

RISE & FIGHT

A mini-RPG by Côme Martin written in July 2021, for 1 GM and 3 to 6 players. Inspired by Jason Morningstar's The Skeletons and the 2021 edition of the "Once upon a mini-RPG" contest on the theme "live again". Thanks to Erwik, Saega and 3D6 for playtesting and ideas.

You are skeletons defending a treasure against adventurers. Trapped in a time loop, you are reliving this fight for ever, whether you are victorious or destroyed... With each new loop, your memories get mixed and combined, and the mist inside you slowly disperses. Will you escape your fate or are you doomed to live again and forever your servitude?

Before the session, each player, GM included, writes three details on pieces of paper: an incomplete description of the character when they were alive (their appearance, their personality...), an enduring memory and a relation with another PC. The papers are then jumbled together. If you play online, you can limit yourself to numbering them.

When the session begins, the PCs don't have any memories nor personalities. However, they each have a name or a nickname, based on their appearance ("Armless", "Torn clothes", "Old helmet"...) or on a vague recollection ("The fork", "Always sad", "Big mountain"...).

Play starts with a fight scene; you then alternate vision scenes and fight scenes.

Vision scenes

Each player randomly picks a paper (or, if you play online, they determine which with a die roll) and writes its content on their character sheet. Then, they describe a short scene that includes what they just wrote. The other PCs can be present in the vision. Each vision used in a relevant way during a fight scene grants an action that automatically succeeds.

Fight scenes

Any time a new fight scene starts, every player gives their PC to the player to their right.

PCs have a 50% chance to succeed in what they do.

The opponents are controlled by the GM: they die with two hits, are a little more numerous than the PCs, and always the same actions in each fight scene.

If a PC kills an NPC, they win an action which automatically succeeds against this NPC in the next fight scene.

The GM may only describe one NPC for each role: fighter, thief, rogue, druid... They may also only decide on a global strategy for each NPC: defend their partners, slaughter the PCs, clear the way to the treasure, disarm the nearby traps, prepare their party's retreat, create a diversion...

The PCs are very fragile and can die after a single failure.

The session ends when there are no more papers to pick: play one last fight scene.

Then, players must choose whether their PCs fall into dust & die, vanquish the adventurers & remain underground, waiting for their next opponents, or stay forever inside the time loop. In case of a tie, the GM decides.