

# The Jewel of the Sea

A One Page RPG for the Up All Night Jam 2020

## Introduction

Whether a seasoned sailor or a fresh face, a roguish pirate or a decorated admiral, a staunch believer in superstition or a flippant cynic, no matter your disposition, you felt the sea calling to you and chose to follow it. Now, you must decide- do you attempt to tame the sea, or go wherever it carries you?

## Values

Sailors with strong **Resolve** tend to stick to their plans and follow their course. If the sea tries to tempt them, they will bounce back.

**Fortune** guides the steps of sailors who are willing to stray from the map and instead leave their journey in the hands of fate.

A sailor's **Legend** travels ahead of them and follows them wherever they may be. It can inspire others to take up their mission- or strike fear into the hearts of those who cross your path.

All sailors have their strengths and shortcomings. Assign **+1, 0, and -1** to the three core values.

## Objective

Hired by an illustrious, wealthy, and secretive patron, you have been tasked with the transport of a one-of-a-kind treasure, known only to your **Captain**. The treasure could be anything, from an ancient chest to a mythical creature. Collectively, your goal is to see this treasure home safely, to ensure your reward.

What your individual goal is remains entirely up to you. Maybe you want to steal the treasure for yourself, or return it to the sea. Maybe you want to offer yourself up to what lies beneath the surface, calling your name. Or maybe you just want to leave this world with a name to remember. But don't forget- dead men tell no tales.

## Gameplay

The voyage takes approximately two weeks (10 rounds, variable). Each day, the **Captain** will look out to the sea and forecast the day's events, based on the following chart.

Dice Roll	Outcome
1	Calm seas
2	Siren song
3	Stormy weather
4	Crossed paths
5	'Friendly' competition
6	Shadows in the depths

When interpreting the day's forecast, and when responding to the events that follow, the crew should always be aware of Safety Tools and measures to ensure an enjoyable journey. It is a good idea to set Line and Veil boundaries before you set sail- and always be ready and willing to change course if someone calls for it.

The **Captain** interprets the forecast (as literally or figuratively as they please) and sets the scene for the **Crew**, who are then free to respond in whatever way they see fit. For example, **Stormy Weather** might need the sails to be pulled down, or you might choose to let the winds take you where they please. Or you might take advantage of **Calm Seas** to get a closer look at the secret treasure.

When you make an action, roll 2d6 and add the modifier for the **Value** that aligns with that action. Rolls of 7+ succeed, while rolls of 6 and below are failures.

May your voyage be fruitful, and beware the fickle mistress.