



# TWELVE HUNDRED WORDS

An Autbio Collection of Tiny RPGs about Mental Health

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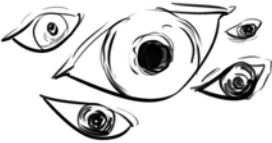
Published by Whimsy Machine Media

## TWELVE HUNDRED WORDS



There are twenty-six words on the cover,  
one hundred twenty-eight words on this page,  
and forty-six words on the next page.  
There are twelve hundred words in this collection.

I have OCD and have here used game design to express how I interact with the world. Each of these 200 word RPGs were originally written for the eponymous challenge, but at the deadline I was too anxious to decide which two to submit and so none were submitted. Writing this collection helped me understand my mental health; therapy and medication have since helped me grow. I hope that these games might provide comfort, familiarity, and inspiration for whomever may need it. I encourage you to explore inward for understanding and to reach outward for healing.



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Special acknowledgement for  
*The Queer Language of Flowers*  
by Robin Elan and L. M. Zoller,  
Microcosm Publishing,  
for flower symbolism.

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## YOU HAVE MANY THOUGHTS

*And Your Thoughts Beget More Thoughts*

You have Goals; these are large, ongoing tasks to maintain or strive for. You have Anxieties; these are concerns, insecurities, or unproductive thoughts. You have Inspirations; these are ideas and hopes you want to pursue.

You (or your GM) names your three starting Goals. Roll 1d6 each to assign them values. Each round of action is a scene in which you attempt to address a Goal, an Anxiety, or an Inspiration.

Roll 1d6 after the amount of roleplay you're

comfortable with and compare it to the value of what you were addressing. If the die is less, gain an Anxiety at that value. If the die was more and you were addressing a Goal, gain an Inspiration of that value; if you were addressing an Anxiety, cross it off; if you were addressing an Inspiration, cross it off and advance in your story.

Each round something goes unaddressed, place a check by it. Ten checks turns an Anxiety or Inspiration into a Goal – something to actively work towards – or a Goal into ten Anxieties.

There is no end. You can stop playing whenever you want because it's just a game.

## UPON THY BARDSONG

'Tis a game of the noble quest  
Where, to do thy very best,  
To complete any one thing,  
The play'r need only to sing.

If two seek to work as one  
Tandem force to get deeds done,  
There isn't much else to it,  
The two simply sing duet.

One need not keep a rhyme or  
Hold fast to a strict timer,  
Yet words must be sung proudly,  
Not mumbled, if not loudly.

If the song comes to a close  
While players' action still goes,  
Then such action must thus end.  
Try, next, help from a friend.

Two forces in conflict face  
Head-head in single song pace  
'Til no more one can linger,  
Thus victor: the best singer.

Journey wide, from vale to town,  
Only singers to be found.  
Dragons, monsters, and fell hordes  
Yield loot, favor of the lords.

On this quest, most ordinaire,  
With dungeons and princes fair,  
The one exception is song  
That grows from hearts brave and strong.

Gather party, with snacks so hearty; bring no dice sacks here.  
Exclude no trope, hold not back brutal attack: for glad song'll  
Help ye cope, stay not long in fear, and drown all wrong with cheer.



## LOVE, FOUNDATIONAL

Love is the operant force of this world. You are a being of love.

List the people, causes, and things you love; assign to each 1–3 marks (hearts, stars, etc). These represent personal investment and motivations to act upon. There's no limit to how many at each level you can have. Start with a list with twelve marks total and twelve tokens.

A character acts out of love and love alone, diverse as it is. There are three action types: Support, Task, and Conflict.

Support increases the love of others and, in turn, refreshes spent tokens. Restore one token when increasing or adding to another

character's loves. The controlling player must always agree to this first. Restore two tokens by refreshing all tokens of another's character's existing, taxed love.

Tasks accomplish goals independent of other characters. The GM sets a difficulty between 2–4; the player stacks that number of tokens, effectively making them one token. A player can break down stacks by reconnecting with the subjects of their love.

Conflict attempts to lower someone else's love. Remove three tokens for every one marker reduced in another character. It's encouraged to build love in those you're in conflict with.



## DECEIVIEST

You are Outsiders. Each of you are unfamiliar with the world you want to be a part of, so you lie to hide what you are. You lie so much, in fact, you even lie to yourself. Your goal is to pass through a social grouping without getting found out.

The GM describes a setting (party, meeting, class) and the Outsider must navigate it like a real human. Each round the Outsider describes three things it wants to do (talk, take something, observe). The GM then describes one action the Outsider specifically did not do (listen attentively, display emotions, hide its grosser attributes) and the consequences of the forgotten action. The Outsider can only briefly respond.

A new step expands the second round on: At the end of the round, the GM describes one action from the previous round the Outsider lied to itself about: an action the Outsider thought it did, but only deceived itself into thinking happened. The GM describes the ramifications.

Play continues until one of three outcomes: the Outsider accomplishes its goal, the Outsider is exposed and ousted, or the Outsider escapes before either option. The easiest option — avoiding humans — is rarely the correct one.

