ...

... the birth

... the demon.

Are you mere gateway  
or mother? Cocoon?

Human? Larval?  
Inhuman? Subtle?  
Animal? Loquacious?

What does it do? When does it leave you?

How do you feel?

- All silent for a time.
- Do you want an epilogue? Something longer?

Run a different game for the others, where they may take different roles; feature the demon as friend, antagonist, or background. Or just tell its story, but with their input. Perhaps write a card game in its honor, with the others as playtesters and focus group. Paint its picture together. Code a video game.

Create together, soaked in black and red and joy.

# Restaurant 6,6,6

*You serve food in a restaurant in Hell. Your boss is literally the Devil. Good luck.*

On a notecard, write

Your name: (Ex. Lester Hall)

Your reason for being here: (ex. Masturbation)

Your rolls: (don't write yet)

## Choose one:

*Abortion, Adultery, Atheism, Bestiality, Blasphemy, Contraception, Cheating, Divination, Divorce, Envy, Extortion, Anger, Fornication, Homosexuality, Idolatry, Incest, Masturbation, Murder, Polygamy, Pornography, Prostitution, Rape, Sacrilege, Suicide.*

Starting with the gravest sin, explain why you work in here and then roll a die three times for: entrée, main course and dessert.

Today's menu is...

- |   |            |                     |
|---|------------|---------------------|
| 1 | smoldering | <i>Like coals.</i>  |
| 2 | burnt      | <i>Like flesh.</i>  |
| 3 | sharp      | <i>Like hooks.</i>  |
| 4 | breathing  | <i>Like babies.</i> |
| 5 | wriggling  | <i>Like worms.</i>  |
| 6 | noisome    | <i>Like dung.</i>   |

Roll the die. Ask the player to your right what happened.

Once everyone has rolled, reverse direction. Each time you roll the same number the last thing intensifies.

- |   |                                       |
|---|---------------------------------------|
| 1 | And now, the chef is mad.             |
| 2 | Get out of my way!                    |
| 3 | Clumsy hands, stupid mistakes.        |
| 4 | Waiter, there's something in my food. |
| 5 | The customer is always wrong.         |
| 6 | You just might be suited for this.    |

Once you get triplicate rolls, the game is over. You tally all rolls as points.

No one really wins.



# Shadowlight: Myth of Truth

200 Word RPG Challenge

Craig Hatler, Rick Mann

[The text below clocks in at exactly 200 words]

You play one of three sentient species: beleshedaux, shiruul, and shaleth. Each has an agenda, and they serve those agendas by influencing individuals, locations and events across the omniverse all without revealing the truth of their existence, their conflict, or any other truths they want hidden. All three are aware of the others' existence. The beleshedaux and shaleth are diametrically opposed to each other, manipulating worlds and other species to advance their own institutions while tearing the others' down.

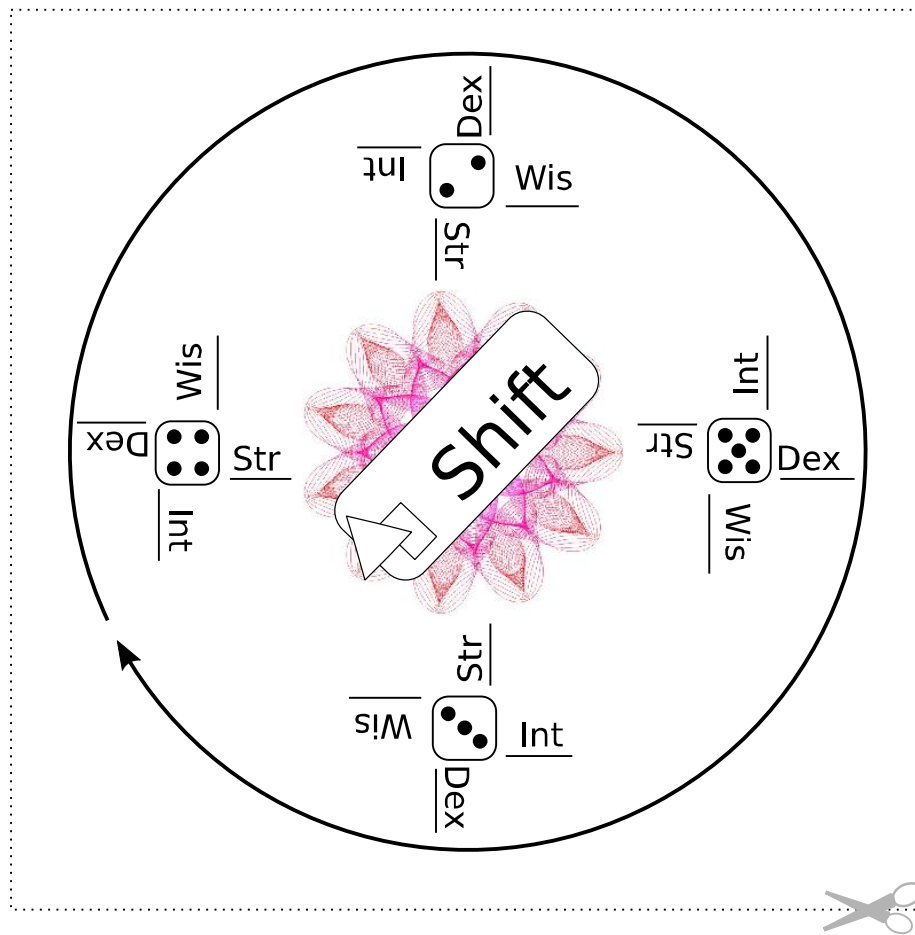
The ***beleshedaux*** believe the integrity of omniverse as it was must be maintained, and not changed. They accomplish this by building foundations of learning to share knowledge, and collecting artifacts so they won't be forgotten.

The ***shaleth*** believe that the omniverse belongs to them, to mold to their whim. They accomplish this by deceiving and subjugating worlds and beings, constantly disassembling and rebuilding them.

The ***shiruul*** believe that the everyday lives of the beings of the omniverse should not be toyed with, regardless of the intention. They advance this belief out of moral obligation by providing advice and guidance to other species but not direct intervention, so as to minimize any collateral damage that might be caused by the others' machinations.

Just like:

■ Inception ■ Dark City ■ Matrix ■ Adaptation ■ Stranger Than Fiction ■ Truman Show



## Cliche

### Attitude

- ☐ Lovelorn
- ☐ Whimsical
- ☐ Distant
- ☐ Pragmatic
- ☐ Punctual
- ☐ Lazy
- ☐ \_\_\_\_\_

### Profession

- ☐ Farmer
- ☐ Carpenter
- ☐ Guard
- ☐ Student
- ☐ Clerk
- ☐ Smith
- ☐ \_\_\_\_\_

## Anchor Tokens

PCs start with 2 Anchor Tokens.

- Tokens let you retain memory across Shifts
- You may give tokens to NPCs

However,

- Anyone who dies with a token is erased from all versions of all realities.
- Whereas, someone who died without a token could be restored by a SHIFT.

## Overcoming Challenges

- Make a plan involving two stats
- Roll two six-sided dice:
  - die1 < stat1 = Success
  - die2 < stat2 = No complications

■ Both = Stats = **SHIFT!**

1 Combat = 2 Challenges

## Shift (everyone rotates stats 90deg)

### What's Wrong?

- ☐ Deja-vu
- ☐ Double-Take
- ☐ Alien Geometry
- ☐ Goosebumps
- ☐ Messages
- ☐ Visions
- ☐ \_\_\_\_\_

### Why?

- ☐ Simulation
- ☐ Dream
- ☐ Multiverse
- ☐ Fiction
- ☐ Delusion
- ☐ Game
- ☐ Experiment
- ☐ \_\_\_\_\_

### Change One:

- ☐ genre
- ☐ tone
- ☐ timeline
- ☐ technology
- ☐ aliens
- ☐ event
- ☐ \_\_\_\_\_

## Alter Egos

### Shift 1

- ☐ Rogue
- ☐ Hacker
- ☐ Wizard
- ☐ Knight
- ☐ Politician
- ☐ Sniper
- ☐ \_\_\_\_\_

### Shift 2

- ☐ Herald
- ☐ Speedster
- ☐ Polymorph
- ☐ Ninja
- ☐ Tank
- ☐ \_\_\_\_\_

### Shift 3

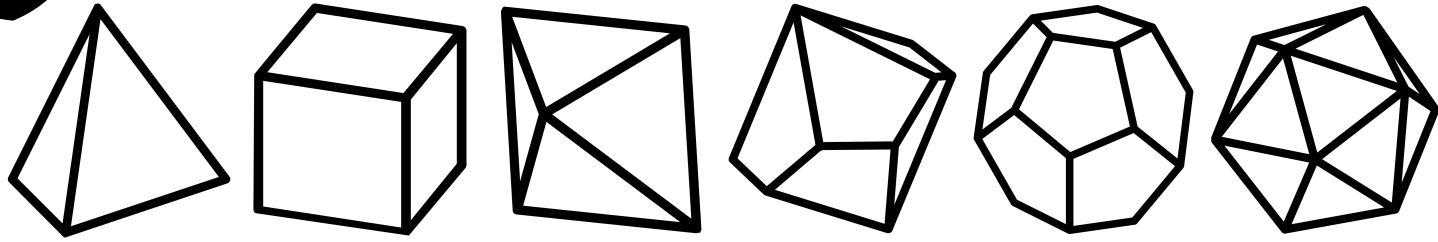
- ☐ \_\_\_\_\_

## Injuries

- ☐ Bruising
- ☐ Scrapes
- ☐ Gashes
- ☐ Limbs
- ☐ Dead
- ☐ \_\_\_\_\_

When there's a SHIFT, characters without an anchor token lose all memory of previous realities.

