



*You're all from different parallel realities. You're the same person, give or take a few details... Will that lead you to help or avoid one another?*

*How will the multiverse react when you start travelling in it?*

**Set up:** Start by creating the original character (OC) from whom all others diverge. They're defined by as many traits as there are people playing (MC included), the same number of NPCs, and any other details you deem necessary (age, gender, appearance...). Decide when and where they live.

Then, create the PCs: they each have the same traits as the OC except one which is distinct. Describe what happened differently in their life to explain this divergence. The PCs can have ties with parallel versions of the OC's NPCs, or with completely different NPCs (the same number, if possible).

Decide who among the PCs can travel between realities (maybe none of them!) and how.

Each PC has an Urgent Need he could only solve with the help of one of his Doppelgängers (perhaps unknowingly) and a Secret he'd like to keep from the others.

The MC can create a few NPC Doppelgängers (NPCD) with the same steps.

Finally, each PC chooses a nickname for themselves, to tell each Doppelgänger apart.

At the beginning of the game, the PCs just met for the first time, along with a NPCD, in a discreet place. If none of the PCs can travel between realities, they were contacted by this NPCD.

**Actions and repercussions on the multiverse:** At the beginning of the game, throw a bunch of pick-up sticks on the table: they represent the multiverse's entanglement. To succeed at an uncertain action, a player must remove one of those sticks. The MC decides which according to the action's difficulty: a stick with 2 stripes or more for an easy action, with 3 stripes or more for an average difficulty, with 5 stripes or a spiral for difficult actions (adapt depending on the type of pick-up sticks you have). If there aren't any adequate sticks in the pile, the action fails automatically.

The player can make the sticks move as much as they want, but each movement disturbs the multiverse (see opposite). If the player gives up on his attempt, the action fails; if he removes the stick, the action succeeds. In both cases, disturbances happen.

For delicate or time-depending actions (surgery operation, tailing of a target...) the MC can impose a limited time or number of moves.

To cancel a disturbance, the active player can throw back on the pile as many sticks as he moved it. When there are no more sticks available in the pile, the multiverse implodes.

Nb. of moves	Disturbance of the multiverse
1	Another PC benefits from the potential success.
2	The active PC swaps their position with a Doppelgänger absent from the scene.
3	A trait of the active PC is modified; the player chooses which, the other define the new trait.
4	A hostile NPCD appears in the story.
5+	All the story's Doppelgängers, PCs and NPCs, randomly swap their position.

**A few possible variations across the multiverse: a reality where...**

1. ... the OC led an incredibly successful or failed life
2. ... the weather conditions are radically different (because of the OC?)
3. ... the OC is dead or doesn't exist
4. ... a NPCD has already replaced the OC
5. ... the OC is of a very different gender, skin color, appearance

6. ... the OC is wanted by the authorities
7. ... the OC's country is under a radically different political regime (because of him?)
8. ... the technological level of the OC's country is radically different (because of him?)
9. ... the people are aware parallel realities exist (because of the OC?)
10. ... everything seems identical to the reality of one of the PCs, until...

Mini-RPG for 1 MC and 2 to 4 Doubles, written by Côme Martin in March 2018. Long version of an RPG submitted to the 200 words RPG challenge on the theme of alternate history.

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