

Wounded

Wounded is an experimental roleplaying story game where players take on the roles of interviewers and “targets” (for lack of a better word), in an attempt to understand one another. As interviewers, the players wear many hats, like counselors or police. As targets, the players take on a single persona, creating backgrounds for themselves that grow more elaborate as the game continues.

Setup

Each player should take an interviewer role and target card (essentially a blank sheet of paper). Select one player to go first. This person is the first interviewer.

Play

The interviewer selects one player to be a target for this turn. The interviewer then selects one role and asks three questions related to the topics for that role. The target answers the questions any way he wishes. He can lie, tell the truth, or vacillate in between. There are no wrong answers.

Once the target has answered three questions, the interviewer selects one of three rewards for the target: +, -, or O. A [+] essentially means the interviewer believes that the target has passed the interview, a [-] means the target has failed, and a [O] means further observation is required. The targets writes down what kind of interview he had and marks the symbol on his card.

The player to the left of the interviewer becomes the next interviewer and follows the instructions above. Play continues around the table in this fashion three times.

Special Rules

Unless a target has a “o” listed for a role, he may not be questioned by that role again.

No player may select the same role more than once.

No target may be interviewed more than three times.

An interviewer with a [+] may ask the question he just asked to one additional player.

A target being interviewed may spend a [-] to ask a question back to the interviewer.

A target being interviewed may spend a [O] to redirect a question to another player (who must answer as though he was the target).

Advice

Suggestion #1. Take good notes.

Suggestion #2. There may be a tendency to ask accusatory questions. This is not always necessary. An interview with the police can be about whether or not the target saw anything and not always about what they did and where they were on the “night of.”

A touch of color during the interview brings out the best in the target. Give them a little bit of information, but not so much that you’ve answered their question for them.

Suggestion #3. Questions about minutia generate boring answers. No one cares where someone was on a specific date. What they want to know is what did they see from the top of the watchtower or how did they react upon finding the information.

Ending the Game

Once everyone has been an interviewer three times (and thus everyone has been a target three times), the game is over. The points accumulated by the players can be an invaluable tool for character creation in other games, effectively making the process of playing wounded a way to flesh-out a blank character sheet.

Optional Rules

Instead of handing out one of the three rewards, the interviewers may choose to hand out “affectations” that affect their actual character build if this is a precursor to a regular roleplaying game. Affectations should be unique to each player, giving them their own gimmick for roleplaying.

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Interviewer Roles

BOSS

- A question of loyalty...
- A question of authority...
- A question of ethics...

CANVASSER/SURVEYOR

- A question of relationships...
- A question of environment...
- A question of special interest...

COMMANDING OFFICER

- A question of honor...
- A question of skill...
- A question of discipline...

DOCTOR/NURSE

- A question of health...
- A question of routine...
- A question of genetics...

FRIEND

- A question of merit...
- A question of plans...
- A question of more...

GUARDIAN

- A question of whereabouts...
- A question of responsibility...
- A question of concern...

HUMAN RESOURCES MANAGER

- A question of reliability...
- A question of appropriateness...
- A question of purview...

LAWYER/POLICE

- A question of perspective...
- A question of morality...
- A question of motive...

LIFE COACH

- A question of strength...
- A question of points of action...
- A question of identity...

NEIGHBOR

- A question of availability...
- A question of logistics...
- A question of resources...

PARENT

- A question of friends...
- A question of choices...
- A question of wisdom...

PAROLE OFFICER/SPONSOR

- A question of stability...
- A question of neglect...
- A question of dependency...

PRIEST

- A question of dedication...
- A question of faith...
- A question of charity...

PSYCHOLOGIST

- A question of stability...
- A question of self-worth...
- A question of meaning...

SCHOOL COUNSELOR

- A question of goals...
- A question of self-worth...
- A question of roles...

SPOUSE

- A question of dedication...
- A question of love...
- A question of trust...

TV REPORTER

- A question of events...
- A question of personal space...
- A question of infamy...