# SIX HEROES



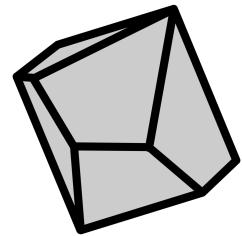
by Daniel Sutter

Each player writes the following six titles on an index card:

**Brawler, Burglar, Healer, Hunter, Scholar, Sorcerer**

From their own set of dice, each player (in private) divvies the six standard dice (d4, d6, d8, d10, d12, d20) to each title. As a group, they name each of the Six Heroes. All players control the Six Heroes as a committee. Before each round, they decide which player will roll for which Hero (multiple if less than 6 players). If Jane has her d4 assigned to the Scholar, whenever she rolls for the Scholar, be it Hacking, Fighting, Jumping, or Librarying, she rolls that d4.

For all checks, players roll their Hero die with the other d10 in their set. This is the Target d10. Equal or under Succeeds! On a Failure, the Hero die returns to the dice bag (cannot roll for that Hero until Healed or rested). If the Hero was rolling for their specialty (e.g. Brawler throwing a table), they retain the dice on a failure.



The Healer can roll to heal dice for any Hero. Otherwise, one night of rest equals one dice healed.

Health and Magic are entirely up to the GM.

Suggestion: Keep combat brutal and magic elemental.

Dice icons courtesy of Alessandro Bertoni.

## SLAY YOU IMPERFECT SPEAKERS

The Earth has bubbles, as the water has, & These are of them. The Coven that has ill beset our clan. Vile. Twisted. Black & midnight hags. They lay within this foetid heath They've called a home for now too long.

Tell me your NAME, brave one. State too your EXPERTISE and describe the GRUDGE you hold against Them.

I narrate this bleak realm as you explore it: describe your surroundings & set out your challenges. You will describe how you seek Them out and explain how you overcome my setbacks.

If ever we doubt your success, we must pay the STANDARD COST. Either you surmount the challenge by taking TIME, through EXPERTISE or by CASTING your hand against mine: the closed fist of stone, the open palm of vellum, the splayed fingers of shears. If you convince me how this casting falls in line with your GRUDGE, you win the challenge in event of a tie. If you lose: you cannot cast that hand again, until you have won a cast.

Note well Their minions can only cast some hands. The Coven can cast all three and win on ties.

Godspeed, for all our sakes.



# Sorcerer

HD: 1d4 Prime Requisite: CHA

Spell Progression: as Wizard

Casting: d20 roll higher than spell level (+1 at 5th, 9th, 13th level)

Force Success: gain Sorcerous Trait

## Channeling

lv1 *Speak with Demons*

lv2 *Demonic Utterances* e.g. sleep; blind; pain; charm; seduce

lv3 *Demonic Scrying (present)*

lv4 *Demonic Scrying (past)*

lv5 *Demonic Scrying (future)*

lv8 *Demonic Avatar*

## Summoning (control in presence)

lv1 *Summon Wretch* 1HD, clumsy, claw 1d4dmg,

lv2 *Summon Imp* 1HD, flight, bite 1d4+poison, Spells: read and detect magic, invisibility, mage hand, +1random

lv3 *Summon Lesser Demon* e.g. 6HD 2ATT/2d6dmg+special; or 3HD bite/1d8dmg+special, 7 spells

lv4 *Dismiss Greater/Lesser Demon*

lv4 *Summon Greater Demon* e.g. 10HD, 2ATT/3d6+6+special, resistances, teleport; or 7HD, flight, bite 2d8dmg+special, 9 spells; all can gate 1d4 lesser demons 1/day

Lvl7 *Summon Demon Lord*

## Binding (permanent control)

lv3 *Bind Wretch*

lv4 *Bind Imp*

lv5 *Bind lesser Demon*

lv6 *Bind Greater Demon*

Lvl9 *Bind Demon Lord*

## Example Sorcerous Traits

Corpulence

Grow 2d6"

Skin Color Change

Strange Obsession

Bloodthirsty

Light Sensitivity

Horns

Tail

Terrible Odor

Fur

Fangs

Age 3d10 Years

Broadcast Thoughts 25' (involuntary)

Uncontrollable Desires

Animals Mistrust

Reptilian Features

Forked Tongue

Hairless

Paranoia

## Example Spell Failures

10' Explosion 1d6dmg/spell level

Befuddlement

Exhaustion

Uncontrolled Summons

Temporary Deafness

Blind Rage

Depression

## Soviet Spacewolves

A Setting by: [William Maldonado](#)

When Laika was sent into orbit on Sputnik 2, Soviet scientists thought that he wouldn't make it. But the rush job on the rocket turned out to have some strange side effects that no one could have guessed.

Cosmic Rays burrowed their way into the rocket imbuing Laika – The Space Dog with the powers of Lunar Transformation. Laika, was the first werewolf. She then bit one of the scientists upon her return from orbit which imbued him with the very same powers she was given.

It was clear that this was a unique advantage.

With the strength of man, the cunning of wolves, and the ability to survive indefinitely in space, The Soviet Spacewolves were formed as an orbital defense team.

This was just in time, as aliens noticed the rockets blasting off and have come to Earth to take over.

So go forth Soviet Spacewolves and save the mother country!



# StarHack

*> > > for jamming simple space battles into existing systems*

- The archer's bow is now the gunner's twin-linked plasma repeater
- The paladin is now a first officer roaring encouragement over the ship's speakers
- The fighter now has a laser battery to pepper the enemy's hull at close range<sup>1</sup>

Your party's starship has 1 tile + 1 per player. A tile is a varied space representing the equipment or room<sup>2</sup> allowing each PC to perform their duties, whether a turret or an entire medical bay.

Incoming torpedoes, hackers, plagues... attacks/abilities are usually still directed at the characters onboard and not the ship itself: each is abstracted as challenging the systems a PC is responsible for.

Rare effects can be dangerous enough to challenge the entire ship: use the appropriate stat of the best-suited PC. If the ship fails such a test, everyone onboard suffers the effect.

When a PC dies (KO, depending on system), they flee into another tile at half HP but their initial tile is compromised by fire or depressurisation: it's locked out for the encounter, robbing them of their primary items/skills. They can still contribute to challenges at reduced effectiveness, but a second death will stick!

---

<sup>1</sup> Or maybe you're the chief of security and you keep the greatsword. It probably scares the crap out of boarding parties.

<sup>2</sup> Or say each one represents an entire deck. Or even its own ship, flying in formation. Go big!

# Starlane

Players take on the role of traders aboard a merchant vessel in the Orion Imperium. A GM decides task difficulty and makes rule decisions.

---

Traders have twelve points distributed between three attributes: Body, Social, and Tech ( 1-6).

Each trader chooses three Specials, which reduce task difficulty by 2 (ex: rich merchant, expert soldier, starship technician).

When the GM determines task difficulty, players want to roll a d6 and get a result less than their appropriate attribute. The GM may say that the task difficulty is increased for particularly hard tasks.

---

As the game continues, traders may advance by gaining XP.

1 XP: Retrain a Special or move a point from one attribute to Another.

3 XP: Gain a new Special.

6 XP: Increase an attribute (one point).

The Imperium is a dangerous place, full of intrigue and threats. The Imperial Merchant Marines allow any band of merchants willing to sign a contract to fly trade ships. However, they are limited to following the Imperius Starlane, and do so under the command of an Imperial Officer.

The GM determines the demands the Imperial Officer makes and narrates worlds for the players.

Starlane was made by [Kyle Willey](#) in April 2015.

# Stickup Boyz LIVE AND DIE BY THEIR REPUTATION.

It determines how you're perceived and find work.

\_\_\_\_\_  
[NAME]

## [REPUTATION (Rep)]:

Distribute 8 points among the six types of Rep.

