

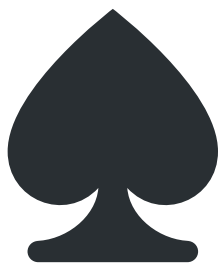


WE ARE CHAMPION

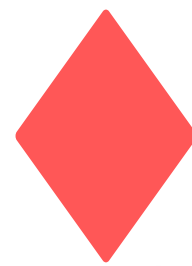
A competitive TTRPG about deities and
their shared champion



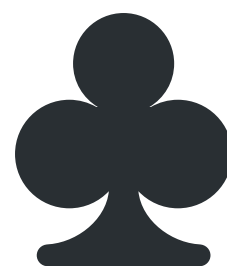
A game by Asmus Nielsen

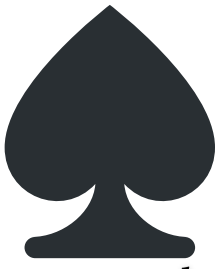


Glossary

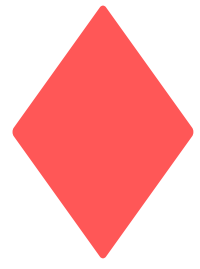


- **Card Value** - A term used for the strength and value of a card. A few different Ranks of Cards include the King, the Joker, 10, or 5. 2 is at the bottom, with the Ace at the top. Jokers act as wild cards, being able to act as any card of the holder's choice.
- **The World** - The world of We Are Champion is simply the real world.
- **The Champion** - A regular human who tries their best to do what the Patrons command them to. A role played by one player, usually the winner of a previous round. The player in control of the Champion must also direct the game, acting as the storyteller of the world and the characters therein.
- **Patron** - A Patron is a god-like being who desires access to the World and must utilize the Champion to do so. This is the role most players will play.
- **Wonders** - Wonders are magical effects, miracles if you will, that a Patron can channel through the Champion to make it more likely that a Skill Check will succeed.
- **Rites** - Rites are minor rituals and goals that a Patron must have performed for them by the Champion.





What you will need



- 3-6 players.
- At least an hour of time.

For physical play:

- A deck of playing cards, including Jokers remaining.
- Some paper and a pen for each player.

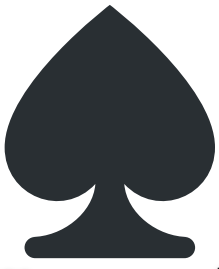
For digital play:

- Some kind of note-taking app.
- An online tabletop capable of playing cards, such as Roll20.

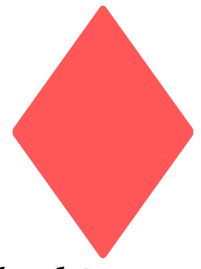


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The Premise



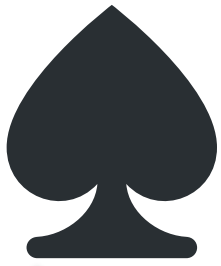
You are unknown deities and creatures called Patrons looking to control the modern world. To do this, you have all picked a champion to do your bidding. It just so happened that you all picked the same one.

Now, you must compete against the other Patrons to assume control of the champion, and, in turn, the world.

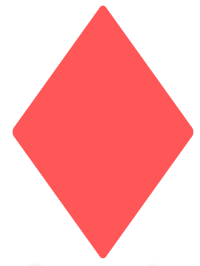


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The Patrons?



The Patrons are gods of old, new and elsewhere, born from the belief of no one in particular. They each reside over domains, however specific they may be. Regardless of their domain, all Patrons have one goal in mind; enter the world and take their rightful place as its owner.

However, the Patrons are weak. To enter the world, several Rites, rituals and processes must be performed. In order to do this, the Patrons have picked a champion to do their bidding. It just so happened that they all picked the same one.

Now, they must battle for control in a divine game of cards, channeling their almighty abilities through the Champion to get them to perform the Rites they require to enter the world and shape it in their own image...





Making a Patron



All Patrons have a domain, a name, some powers called Wonders, a pool of power called Influence, and a series of rituals and processes known as Rites.

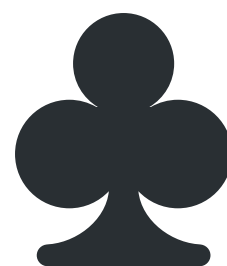
You define your domain and name as specifically as you'd like.

