

Minute RPG Hack

We are acting out the endgame of an epic tale.

This game takes minutes, not hours, to play. There is no GM! We are all players. Each player will have two scenes to determine their character's destiny.

1. Setup

Decide the theme: Fantasy 🏰, Mystery 🔍, Cyberpunk 🤖 or Space 🚀.

Each player picks 4 cards, one in each color: red, blue, green and yellow.

One player will play the villain, and the rest will play the heroes. Select the villain player by vote.

The villain player will play: A Threat (red) that has a story Focus (blue) set in a Scene (green) and with a story Complication (yellow).

The hero players will play: A character with a Background (red), a Profession (blue), an Advantage (green) and Ability scores (yellow).

2. The Introduction

The villain player starts with an introduction scene. Describe the villain and the location. Use the story cards as inspiration: Threat (red), Focus (blue), Scene (green) and Complication (yellow).

Next, each hero player gets to have an introduction scene. Describe the hero and how he/she ended up in this location. Use the character cards as inspiration: Background (red), Profession (blue), Advantage (green) and Ability scores (yellow).

3. The Endgame

The last hero player who had the introduction scene begins with their endgame scene. This is where the hero makes his/her last preparations before the final battle. Use the character cards as inspiration to come up with a plan to end the tyranny of the villain. The hero can have dialogs with the other heroes, or the player can describe what the hero does.

Next, the rest of the hero players get their endgame scene.

Finally, the villain player sets the concluding endgame scene. This is the confrontation and the final battle. Use the story cards as inspiration to come up with how the villain can counteract the heroes' plans. The villain can have dialogs with the heroes, or the player can describe what the villain does.

4. The End

After all endgame scenes are completed, each hero player gets the chance to roll the dice.

The player gets one die per character card that was involved in the story: Background (red), Profession (blue) or Advantage (green). If the player's hero "won" the argument by dialog over the villain in the concluding endgame scene, one extra die is awarded to the player.

A player can be awarded a maximum of 4 dice for good role-playing.

The player then rolls the dice against the Ability score (yellow) that best suits the way the hero tried to challenge the villain: Body 🦵, Mind 🧠 or Soul ❤️.

Each die that is less than or equal to the Ability score counts as a success.

The villain player keeps track of the damage done by the hero: Wound 🩸, Stress 😓 and Strain 🖐️. Turn the story cards to represent the damage taken by the villain. The villain can take 3 points of damage of each type: Wound, Stress and Strain.

Repeat until all hero players have rolled the dice.

If the villain has taken 3 points of damage of each type (Wound, Stress and Strain), the heroes win. Otherwise, the villain wins and the heroes will suffer a painful death.

5. Epilogue

Did the heroes or the villain win? Each player gets the chance to end the game with a short epilogue.