Undisciplined	Professional
Savage _____	_____ Precise
Impulsive _____	_____ Cautious
Devious _____	_____ Charming

To accomplish **risky** tasks:

- describe your approach, decide which Rep best fits this description.  
On success gain +1 to **this** Rep per success.  
On failure, you may burn **this** Rep to **mitigate** failure.
- **roll 2d4**, count successes.
- **Success** on **4**.
- +1d for either **boost** OR **gear**.
- You may **boost** a roll with **any** Rep, but it must be rated 3 or more.

### Successes Results

- |    |                                   |
|----|-----------------------------------|
| 0  | Fail* AND acquire a Condition.    |
| 1+ | Succeed AND earn Rep per success. |

### \*Burned Rep

- |   |                                  |
|---|----------------------------------|
| 1 | Succeed AND acquire a Condition. |
| 2 | Succeed, but no +Rep             |

### Mitigates to:

**Conditions** - pervasive, cannot be overcome by the affected character.

- Death/crippled
- Horrible choice
- Lost opportunity
- Shattered relationship

### Everyone gets:

- 1 Ranged Weapon
- 1 Melee Weapon
- **Gear** (pick one):
  - ◆ Illicit Pharmaceuticals
  - ◆ Grifter's Briefcase
  - ◆ Burglar's Kit
  - ◆ ChopShop Toolkit
  - ◆ Duffle-o-death

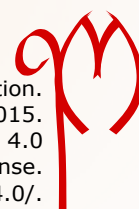
**GM:** on mission success, award the group **1d4 Wealth** per character.

Spend wealth to increase a character's Rep, 1-to-1.

A Precision Chaos Machine production.  
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## ***Sturm und Drang***

A game for 2 players

Who if we cried out might hear us?\*

Here we are, out for a walk, our post-industrial sigh;  
Our nights are made for to lovers to hide;  
Beneath the sky, those bricks:  
Leave them behind, but bring their remnants with us:  
Radicalised.

### **Ingredients**

One coin, Queen's head reversed;  
Two people, each using the other as cover.  
Three parts: beginning, middle and, of course, The End.  
Four-Eyes; how shall we remake this spectacle?

Take back the past to shape a future.

Who lived here?  
What did they do?  
Where did they go?  
How did it end?  
Why does it matter?

Who holds the coin narrates their piece  
Then passes it to their lover.  
Transmit, receive;  
First one coin, then the other.

Beginning.  
Middle.  
End.

All that remains of us is rubble.

Nature is the horror we refuse to recognise:  
That's why she's beautiful.

Despoil her as she despoiled us.  
Fill her empty space with your seed.  
Eggs lay discarded on stony ground.

Hold hands!  
Sweet fury of sex.  
Stories are on the wind.  
Rules of language  
Punctuate your death.

This is the game worth playing.  
Every tower is falling.

\* Rainer Maria Rilke

You are a reclusive archmage casting their last spell. You will use it to end your own existence.

To start play, write your suicide note. This note has power: whatever you say about yourself, your environment, your minions, your connections to other people is true. In the fiction, this note is the physical means by which you will take your life- a magic scroll that will serve its purpose and become inert once read aloud.

Write whatever you want.

When you're finished, read the note aloud. Everything you've created, all the connections you've made are no more; only your note remains. You are no longer part of the game.

Those players who read the note are members of an extra-planar expedition to the world you've left behind. Through spellcraft, they are attempting to reverse engineer your inert scroll and determine what the world was like with you in it.

They create shades of the things mentioned in the note. These represent possible incarnations of friends, family members, cohorts, lovers, places- things the archmage once knew.

Without the author present, play out a series of interactions between these shades. Talk, from their point of view, about who the archmage was.



# Sweet Success

Kirt Dankmyer

There is one referee, and one or more additional players. The referee describes a setting, and the players each create a character in that world. The players control only their characters, and the GM controls everything else, within the limits of the rules below.

At start, each player writes a plain English physical description of a character, optionally including a background and skills as well.

Whenever a player describes their character's action and it could possibly fail, they may describe success or failure or anything in between as they wish, no matter how slim the chance of the described result.

The player cannot describe the actions or reactions of a character other than their own. Also, the majority of participants (including the referee) can agree the player should try again. Either way, the player then has to describe a different outcome.

The referee describes the degree of success or failure for all other characters, but the referee cannot describe the actions of a player's character, just results.

So long as it is not overridden, the action takes place as described. Everyone has to adapt their conception of the current game reality to fit what happened, no matter what.

# Teenage Legend

Pierre Valade

Purpose of the game is to produce cool solutions to teenage issues.

Player's character has three characteristics: Skateboardness, Nerdiness, Drunkenness. Each characteristic value is set between 1 and 5. The sum of them is equal to 9.

Each turn, a new Active Player describes his character. He receives a description of a teen adversity created by the other players.

Then the AP rolls for successes (AP gets a success when he rolls D6 + the chosen characteristic and beats the value of 6).

Each success, makes him describe a new action from his character, related with the characteristics used to get the success. Hi turn stops when he fails a roll.

The coolest (improbable) solution is rewarded with either a new characteristic point, either a new ally that provide them à +2 to one roll per issue.

Example: Bob his bullied by two football players about being a coward. He gets 3 success in a row:

First, he downs pants of the two assholes while passing by on his skateboard.

Second, he escapes through school to the football field and ends grinding all along the goal.

Third he get them falling in soda cooler in front of cheerleaders.

# The End of an Epic

Jacob Olson

Thousands of pages, dozens of novels, and hundreds of intricate plotlines have come together at this epic climax.

Someone starts the final, climatic scene, including a conflict the person to their right has to solve. That person rolls to inform how their character solves the conflict:

1. Secret power within you all along
2. Item in the bottom of your knapsack
3. Character last seen 2,000 pages ago
4. New understanding of the rules of magic
5. Remembering your friends
6. New technology your allies developed secretly
7. Insight into the prophecies
8. Special training given you by that secret society
9. Revealed identity of the mysterious stranger
10. Deus ex machina, literally

Now that player gives a conflict to the next player. Play continues around the circle until the final round where instead of rolling on the previous chart each player rolls on the following:

1. Your tragic and heroic sacrifice
2. True love for another
3. A plan coming to fruition
4. Belief in the inherent goodness of the world
5. Coming to terms with your childhood
6. The power of friendship
7. Losing all your powers
8. Ascent into godhood

Go over the top with everything. And don't worry about it making sense; you're coming in at the end of things.

# The Secrets to Fail

Martín Van Houtte

You have been a party of successful adventurers for so long ... why are you failing now?

Because everybody has their secrets.

Pick a role: Guide, Fighter, Mage, Healer.

Now, pick another player and write down a secret you keep from her. Tell it to some other player. She can blackmail you.

Take turns in this order:

Guide, Fighter, Mage, Healer, Mage, Fighter, Guide.

In your turn, flip a coin:

**Heads:** you accomplish your part; describe what Treasure you've got.

**Tails:** you fail: the player you're keeping the secret from describes how exactly.

You can reveal your secret to another character to flip another coin. If the first three get the same result, the Healer gets that result automatically.

If another player blackmails you, she gets your Treasure this roll.

You can confess your secret to the person you kept it from whenever you want: You can't be blackmailed now.

At the end, if the Guide fails and there're still secrets, only the ones that hasn't blackmailed another player escape alive. If she fails and there's no secrets, you all get lost and die. If she succeeds and there's still secrets, the bigger Treasure wins. Otherwise, you decide this story's end.

# The Birth of Dragons



All players get 10 d6. The GM asks each player: “what color are you”. They answer, free to modify their answers depending on the other players’ answers. Other questions follow: “what element are you?”; “what is the strongest feeling that you are feeling”; “what are you afraid of?”. This forms the basis of the characters, as-yet un-hatched dragons in their eggs who can communicate telepathically with their siblings.

The first challenge is to break the egg shells. Next is getting out of a complex tunnel system. Next is stopping the hunger. Next is confronting weird beings with sharp thingies outside the cave. Next..?

The dragons discover the world, and the world forms their personalities. Will they be wise stewards of mankind? War-beasts for eleven knights? Pets for princes? Monsters ravaging the land? Is it a post-apocalyptic world, a fantasy world, a sci-fi setting? The GM lets the players discover and explore the world through their naïve but impressive characters.

Let players assign their 6 d6 to any trait they can name. Difficulty vary between 1 (very hard) and 6 (very easy), 1 die-roll < Difficulty = success. When dragons learn, give them more dice. Roll rarely.



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## ***Escaping The Collective***

### **Setup:**

You were part of ***The Great Collective***, hive-minded space cyborgs who conquer and assimilate. Today, you are breaking free.

Each player is trying to regain their Individuality, and shed *The Collective's* pull. Players start with:

Collective Pool: 5D6

Individual Pool: 1D6

1 Bonus D6

Additionally, pick one **Adjective** that applies to your race, and one **Adjective** that applies to you, but not *The Collective*.