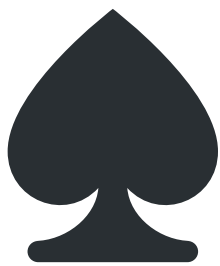
Born from the very essence of the Fey, the Queen of Flowers holds domain over all that is nature.

Influence is a pool of power that all Patrons have, defining their connection with the world. Your Influence is equal to the amount of cards currently in your hand. When you create your Patron you draw 7 cards. When you lose Influence, you discard a card of your choice, and when you gain Influence, you draw a card from the deck.

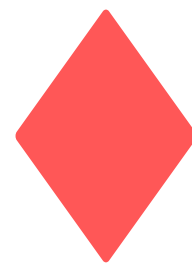
The Queen of Flowers starts off with 7 cards to play in the Divine Wager. These are her only chance of ever entering the world.

She draws 2, 6, 9, 4, a King, a Queen and an Ace.



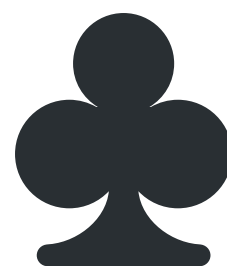


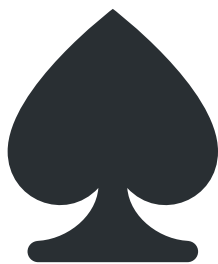
Wonders



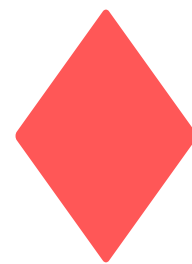
Wonders are supernatural abilities a Patron can channel through the Champion. Each Patron has 2. Come up with 2 Wonders that fit your Patron and assign them each a currently held card value. Playing a Wonder means laying down a card that has the value of your picked Wonder, as well as an additional card of your choice. A Wonder may not affect the rules of the game, such as giving the Champion more Influence or similar, and must be entirely within the game's world.

The Queen of Flowers holds the power to make plant-life grow quickly and to summon seeds from nothingness. She assigns her quick growth ability to the card value 2, since it's one she's currently holding, and her summon seed ability is assigned to the Queen card value.





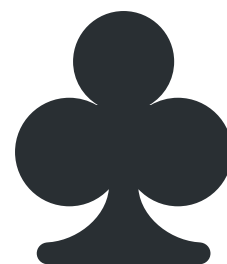
Rites



Rites are rituals and processes that will further your influence on the world. You have 3 levels of Rites, steadily increasing in difficulty. 1 being easy to accomplish, 2 being difficult and 3 being nearly impossible to accomplish. Keep track of how many times each Rite is performed.

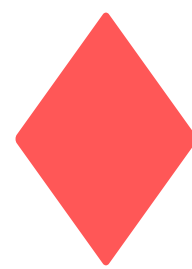
Whenever the Champion performs a Rite, even if another Patron is currently in command, you draw a number of cards equal to the level of the Rite. While others may see you drawing cards, you shouldn't reveal what your Rites are to other players until the end of the game. They may not be related to the rules of the game, and should be exclusively contained within the game's world.

The Queen of Flowers gains Influence through rituals relating to harvest and nature. Her Rites are 1. Pick and smell a flower, 2. Sow a field and 3. Plant a forest in a day. She'll attempt to have the Champion perform these for her.





The Champion



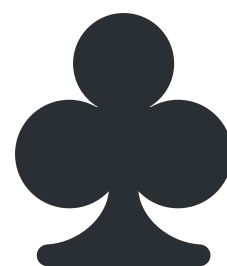
One player assumes the role of the **Champion**, an ordinary human who just so happened to be the perfect fit for the Patrons. The Champion is a conduit for their Patrons, but they also have their own agenda and ideals.

The player in control of the Champion must define a place and a situation. It could be as mundane as "Shopping at the mall" or as wild as "Got into an accident and has just woken up in the hospital". Additionally, they must define the identity of the Champion, such as name and occupation.

The Champion, knowing the power the Patrons hold over them, will do the best in their ability to obey what the Patron currently in command informs them of.

The Patrons can see through the Champion's eyes and hear through their ears, as well as hear their thoughts.

The Champion chosen by The Queen of Flowers is Edgar Davids, a construction worker currently on his way home from a long day of work when he suddenly feels the presence of the Queen of Flowers. He attempts to follow her commands to the best of his ability, fearing what might happen if he doesn't.





