

THE DRAGON

Vs

The Gun



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The Dragon Vs *The Gun*

The Dragon Vs The Gun

Long -long ago and far-far away,
'Tween the lands of Man & of the Fae
This world's fate was timely won;
The almighty Dragon slain by the Gun

But Elsewhere now approaches that season.
Which will prevail, Myth or Reason?

The Dragon Vs **The Gun**

Introduction

This role-playing game concerns itself with one of the universal themes in mythology, literature and human thought.

The conflict between chaos and order.

In this case chaos relates to capricious magic and myth
- The Dragon.

Order is represented by science and cold hard reason - The Gun.

The game is set in Elsewhere, a fantasy realm where the fate of Elseworld is about to be determined.

Elseworld has always existed the same way, the creative nurturing force of Gaia balanced out by the magical might of The Dragon.

But now a new paradigm in Elseworld is coming to the fore, a new balance for nature based on order and rationality - The Gun.

The New Conflict

Reason leaves no room for magic and myth confounds rationality.

Only one can survive.

The Dragon

Vs

The Gun

And who does it fall upon to determine the fate of Elseworld?

Why you plucky players of course - through the conduit of your characters, naturally.

The Dragon Vs The Gun

Character Creation

Each of the participants, termed PLAYERS, shall be responsible for one or more individuals in the game world. These specifically created characters are known as player characters or PCs.

Each player may create up to four PCs, however any game cannot have more than a dozen player characters so bear this limit in mind. For the first game it's recommended that only experienced players create more than one PC, however it is crucial that there be more PCs than players initially.

Building a PC

The first step is a concept for your PC. Fortunately, Elseworld is a vast and nebulous place so pretty much anything goes here, although guns are relatively new so nothing beyond 16th Century technology.

Oh and you'll probably have to kill some of the other PCs at some point too so bear that in mind.

Ex. Bob wants to play a samurai character called Tatsui.

Character Points

Each PC is built from a pool of 40 Character Points (CPs).

Dial: CPs

If the group wishes they can use any mutually agreed upon amount for starting CPs

Primary Attributes

A PC is described by two primary attributes: BODY & MIND.

BODY relates to all physical characteristics of a character, and MIND pertains to everything else.

PCs begin with each attribute at 1, it costs 4 CPs to improve an attribute by a point and an attribute cannot exceed 6.

Ex. Bob assigns Tatsui a Body of 5 and a mind of 3, costing 24 CPs.

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Traits

TRAITS represent the individualistic qualities of each PC. TRAITS are available at three distinct levels: BROAD, NARROW and SPECIALIST.

Each trait can be either rank 1, representing a good grounding or rank 2, representing more accomplishment.

BROAD TRAITS cost 4 CPs per level, NARROW TRAITS cost 2 CPs per level and SPECIALIST TRAITS cost 1 CP per level.

Determining whether a TRAIT is BROAD, NARROW or SPECIALIST can be tricky, so it's advised that all players create their characters simultaneously and discuss TRAITS as a group.

As a rule of thumb, a BROAD TRAIT should be very versatile, and certainly have the potential to be used for both BODY and MIND based checks.

Conversely, a SPECIALIST TRAIT can only be used with either BODY or MIND and only for a few tasks. NARROW TRAITS lie somewhere in the middle, you'll figure it out. Overlap between TRAITS can be very

useful, unless they are at the same level.

Ex. Bob selects his TRAITS for Tatsui.

BROAD: Samurai 2

NARROW: Bushido 2

SPECIALIST: Katana 2

For a cost of 14 CPs

Aspects

CPs can be spent on ASPECTS of the Dragon or the Gun.

Indeed, each PC must purchase at least one ASPECT.

ASPECTS represent how an individual taps into the mighty power of the Dragon or the Gun.

A DRAGON ASPECT must be magical in nature, while a GUN ASPECT must be influenced by order and reason.

Ex. With his final 2 Ps, Bob chooses two ASPECTS for Tatsui.

DRAGON ASPECT: Flame

GUN ASPECT: Discipline

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Power Points

POWER POINTS (PPs) are vitally important to the game (and the fate of the world). It's a good idea to represent power points with two distinctive types of poker chips, playing cards or other counters.

Each player has a POOL of Power Points and each PC also has their own personal POOL.

POWER POINTS come in two distinct types:

DRAGON POINTS (DPS)

GUN POINTS (GPs)

In many ways, DPS and GPs function identically, however the biggest difference is that only one type of PP can be spent by a player or PC at any time.

Each player begins with a number of DPS & GPs equal to double the number of other players .

Ex. There are 3 other players in

Dial: PPs

If the group wishes they can use any mutually agreed upon amount for starting PPs

Bob's game so Bob begins with 6 DPS and 6 GPs.

Players can gift PPs from their POOL to *any* PC or player any time outside of a conflict. It's a good idea to ensure that each PC begins with at least a couple of points in their individual pool.

PCs can gift PPs to one another, but only through direct interaction. PCs cannot give PPs to players.