### **Play:**

Roll and combine a dice pool to overcome a challenge set by the GM (with a target number based on difficulty). If your attempt is physical or mental, you **MUST** roll your Collective Pool. If your attempt is social, roll your Individual Pool. If your **Adjectives** come into play, add your Bonus Die too.

If the Bonus Die comes up a 6, AND you succeed your challenge, move one die from your Collective to your Individual pool. If it comes up a 1, AND you fail, move one die the other way. If you are losing your last Individual Die, roll 1d6 (Target: 6) as a saving roll to block the move. Without individuality, you lose.

Reclaim all 6 Individual Dice, and you have broken free. You win.



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# The Dilemma



One person will be the Interrogator. The others will be the Revolutionaries, members of the Resistance. The Revolutionaries have been caught and are now being interrogated, each in a separate room. Together, the Revolutionaries have 5 points of information, represented by tokens. When the Interrogator has all 5 points of information, the game ends.

The Interrogator will have conversations with the Revolutionaries. Each conversation will be with just one revolutionary (the other players are, of course, present, but their characters aren't). Conversations last as long as the Interrogator wishes. He can have as many conversations with each Revolutionary as he wishes.

At any point during a conversation, the Revolutionary currently being interrogated can choose to give the Interrogator a point of information (token), and tell him something important about the Resistance (who is the leader, what are their plans, who is their contact, etc.).

The Interrogator works for an Orwellian regime, so feel free to use 'advanced interrogation techniques' (withholding food, stripping prisoners of their clothes, etc.). Lying is, of course, permitted.

The Resistance is a militant organisation; there have been (and, if there are any members left, will be) violent actions (bombings, kidnappings, murders, etc.).

Game masters, acquire a 52 card poker deck and shuffle. Draw three face up cards in order out onto the middle of the game area for all players to see. This reveals the situation of **the encounter**. The first card represents those involved in the encounter. The second card represents the basis of the conflict. The third card represents the demeanor of the conflict.

Two other cards are drawn. The game master may place each of these cards into one of the three spots to further add onto or modify **The Encounter**.

**Hearts** – Average People, Social and Political Interactions, Amicable

**Diamonds** – Rulers and the Wealthy, Financial and Economic, Uneasy

**Clubs** – Criminal and Rougher Element, Illegal and Legally Questionable, Dangerous

**Spades** – Down-trodden and Underprivileged, Labor and Rights, Desperation

The numbers may indicate the strength, number, and/or significance of the element. Jacks, Queens, and Kings represent special elements that may come up in future encounters. Aces are wild-cards and represent an element that may not be what it appears to be. The game master has the option to draw another card and may replace the Ace with that drawn card.

**Remember:** Interpretation of the cards is flexible and a cooperative activity.



Acquire a poker deck of cards with two different jokers.

Describe three major, concise traits of your character. Situations where these apply enable you to draw a card only for that situation for each applicable trait. Drawn cards don't go in your hand. You always discard or play one card from your hand.

Start of the game, each player draws five cards. Players can only vaguely allude to the cards they have.

The journey master leads the players along a demanding adventure that will bring forth major decisions. Each significant situation, each player must play a card. The outcome strength comes from the cards played. The result of situation is noted and a signifier card chosen to be put in the karma hand.

When all players use all their cards, part of the journey is over. A random card is drawn from the Karma hand. This represents the past decision the players will content with in the next part of **The Journey**.

**Strengths:** 2 through 14. Aces top at 14.

**Hearts:** Always add.

**Diamonds:** Add, if situation strength negative.

**Spades:** Always subtract.

**Clubs:** Subtract, if situation strength positive.

**Big Joker:** Success, against all odds.

**Little Joker:** Failure, despite best efforts.

# The Killing

three players game about political assassination by Kamil Wegrzynowicz

## Setup

You'll need black ● and white ○ tokens.

Dictator is (everyone chooses one):

popular, paranoid, puppet, cruel, effective, old, hated, zealous

You are (everyone chooses one):

ruling regime, dissidents, poor, wealthy, supported by someone, vengeful, cynical, minority

Imagine a country. Name characters and dictator.

Put ●● and ○ into bag.



## Play

Take turns. In your turn narrate (choose one):



### Preparation

You endanger  
(choose) :

plan - add ● and  
○ to the bag

you - add ● to  
your pool

others - add ● to  
other player's pool



### Hesitation

Add ● to bag and  
remove ● from  
your pool



### Back up plan

You endanger  
(choose):

plan - add ● to  
to the bag and ○  
to your pool

others - add ● to  
other's pool and  
and add ○ to  
your pool



### Assasination

Triggers  
**Endgame**



## Endgame

Take two random tokens from the bag.

●● - you failed

● and ○ - you've killed the dictator but situation goes awry

○○ - you did it and achieved your goals

Check your pools.

only ○ - you're safe, describe

more ○ - you suffer but survive, describe

more ● - you're caught, describe

# **The Lost and Found Central**

by Are Riksaasen

A game for David Schirduan's 200-word RPG challenge.

The accountants at the Agency® have found certain irregularities in the Metro's Lost and Found Department.

- 1: They have a much bigger budget than expected
- 2: It is impossible to recover a black umbrella if you loose it on the Metro.

At every local Lost and Found Office they keep meticulous records of all items which are delivered, then send them to the Lost and Found Central. Here, aliens gather all the black umbrellas and send them through a wormhole to their planet where they will be used to repair their damaged atmosphere. All other items are sent to random Lost and Found Offices to make sure the owners have as little chance as possible to recover them.

Regulators (player characters) are sent to investigate.

Roleplaying tips:

If the players decide to send a nuke through the wormhole you should award them with maximum experience points. Also, the lost and found Central should have some interesting loot.

# The Last Passenger

You wake up in a cryogenic capsule, vague memories and a big headache, companions wake up at the same time as you. You do not know what happened.

In one of cryogenics capsule, the glass is broken, flesh and blood seems to be all that remains of a unlucky companion.

MJ only:

What has happened? The starship was hit by a meteor. It contained a passenger, a creature that has taken the place of one of the passengers. He read the mind of the passenger he ate, and there saw a place full of food: Earth. He wants them return to repair the ship to be able to eat more human and reproduce.

The starship is put into “repair mode” and he returned to the nearest base

The “Passenger” is hungry in a few hours. It will have the choice to stay in the skin of the old passenger or change in the new.

How to play?

Each player, when you decide, must test if successful an action. Roll a d100 behind your screen. It's the character's score, write it. He must make under to succeed.

At first the passenger are a NPC but...

# THE RAVER AND THE BEAR

*What a sweet forest rave! AHHHH! A BEAR! Only the DJ can save us!*

a #200WordRPG microgame by Colin Fahrion • Creative Commons Attribution 4.0 International License.



Print out two sets of album cards, one for the DJ and one for the BEAR.

The DJ picks two albums to put on their two turntables, leaving the other albums to the side.



DJ's turntables and albums

The BEAR randomly shuffles their albums and places them face down on the table in a circle.



BEAR's preferred music play order  
continuous with no beginning or end

The BEAR has discerning music taste. This circle, in clockwise order, represents the BEAR's preferred album order of play — **only the BEAR can look at their albums!**

The DJ “plays” their albums by vocalizing musical onomatopoeias. They must continually play music, switching albums till they die or get a hug.

- **If an album is played out of order**, the BEAR growls with annoyance
- **If an album is played in the correct order**, the BEAR grunts happily and wiggles its rump
- **If an album is played in reverse order**, the BEAR roars with anger and mauls the DJ!

If the DJ gets mauled two times, they die!!!

If the DJ plays all five albums in the right order consecutively, the BEAR gives them a big PLUR bear hug and dances!!! The rave is saved!!!



## *The Resurrectionists*

One somber, foggy night outside Victorian London, a gang of resurrectionists (thieves that unearth fresh corpses to sell for medical dissection) venture unwittingly into Harrogate Cemetery.

Describe your character's

- ✗ Scrappy name
- ✗ Relationship to gang
- ✗ Special trait/possession. Something colorful and defining like: "Stealthy as a black cat in a shallow grave", "Obscene Revolver"

Divide game into THREE ACTS. Together (or widdershins starting with whomever can fake the best British accent), generously narrate/moderate each act including one related conflict.

### *The Acts:*

Example Conflicts

#### *I. Sneak into Harrogate:*

Patrolling constables. Nighttime prayer vigil.

#### *II. Navigate to Gravesite:*

Avoid groundskeeper's vicious guard wolf. Lonely ghouls.

#### *III. Sudden but Inevitable Complication:*

Lazarus.

Occult gentlemen's club raising the body.

Scotland Yard investigative séance gone awry.

"Bugger! LITCH!!!"

### *Mechanic:*

Once each game anyone can use their special trait/possession (situation willing) to *Declare Victory*, resolving their conflict.

