



SACRIFICE

A Roleplaying Game For Two or More Players
By Shaker

SACRIFICE is meant to be played by two or more players. One takes the role of Narrator, who sets the scene, offers DIFFICULT CHOICES, and reveals CONSEQUENCES. All other players control single Characters, who face the challenges offered by the Narrator, and are changed by the decisions they make. The only things required for play are writing instruments for each player, and two six sided dice.

SACRIFICE will function in any setting.

To play SACRIFICE, the Narrator will first set the scene, introducing the players to the setting and giving them a rough idea of the danger they will face- a threat to the kingdom, an otherworldly force warping our reality, etc. The players will then take a short while to create their Characters. This is to be done with full sentences, giving an idea of who the Character is, what they are good at, who they hold dear, what they are passionate about, and what they have worked hard to achieve. It's alright if these lines aren't very detailed to begin - as the game progresses, players will have time to think of more and add it to their character sheet. They only need that much to get started.

The Narrator will set scenes and roleplay them with the other players. Occasionally the Characters will be challenged, or will want to take an action of their own accord. When this happens, resolution is simple. If it seems reasonable that a Character would have the skill or raw ability to succeed, based on their background, they succeed. If they don't they can roll 2d6, and if they roll 12, they succeed. Anything less and they fail. But if they fail, they may offer a SACRIFICE and get the results they wanted at a price.

Anything the Character has may be offered as a SACRIFICE. It is at the Narrator's discretion to decide if the offering is sufficient to the cost, and if not, they may suggest a more fitting offering. If the Character is unwilling to pay the price, they may refuse, and suffer the consequences of their failure, whatever they may be. If the player has exhausted the possible options written on their sheet, they might consider other things they can SACRIFICE. Their health. Their body. Their lives. The lives of others. Their pasts or futures. Creativity should be encouraged. If the player decides the Character has reached their limit, they may give up. If so, the quest has broken them, but they will live to see the end of the story.

Gameplay continues until the Characters have achieved their ultimate goal - saved the kingdom, stopped the rogue planet, exposed the corruption within the government - or until all of the characters have given up or died. The Narrator will draw the curtain on the story, and tell the players what happens in the aftermath of their victory or defeat, both the consequences of the SACRIFICES they've made and what they have hopefully saved. The players will now write a few more lines to finish their Character's sheet. What have they done? Was it worth it? What will their lives look like in the aftermath? Are they the same person they were when the quest began? Can they be forgiven?



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