The Skill Check



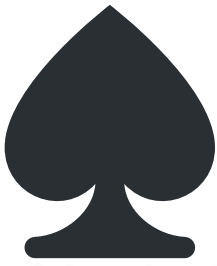
The power of the Patrons has affected the Champion. Whenever the Champion attempts something that the average person may be able to fail at, they must attempt a **Skill Check** together with the Patron currently in command.

When the Champion wants to roll for success, the Patron currently in control must play a card of their choice. The Champion then draws a card from the deck. This card is called the DC. If the Value of the Patron's card meets or exceeds that of the Champion's card, then the Skill Check is a success.

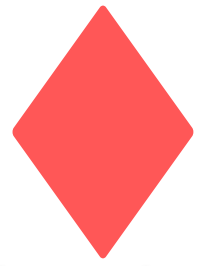
At The Queen's command, Edgar attempts to grow a vine to upscale a wall. To do this, she asks him to tend to the vine.

The Queen of Flowers plays the 6 in her hand, hoping that it may succeed. The Champion then draws a card, a 7. Therefore, the skill check is failed, as Edgar overwaters the plant.





Using a Wonder



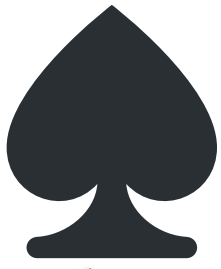
If the check is a failure, the Patron currently in control may play a Wonder, provided they're able. They must then draw a card from the deck, and if the drawn card exceeds the DC, the skill check succeeds.

Additionally, this is where other Patrons may come in. An opposing Patron may themselves play a Wonder, affecting the environment around the Champion to push luck against them. The non-Wonder card the opposing Patron has laid down acts as the new DC for the Skill Check. This can happen multiple times per skill check.

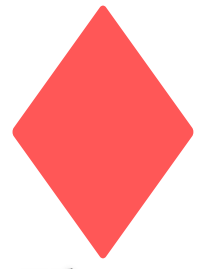
In an attempt to save the poor plant, the Queen of Flowers utilizes her "Plant Growth" wonder. She throws out her 2 as the activator card, disposing her 9 as the extra cost. She draws a new card, an 8, which exceeds the current DC of 7, and for that reason the Skill Check succeeds.

The vine, in a last ditch effort, is touched by Edgar and grows quickly, scaling the wall.





The Wager



At the start of the game, every Patron draws a card. Whoever draws the card with the highest value gets to assume Command over the Champion.

If the Champion fails a skill check, the current Patron loses Command, as well as 1 Influence. The moment a Patron loses Command, another is able to take its' place. In order to do this, a Patron must Bet a certain amount of Influence. Each Patron keeps their chosen amount secret, at which point, once everyone has laid out their bets, the bets will be revealed, and whoever bet the highest gets to assume Command over the Champion. The winning Patron then loses an amount of Influence equal to the amount bet. They then draw 1 card.

The Queen of Flowers fails a skill check, and loses her connection to Edgar. Her and her fellow Patrons bet Influence on who will now take command over Edgar. The Queen bets 3 Influence, as she has exhausted a few of her cards. Her opponents bet 2 and 5 Influence each, with the King of Choirs betting the highest with 5. He loses 5 Influence, now at 2, and draws another card, making his Influence 3. He is now connected to Edward, and the game goes on.





The End



The Game can end due to a variety of different factors:

- If the Champion dies.
- If a Patron gains 15 Influence.
- If all Patrons except for one lose all Influence.
- If the Deck runs out of cards.

At the end, each Patron tallies up their points. Whoever has the highest points wins. Points are your Influence remaining at the end of the game + a certain amount of points for each time a Rite of yours was performed. 1 Rite of Level 1 gives 1 point, 1 of Level 2 gives 2 etc.

At the end of the game, the Queen of Flowers tallies up her points. She ended off with 10 Influence, and by the end she got Edgar to pick and smell 3 flowers, sow 1 field and she didn't succeed in her attempt at getting him to plant a forest in a day.

This gives her 10 points for her Influence, 3 points for her 3 Level 1 Rite performances and 2 points for her success in getting a field sown, totalling 15 points. The other Patrons, The King of Choirs and the God of Party got 12 and 14 points respectively, making the Queen of Flowers the winner as she takes her rightful place at the heart of the World, spreading nature everywhere. For the next round, the Queen of Flowers' player is now the new Champion.



What happens when a mortal gains god-like power? What happens when gods want to gain domain over the world in an improv-based card roleplaying game? Gather some friends, grab a deck of cards and find out all that and more with **We Are Champion**, a short prepress TTRPG by Asmus Nielsen.