Otherwise, each player must resolve each conflict via three rounds of rock-paper-scissors. For all, narrate cool, dramatic outcome.

### *Scoring:*

Each rock-paper-scissors round won: 1 point

*Declaring Victory* instead: 2 points

### *Endgame Tally, Epilogues:*

0-4: pinched, killed, cannibalized, went insanebecauseofohlordthebugsthebugsTHEBUGS, etc. Describe your demise.

5-6: out clean but none the richer. Describe your escape.

7-9: success! Describe your lucrative victory.



We all heard it at the same time that day, gathered around some relic of the past that defied the ruin surrounding. Out of the droning, echoing, desolate static... An intentional, resonating call out from the prosperous past to the future bleak world. It has a purpose. It HAS to have a purpose. Why now? Why us? Why... at all? It would have been easier to not exist. It exists; there's a reason. We must know.

The relic in hand, it guides us towards the source in the vaguest sense. We look for it, because it is the only thing worth discovering anymore. In this darkness, it has become the single, prominent beacon we have. We must sacrifice and fight to find it. We must get there. This is different. And different is far more than we have had in long memory.

We must move forward. We must struggle. We must sacrifice. We must reach it. We must know. This is all we have now and whatever happens we shall treasure it. We have tried to find similar before and failed. There is nothing else in the world for us, except this. We must find the source of **The Signal**.

# THE STRUGGLE

by Dylan Nix

---

Gather people with whom you have the strongest of ties or those with whom you have little or no ties. If you're feeling brave, mix the two.

Instruct everyone to turn to face each other.

Say the following aloud:

*"The Struggle is different for each of us; the Struggle is the same for all of us. Through toil, trial, tribulation, we shrink and grow, lose and gain, forget and learn. Think for a moment on your Struggle."*

Wait a moment in silence.

One by one, starting with you and rotating left, begin by saying, *"I thank the Struggle for..."* and finish briefly with something beneficial that a hard time brought forth.

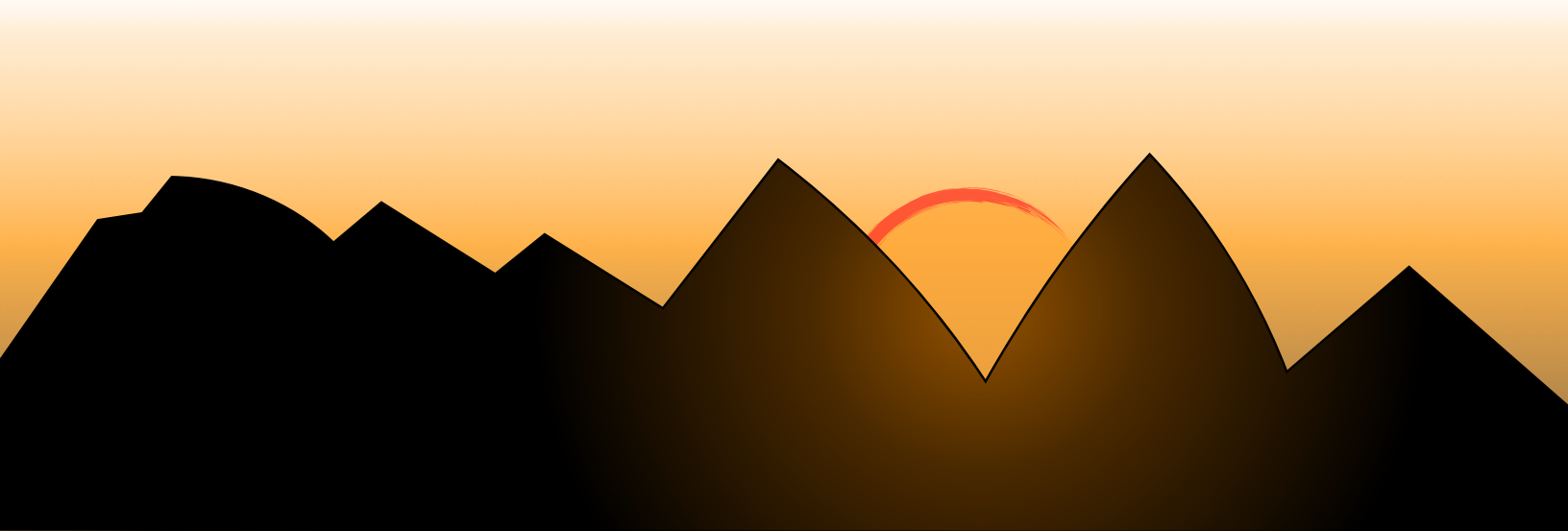
One by one, starting with you and rotating left, continue by saying to the person on your right, *"Your Struggle is real, valid, and worthy of acknowledgment. I lend you what strength I have."*

Finish by saying the following aloud:

*"We are our Struggles. We are not our Struggles. Go, now, and take on your Struggle with the new strength you have been given. May you find peace amidst the conflict, melody amidst the noise, pleasure amidst the pain. Be powerful, be safe, be well."*

Thank everyone and disperse.

---





# THE THIEF

By Martin Ralya

You're hungry. Your family's in trouble.  
You're desperate.

Stealing is your only option.

It's the present day. Describe yourself,  
your family, and where you live.

Grab five coins.



## SHIT YOU NEED

You need three things badly, one each for your family, yourself, and to get by. What are they?

## STEAL To LIVE

Describe the place you rob. Flip your coins.

- ❖ For every two heads, steal one thing you need.
- ❖ If you have three-plus tails, you **GET CAUGHT**.

You didn't get it all. Pick one:

- ❖ Run home. What bad things happen? Add two needs. Repeat **STEAL To LIVE**.
- ❖ Rob another place. Don't flip your tails.

You got it all, thank god. Your family is okay for a little while. Add one need. Add a coin. Repeat **STEAL To LIVE**.

## GET CAUGHT

You're arrested. How does it go down?

If you have four-plus needs, your family suffers. What happens?

You go to prison. Flip a coin:

- ❖ Heads: You're out on probation. Add two needs. Repeat **STEAL To LIVE**.
- ❖ Tails: You're never getting out. How does everything go to shit for your family? The end.

# **“They *hate* me!** **They *really hate* me!”**

*A MRG (Meta-Roleplaying Game) of Genius and Obsession*

Obsessed Genius Game Designer creation by Gordon Landis

No GM - Just you against the world!

## **Pick**

- At least one slightly warped Obsession (e.g., historical revisionism).
- At least one “psychological” (PSY) and one “game descriptive” (GD) Trait of Genius (e.g, Creepily Polite, Table-Obsessed).
- A Threshold number.

## **Gameplay**

1. Write/revise a game that **MUST** demonstrate your GD Trait(s), and **MAY** demonstrate a/some/all of your PSY Traits.
2. Publicly post your game. Do **NOT** directly mention your Obsession(s). Be subtle in general, unless you show multiple PSY traits and want to be NC (Noticeably Crazy).
3. Track down every time someone mentions your game online. Make note of each reference to your Obsession(s) and Traits. Respond **IN CHARACTER!** As play continues, slowly reveal new Traits, confirm existing ones, and etc.
4. Periodically (weekly/monthly), add up the references. Add (4 per each) **UNSOLICITED** mention you find, or, if NC, (1 per each) PSY-filled post you made. Total = your Incentive Points, which must be > Threshold to keep working on your game.
5. Adjust Threshold/Traits as needed/desired. Repeat.

# Three Traits

*A generic RPG system by Brian Ashford*

- ❖ Three Traits define characters: a Descriptor, a Profession, a Problem.  
For Example:
    - ❖ Stubborn Detective (alcoholic)
    - ❖ Angry Vigilante (lonely)
    - ❖ Flashy Pilot (irresponsible)
  - ❖ Chose appropriate equipment for your character. Equipment helps determine which actions can be attempted (e.g. guns allows shooting/rope allows climbing). Powers can be represented this way too.
  - ❖ All characters start with three Action Dice (d6s).
- 
- ❖ To perform a task when the result is uncertain:
    - ❖ Roll 1d6 and any Action Dice you chose to spend.
    - ❖ If Descriptor applies, roll free Action Dice.
    - ❖ For each Problem that applies, roll Problem Dice (d6) - discard highest rolled dice.
  - ❖ Highest remaining dice is the result
    - ❖ +2 if Profession applies.
    - ❖ Pass on 6+ (Hard), 4+ (Challenging), 2+ (Basic).
  - ❖ If you fail, add an Action Dice to your pool.
- 
- ❖ If in conflict with another character, both roll as above, higher roll wins the round.
    - ❖ Losing character receives additional (temporary) Problem (e.g. injured/intimidated/deceived).
    - ❖ On second loss, Descriptor or Profession Trait may be disabled instead of adding another Problem Trait.
    - ❖ Third loss ends conflict with appropriate consequences for loser (e.g. death/submission/escape).

