

/dia

A solo micro rpg

(printer friendly version)

For sah

[Content Warning: The following game invites the player to roleplay as a character who is facing their death. The situation surrounding that moment is of the player's choosing.]

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HOW TO PLAY

grab: pen & paper or equivalent. a six sided die.

put on: music.

follow: the instructions under each heading.

INDUCTION

what are 'you' doing right now?

write one line.

'You' can be anyone from any where or when.

EXTRACTION

death comes.

how?

write one line.

Options: A car careens across the intersection heading my way. I turn a corner into the barrel of a gun, bang! After a long fight I close my eyes; this is it. Atmospheric re-entry has failed, ship breaking up... Mayday. So deep, so cold, a weight upon my chest, running out of breath.

GLIMPSE

a life flashes before your eyes. most leaves your mind

as quickly as it came,

but a scene remains.

what do you see?

write and stop as soon as you reach the end of a page.

Prompts: Roll on/pick from the following tables (if you'd like). Share and find more tables online. #diarpg

Roll d3:

1. *Past*
2. *Future*
3. *Fantasy*

Roll d6:

1. *Friend*
2. *Lover*
3. *Family*
4. *Foe*
5. *Stranger*
6. *Self*

EQUILIBRIUM

you survived

you're alive.

give yourself ten minutes to breathe

and be

DEPART

go on.