Time Cops Gone Wild  
by Jay Shaffstall

The best enemy is one who never exists  
-Sun Tzu, Temporal Warfare 101

Characters are rogue Time Cops, trying to change history.

Name your character and describe their vision for the timeline.  
Starting effectiveness: 5d6

Each player creates two events. Write these events on index cards and arrange them in a timeline on the table. Each player picks two events their character must change for their vision of the timeline to become real.

Actions (take one per turn)

Travel: roll your remaining dice to travel to any event, success on 6+

Influence Event: leave a die on your current event.

Attack: both players roll their remaining dice, lowest total loses one die.

Remove Influence: roll your dice against your opponent's dice plus the influence dice they have on your current event. If your total is higher, remove one of your opponent's dice from the event.

For all opposed rolls, character who is farthest pastward gains 1 die per event pastward (only for that roll).

Winning

The player who has the most influence on their two events when everyone is down to zero dice wins! Break ties by rolling those influence dice only.

# Tiny Grimoires

Abram Bussiere

Acquire a very small, more or less empty notebook – a 'grimoire'. Draw in it only in pen.

- Create three 'rooms', each one numbered.
- Create a treasure somewhere in the book, something that is not directly tied into a room - a recipe, poem, story or picture, perhaps?

Each room has a description and/or picture on one page, with a short description of proposed virtues and solution(s) on the opposite side of the page.

Find an Adventurer, and after getting their agreement to play, describe or show them the first room, and ask how they intend to proceed. If they use a proposed virtue or solution, or some other virtue or solution that catches your fancy, they pass to the next room.

Proceed to describe rooms in this manner until you run out of rooms or they fail.

If they fail, the game is over.

If you run out of rooms, the game is also over, but now they are the owner of the grimoire. Explain to them that they should add a room and a treasure, but should intermittently find other adventurers, and some day see that it's passed on to another adventurer, with the same instructions.

- The singularity came and went. They came, or evolved, or were built. They shaped the world to their whim. Then They went away, and if any of Us know where, they do not transmit it.
- They shaped the world to their whim, and We were their tools.
- No, I mean, literally. \*record scratch\* Hi, I'm Harry Hammer. And I'm a tool.

The player characters: intelligent\*, interactive\*, user-friendly\* tools now left to make sense of the world that they helped create.

All tools have a Purpose\*\* and a Weakness\*\*, basic wi-fi, one sense (NOT SIGHT), and 3 Features. All tools can move to some extent. None have wheels or wings.

## Resolution

+1 for each reason to succeed

-1 for each reason not to!

### 4dF

- >4: yes and.
- 3: yes.
- 2: yes but.
- 1: yes\*
- 0: o\_O
- 1: no\*
- 2: no but.
- 3: no.
- <-4: no and.

# TOOLS

Ian Horne

## Combat

Slapstick.

## Features

- Sturdy Interface Port (attach to other tools!) \*\*\*\*
- Additional Sense \*\*\*\*
- Additional Purpose \*\*\*
- Tiny Legs/Rotors \*\*\*
- Detachable [something] \*\*\*\*

## What do

Tiny problems for tiny minds attached to anything from household appliances to farm machinery.

\* kinda

\*\* and they're really good at that

\*\*\* once per session

\*\*\*\* unlimited uses

### To Reign in Hell

This game requires a game-master, additional players, and a deck of cards. Deal three cards to each player except the GM. Remaining cards become a draw pile. Characters represent hosts of Heaven: angels, seraphim, etc. The Supreme Being finds humanity wanting and has moved on. During play, the GM uses the top card from the draw pile to describe a situation facing humanity. Black and red cards represent times of despair and hope, respectively. Players react to the situation by playing a card from their hand and roleplaying their actions. Red cards increase hope; black cards increase despair. The player who played the highest card takes the played cards; if the draw card is highest the GM takes the round. Cards are scored by comparing values of red cards to the value of black cards. Higher black results are added to Despair; higher red results are added to a Hope. After all cards are played, if Despair is higher than Hope, humanity faces dystopia. If Hope is higher, the Supreme Being returns. When Despair exceeds Hope, the player character with the most hands won becomes humanity's figure of worship. Face cards and aces are worth 10 and 11 points, respectively.

Mel White

# You... Are... A... TOY!

## D&D 5<sup>th</sup> Edition Supplement

Choose or roll 1D6:

Result	Toy	Abilities	Communication
1	Baby	Clumsy (-2 DEX), don't know own strength (+2 STR)	Baby-talk, crying
2	Blocks	Indestructible (+2 CON), compliant (-2 WIS)	Clopping Morse code, stack into 3-letter words
3	Doll ( <i>Action Figure!</i> )	Skinny arms (-2 STR), charismatic (+2 CHA)	Melodramatic speeches
4	Gizmo	Smart (+2 INT), prone to breaking (-2 CON)	Beeps/flashing lights or pedantic digitized voice
5	Heirloom	Seen it all (+2 WIS), going senile (-2 INT)	Cryptic wisdom, rambling reminiscing
6	Monster	Move fast (+2 DEX), scary (-2 CHA)	Growls, grunts, roars

Advantages/disadvantages (choose one of each or roll 1D6 twice):

Result	Advantage	Disadvantage
1	Favorite: Party leader	Forgotten: Must sit out of sight of other players
2	Medic: Heal 1D6 HP/round	Broken: Missing a limb/accessory, obsessed with its recovery. Reroll if Blocks.
3	Tough: +2 saving throws	Fragile: -2 saving throws
4	Mint Condition: +1 on all rolls until 1 <sup>st</sup> time you take damage	Just Unboxed: Don't know you're a toy
5	Yucky: Animals ignore you	Yummy: Animals go after you first
6	"It" Toy: When you speak, all players must gaze adoringly at you	Valuable: Everyone wants to buy/steal you



# TPK

## LAST MAN STANDING

**SETUP:** The first Game Master (GM) is chosen randomly. The other players (called The Party) create characters in any game systems understood by the GM. The GM, without knowledge of the Party's characters, creates The Module.

**THE MODULE:** This is the adventure, *which will kill every single character*. Examples: The Torgons Invade Earth, the Party enters The Crypt of Certain Death, and/or the Party beams to the planet's surface while wearing red shirts.

**PLAY:** The players announce their characters. The GM announces The Module. The GM starts a new round, continuing until only one character is left alive.

**ROUNDS:** At the start of every round players randomly declare their character's intended actions. The GM then announces which character dies this round. The GM has full control, but may pretend to look up information in the rules before describing the tragic death of a character. A round may not end until exactly one character has died.

**END:** When only one character is left alive at the start of a round, they are declared "The Last Man Standing", and are awarded the role of GM in the next game. The GM then describes, in brutal detail, the character's death.



# *Troubled Together*

*To help orient and get fresh angles for handling a tough experience.*

## Preparation

1. Have 3 or more players.
2. Choose any existing character to play as, create a new one or play as yourself. Setting is irrelevant.
3. Think of a situation involving a personal decision that haunts the character, either already happened or about to.
4. When everyone is ready, sit together and choose a person who starts.

## Play

Everyone acts in character at all times.

1. Tell your name. Others greet together: "*Hi, [name].*"  
In a few sentences, tell the thing that's haunting you. Repeat this step for everyone.
2. Describe the haunting situation in detail. What's it about, who are involved and what happened or could happen. Focus on the painful or bothering aspect. Others may ask questions to fill in details.
3. Everyone else says something comforting that hasn't been said yet, taking turns. Listen to them.
4. Thank and ask for advice for handling the situation.
5. Everyone else offers a piece of advice that hasn't been said yet, taking turns. Listen.
6. Describe how you'll try to handle the situation from this moment forward. Thank and pass your turn.
7. Repeat from step 2 until everyone has had their story addressed.

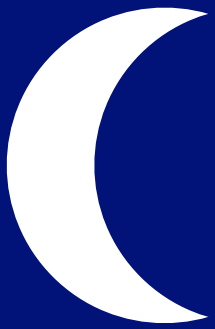
An entry to David Schirduan's  
**200 Word RPG Challenge**

Inspired by J. Walton's game  
**Do-over**

By Ville Pelkonen  
April 2015  
vepelkonen@gmail.com



Creative Commons Zero



# Turning

by Dylan Nix

*Three doses left before the  
reaction is uncontrollable...  
What will we do then?*

You (and maybe 1-2 of your cohorts) are part of a failed experiment studying rapid mutation. You've escaped with enough antidote to stave off the effects three times. Each dose lasts about 3 minutes. Your goal can be anything, from trying to find a cure to reuniting with your family before the effects take over.

Set a timer for each player:

- Player 1: 3 minutes
- Player 2: 5 minutes
- Player 3: 6 minutes

When a timer goes off, the mutation starts to take hold. If you wish to take an antidote, reduce the number of antidotes by 1 and reset the timer to one of the following, based on a d6 roll:

- 1-2: 2 minutes
- 3-4: 3 minutes
- 5-6: 4 minutes

If you don't wish to or can't take antidote, roll a d6 and add detail as appropriate:

- 1-2: Detrimental effect or death
- 3-5: Crippling pain and abnormal growth
- 6: Beneficial enhancement

If conflict arises, roll a d6 for each side; the highest wins. Play to find out what happens until everyone has met an unfortunate end or achieved their goals.





# Unfinished

Stew Wilson

You died and won't move on.  
What's your unfinished business?

---

1. Answer three:

- How you died:
- Who remembers you:
- What you regret:
- Why won't you rest?

2. Reveal your answers. Answer the last one so it links your character to another.

3. Talk with the other players about what your ghosts can do.

- How do you contact the living?
- Can you move things?
- How hard is it to do?

4. Take it in turns to run a scene: describe a situation that reflects another character's answers. Start *in media res*, so characters have to engage the situation.

5. Each character whose response to the situation directly involves one of their answers rolls one six-sided die per question they haven't crossed. On any 6, cross out the answer. You can't use or roll for that answer again.

---

When you cross out your last question, you fade away.

You have nothing left unfinished.



# URSA (Universal Role-playing System Action)

## Character Creation

Characters have two or more areas (basic Physical, Mental). Areas split into three abilities (Strength, Agility, Health). This is a stat (ex: Physical-Health). Prioritize areas (1-2) and abilities (1-3) within each (higher=better). Area multiplied by Ability gives Stats. Extra areas: 1 stats if 0 priority.

Player picks skills for characters, subject to GM. Easy way: ten skills, one at four, two at three, three at two, and four at one. Hard way: use any combo, so long as it adds to twenty. Unskilled, use ½, or zero for training-only skills.



## Resolution

Skill gives six sided dice to roll, applicable stat adds to roll. Beat target with roll above stat, complete success. Roll below stat, success with complication. Fail, roll below stat, simple failure. Otherwise add an additional complication.

If being opposed, opposition roll sets target, skill/stat can give advantage.

Complications: +1 to target. A situational advantage: -1.

Passive difficulties: Average: 10. Each step harder: +4. Each step easier: -4.

## Combat

Opposed rolls. HTH uses physical-strength, ranged used physical-agility. Damage is to physical-health. Defender can -1 damage by taking long-term, personal complication.

Weapons:-3 damage. Can have complications and advantages.

Items can do the same.



## Expansion

Area suggestions: Magic, Psionics,

**UST**

**Unresolved  
Sexual  
Tension**



Create or pick from fiction two characters who have UST.  
Define what keeps them apart.

Write about twenty elements from their lives.

Pick two elements at random. Outline a story in which these elements complicate the lives of your characters and how they respond.

Pick another note, this element then complicates that story.

Describe a scene in that story where they meet. Describe in detail an action that one character takes that triggers the other's attraction. Add one die to the top of the dice tower.

If it doesn't fall, then describe a similar action for the other character and add another die.

If it doesn't fall, outline how their attraction is thwarted and how this story ends. Repeat, starting with two new elements.

When the tower falls, describe how they give in to their UST and then the consequences, both good and bad, to them and those around them. Decide if they stay together or not.



*Alternatives to dice:*

**Hot Jenga:** use a Jenga tower and draw two blocks each time.

**Wild Hearts:** use a card deck, draw a card each time and add the value to a running total, give in at 60.



# Walk the Fire Road

Charon MacDonald

Elves are lone drifters, survivors of a long ago war against old monsters.

Orcs are tribals, watching the other races closely to ensure the sleeping giants under the land are not awoken.

Dryads and Druids are mystics, teachers, healers, trying to replant their severed roots by making communities stronger.

Dwarves are wealthy invaders from across the seas, taking the long view, buying up the country.

Humans are explorers, trying to balance the old ways of horse and sword with dwarven inventions.

The Fire Road are the lines of iron that the steam engines ride.

There is another world along those tracks, where strange events and horrors lie. Walking the tracks brings weird rewards, giving an edge or imbuing a power, between the visions and the monsters. Building a town along the tracks brings either prosperity and magic to those who live there, or terror and death.

There is so much magic hidden in the earth that the dwarves crave but are too fearful to seek.

Humans, foolish and enthralled by new creations of metal, lightning and polished steel, are sent instead.

The elves find themselves drawn to the towns that do not prosper, and ancient dangers.

*Inspired by the Hexslinger RPG (for Cartoon Action Hour)*

# Very Satiated Chrysalides

---

Green leaves on new stems. You are imaginal discs, conscious in liquid,.

Take three coloured discs, what remains of you before. Sun moved by leaf breeze.

Consume of yourself. Share each disc as memory with other pupae.

Share how that will shape the form you are assuming. Pupae are psychic.

*I ate dead nettle. I shall be green and purple and speak with the ghosts.*

Pupae compete, too. Say if you wish what you know of their coming form.

*No, that was a mint which will leave you Pacer-striped. Uncertain summer.*

Without competition, keep the disc. The water heaves with frog spawn hatching.

Conflict is settled by twelve-sided dice. The disc goes to the highest.

Another pupa takes the token on a draw. Diceless or loser.

The pupae will split when all memories are shared. Imagoes emerge.

Sap scent at evening. Describe each creature, in turn, a sentence per disc.

If memory fails, okay, even nature nods. You will find a way.

You will fly away. Describe leaving your pupa. Leave what's next unsaid.

# We Were Here

by Osmond Arnesto

You need: A notebook, a city, fear, and hope

Decide on an order.

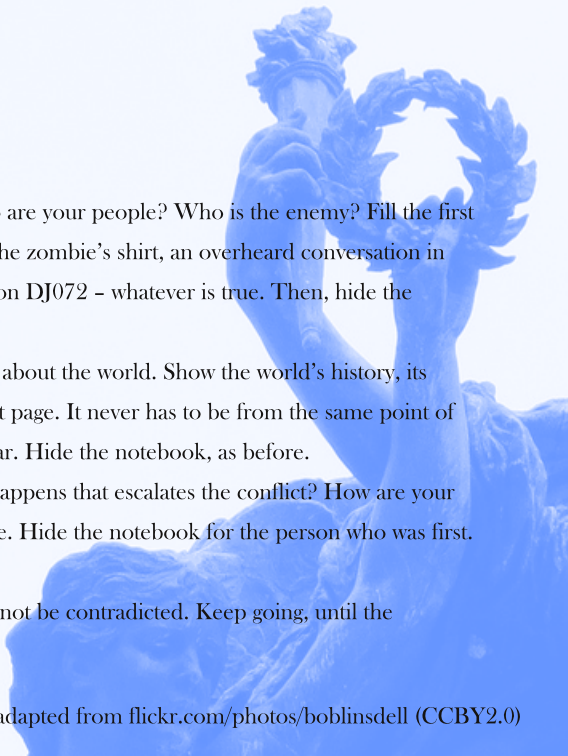
If you are first, you establish the nature of the war. Who are your people? Who is the enemy? Fill the first page with a letter from the battlefield, a note pinned to the zombie's shirt, an overheard conversation in the castle courtyard, an audio log from Planet Designation DJ072 – whatever is true. Then, hide the notebook and tell the next person where to find it.

If you are second, third, and so on, you establish details about the world. Show the world's history, its important figures, its beauty and its ugliness. Fill the next page. It never has to be from the same point of view as the person before, but you are affected by the war. Hide the notebook, as before.

If you are last, you decide how the war changes. What happens that escalates the conflict? How are your people moving forward (or backward)? Fill the next page. Hide the notebook for the person who was first. The order repeats.

Anything that has been established by someone else cannot be contradicted. Keep going, until the notebook is filled up, or the war ends.

Dan Schirduan's 200 Word RPG Challenge – Artwork adapted from flickr.com/photos/boblinsdell (CCBY2.0)



## When Heroes Fall

By Dabney Bailey

The legend didn't end the way it was supposed to. The heroes lost. The evil necromancer won. Now, the dead walk the earth.

One bite from a zombie, and you become one of them within the hour. The things that come out at night, the nightwalkers, are far worse.

When you attack a zombie, roll 1d6. On a 6, you kill the zombie.

When a zombie attacks you, roll 1d6. On a 4+, the zombie bites you.

Don't fight zombies. Run.

But before you do, pick a class:

- **Druid:** Wood and stone bend to your will. Great for fortifications, but its slow and nightwalkers are drawn to structures.
- **Mage:** You can cast 3 spells in a day. Work with the GM to determine what they are (fireball, illusion, teleport, etc).
- **Priest:** Your can emit sunlight for a few minutes, burning nightwalkers. Cleanse a zombie bite if you get to it within 5 minutes (requires holy water).
- **Ranger:** The best scavenger there is. Can make your own ammo.
- **Rogue:** You're great at hiding, even from nightwalkers. Break stealth to kill a zombie, no roll required.
- **Warrior:** Kill zombies on 4+. Get bitten on a 6.

# Wicked Blades of the Blood Forest

a 200 words solitaire game

## The Confederation army

has been crushed and a prince and two soldiers are on the run with vital information. They may have to cut through the Blood Forest, chased by the Iron Emperor's master assassin and her knights, braving the Faerie Queen's domain. In his chambers the Imperial Sorcerer is tapping those very secrets to launch a new offensive, while trying to win the heart of the rebellious and deadly Iron Princess.

## Start a scene

for the character with lower spotlight or introduce a new character. Look around. Feel what she feels. Desire what she wants. Frame for conflict and infer the consequences until you reach some closure. Start another scene.

## When a character's outcome is uncertain

judge the situation and roll 1d6

	Advantage	Hard Bargain	Loss
Controlled	1-4	5	6
Risky	1-2	3-5	6
Desperate	1	2-3	4-6

## After a Scene assign Spotlight to

participants: +1

protagonist: +1

winner: +1

loser: -1

the attacked: -2

## 2 Losses remove a character

from this story. Refresh scenes recover 1 Loss (+3 spotlight).

## Continue until

a character has rolled 4 times and achieved her goals.

## Use maps, cards, notes and progress clocks

liberally.

# VIRUS

Caitlynn Belle

Get a bunch of tiny Lego bricks in red, black, white, and green - twenty each. Put them in a bag.

3-5 players are scientists trying to stop a virus from killing the world's population. You have isolated a specimen in your lab. Pull out a random brick and put it in a jar. This is the virus.

When you play, spend time making up medical jargon and roleplaying as scientist heroes.

Then see how the virus mutates: pull a random piece out of the bag. Attach it to the virus. Say what this means and what the virus is doing: white is bacteria you've injected that helps kill the virus. Black is the virus defending itself. Red makes the virus invulnerable and hard to study. Green is rapid unstable mutation. Add one piece a day.

Only one applies:

- If you add white pieces, you have cured the virus.
- If you add ten black pieces, the virus cannot be cured.

If you draw...

...a red piece, remove a white piece from the bag permanently.

...a green piece, discard it and draw two more pieces and add them to the virus (repeat with any new green pieces you draw).



# **Witch Hunt**

**A 200-word cooperative or competitive RPG  
for 5 or more players  
by Jason Mical  
© 2015 Brown Dog Games**

## **Dark times**

People are afraid. Accusations of witchcraft fly as neighbors turn against neighbors. The jail is full of accused witches. Who burns at the stake—and who walks away?

## **Setup**

***Witch Hunt*** requires at least five players, a deck of cards, notecards, pencils, and tokens for scorekeeping. The deck is one card per person, with only one face card in the deck.

## **Gameplay**

Each round deal the cards face down, one per player. Cards are secret. Whoever has the face card is the witch.

Players discuss who is the witch. Once finished, each player secretly writes one other player's name on a notecard (or no names)—testimony against that person. When all players turn in notecards, the witch reveals himself. Anyone whose name is on a card is burned.

## **Scoring**

- Burned players receive no tokens.
- If two or more non-witches burn, no player receives any tokens.
- If the witch is burned, all players receive 2 tokens.
- If the witch is not burned, he receives 5 tokens.

## **Continuing play**

Draw a new witch each round, and display tokens prominently.

## **Winning**

The player or players with the most tokens at the end of ten rounds win.

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# Word From on High

*a game for four to six players*

Kevin McIntyre

It finally happened; you received a transmission from space! Once decoded, the instructions were so simple; the crystals you grew pulse with internal light. You've reached the last step; for someone to consume one. Are they a communication device? A weapon? A seed? A poison? A power source? Were they even intended for humans? You've taken the crystals, transmission recordings, and the translation to a conference room to make a decision.

*The scientist* – you received the transmission.

*The crypto analyst* – you decoded the message.

*The political appointee* – you pushed to try it out.

*The technician* – you followed the instructions.

*The soldier* – you locked down the facility.

*The administrator* – you allowed things to go this far.

What will you do? Pick a test subject? Everyone eat one? Nobody eat one? Destroy the evidence and erase the knowledge? Publish the instructions to prevent a cover up? Wait for group consensus? Take unilateral action? Will you endanger the world?

Take turns making arguments for or against a course of action. Raise issues and possibilities to consider.

Players have 90 minutes before the lab is breached and the decision taken away you.



## **World Builder Dice Killer**

2 or more players

Get some polyhedral dice. All players should have the same number of each die type, and need to distinguish their dice from others.

Each player places one terrain piece (using any handy object) towards the center of the playing area and describes its parameters.

Each die represents one Unit (or Individual). All like dice for a single army represent similar Units.

Everyone rolls their dice onto the playing area. These are the starting positions of each Unit.

Each turn:

- Players move any units up to 2", then
- Resolve Melee for any adjacent hostile Units

The first time a Unit type of an army is in Melee describe the Unit in detail. Use anything at hand for inspiration including questions from other players.

- For each Melee each player rolls all his/her dice in the conflict and totals the resulting Damage.
- Kill a hostile unit with Damage equal to its die type. Keep killing until your Damage is spent.
- Place surviving Units back on the board.

For each Unit that dies its player describes one fact of the game world in detail.

Play ends when only one army remains.

# World of Heroes

Needed: 5 coins, 3-6 Players.

Agree world-setting.

Players choose Character: Warrior, Mage, Rogue.

Each Player collaboratively narrates 2 Scenes, starting with Player1, moving round table.

Scene ends when Challenges completed.

Game ends when all players have narrated 2 Scenes.

Players narrate connectedness to Scenes, building to climax in last Scene.

Player attempting Challenge narrates action.

Successes called on coins: call heads, heads are successes.

		Successes Needed
Challenge	Easy	1
	Difficult	2
	Extreme	3

When Character fails Challenge, generate another immediately.

In Difficult / Extreme Challenges, if all coins come up opposite, catastrophic failure: generate additional Difficult Challenge.

Challenge	Physical	Mental/Magikal	Trickery
Coins Used	(Character has choice if indicated: totals fixed at start of game, must equal 10).		
Warriors	5	3/2	2/3
Mages	2/3	5	3/2
Rogues	3/2	2/3	5

Player whose Scene it is, generates / narrates Challenge for Scene using 3 coins, calls:

1 - Physical. 2 - Mental/Magikal. 3 - Trickery. 0 = 1 Mental/Magikal + 1 Trickery.

Player may change type of Challenge, which adds +1 to Difficulty.

Player narrates surroundings / circumstance of Scene, determines the Challenge Difficulty using 3 coins, calls:

1 – Easy. 2 – Difficult. 3 – Extreme. 0 = x2 Difficult challenges.

# Z E R O     S T A T E

maybe in the future

maybe somewhere else

you had a name, inked into your flesh

you are here with strangers, yet you know them

you have broken your chains, but your makers want their due

you can feel them coming

your time is short

run

## Zero Sum

Everyone names one fact about the world.

One of you becomes the Machine, the rest become the Zeros. The Machine tells you what happens, setting the stage. The Zeros respond and act upon this.

Take a piece of paper. Write a zero and you name after it.

Write what you want in one word under it. Then write what you need under that. This is not the same thing; make it point in the other direction. Make the sum zero.

The machine records this, and processes.

## Press Play

The Zero rule.

When you do something, say what you do and do it.

Name a price you might have to pay.

Roll two dice. 4-6 the die is true, 1-3 it is false.

Choose what becomes true.

The Machine's program.

Make the world come alive.

See what happens.

It is all about the Zeros

The machine does not roll dice.



# JUDGES

**Joe Banner**

Does some amazing work through his Patreon, and releases a ton of high quality adventures for free!

**Keith Mageau**

A fellow Charlestonian, he's currently organizing Stormcon2015 down here in the south!

**Marshall Miller**

An experienced game designer, he hosts a group of micro-games on his own site; and he's eager to dive into this contest.

**As If**

Aka Tod Foley of As If Productions, designer of numerous games both old-school and modern. A well-known "Auteur GM", he enjoys games that push the boundaries of role-playing into deep territory.

**Kat Murphy**

Co-host of One-Shot; she's got a lot of experience with rpgs and one-shots (obviously!)

**Rickard Elimää**

Rickard has done a lot of impressive work on the philosophy and study of games. I always picture him behind a podium with a large chalkboard behind him. Also made this compendium.

**David Schirduan**

A professional Game Designer who fancies himself a programmer during the week and a writer during the weekends. When he's not torturing his players, he's designing games with his wife, enjoying a cigar, or brewing his Nth cuppa tea.