Spending Power Points

POWER POINTS are used in many different ways. Usually, POWER POINTS are spent for some effect, when this is the case the PPs go into the AUDIENCE POOL. Sometimes, PPs are paid directly to another player.

Common uses for PPs include: gaining extra dice or nudges to conflicts, altering the plot or avoiding damage.

Dynamic Power Points

Any time PPs are gifted or spent, this should be accompanied by narration emphasising The Dragon or The Gun as appropriate.

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Master Player (MP)

The AUDIENCE member with the highest PP POOL is the MASTER PLAYER, or the player with the highest POOL if no-one is in the AUDIENCE. Dice to resolve ties.

Play

Although the PCs may take a while to realise it,, they are pivotal to deciding the fate of the world.

The PCs are also unlikely to realise, at least at first, that scant few of them will survive this ordeal. Yet there's more at stake here than their lives, in fact whether or not they ever existed hangs in the balance.

The PCs find themselves drawn to Elsewhere. Here they must make alliances and destroy opponents if they are to win the final battle for the world.

And so it begins...

Scenes

The action unfolds over a number of scenes. In turn, each player is granted the ability to frame a SCENE which puts one of their PCs in the SPOTLIGHT.

When beginning a SPOTLIGHT SCENE, the player's POOL gains 1 DP & 1 GP

The player narrates the SCENE, what their PC is doing and at some point they can introduce a CONFLICT. CONFLICTS which do not directly involve another PC are called OPEN CONFLICTS. An OPEN CONFLICT can take any form of opposition to the PC.

PCs can only face one OPEN CONFLICT per SPOTLIGHT SCENE. Once the nature of the CONFLICT has been formalised then the SPOTLIGHT player determines the DIFFICULTY from 1-6. This is the number of SUCCESSES the PC requires to overcome the CONFLICT. Each other player can pay 1 PP to raise the difficulty by 1. An OPEN CONFLICT check is then made to determine success or failure.

Ex. Bob's in the spotlight, he narrates how Tatsui making his way to Elsewhere finds himself surrounded by many bandits. They demand money from the lone traveller. Tatsui reaches for his katana...Bob determines that this conflict will be difficulty 3

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Open Conflicts

To resolve a CONFLICT, determine whether the PC is using their BODY or MIND. This determines how many D12 the player will roll in the upcoming CONFLICT.

Then consider which of the PCs TRAITS apply to resolving the current CONFLICT. The only restriction on using TRAITS here is that no more than one TRAIT from each level (BROAD, NARROW or SPECIALIST) can be used.

Players are encouraged to be as ingenious as possible in getting their TRAITS into play and would do well to propose OPEN CONFLICTS that play to their strengths.

Each rank in appropriate TRAITS grants the player a NUDGE. A NUDGE can be spent to 'nudge' a die one face.

The player then rolls and nudges their dice. 12s are successes, everything else fails.

If the PC gains at least as many successes as the difficulty, then they succeed in the CONFLICT.

Success means that the PC has two options. They can gain a number of POWER POINTS equal to the difficulty (their choice of DPs/GPs). If they choose this option then the MASTER PLAYER (MP) narrates the outcome of the conflict, but should try and reflect the PPs gained.

Or a successful player can choose to narrate a short monologue of victory, which can contain up to D distinct facts, where D = difficulty of the conflict. Any other player may deny these facts by paying the successful PC 1 PP per fact negated.

Failure means that the MP narrates a monologue of defeat for the PC, and can include up to F distinct facts, where F = the margin of failure. The failing PC can deny these facts by spending 1 PP or losing 1 point from an attribute per fact negated.

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Ex. Tatsui is facing several bandits in an open conflict. The difficulty is 3. Tatsui is going to fight these thieves using his Body of 5. Fighting is what Tatsui does best and he can utilise his samurai 2, bushido 2 and katana 2 traits for a massive 6 nudges!

Bob rolls 5 dice scoring no 12s, but he's able to nudge 3 dice up to 12, phew Tatsui wins the conflict.

Bob elects to narrate the conflict himself and dazzles the rest of the group with Tatsui's swordplay. Stating that he decapitates the leader as one fact and the rest flee in terror as another fact. Bob's third fact is that the leader is carrying a priceless gold idol, but one of the other players veto's this fact and pays Tatsui a GP.

More on Scenes

Any player not currently controlling a PC during a SCENE is a member of the AUDIENCE by default. The MP is always drawn from the AUDIENCE if possible. However, the rest of the AUDIENCE are not passive observers during this game. Any AUDIENCE member can reward a PC with a POWER POINT from

the AUDIENCE POOL if they do or say something cool or entertaining. Note that AUDIENCE members can only reward PCs, not players.

Scene Sharing

Each player's first SPOTLIGHT SCENE is a solo scene, no other PCs are present as the PCs make their way to Elsewhere.

After this though other PCs may PETITION to join the SPOTLIGHT character in their SCENES.

At any point outside of a CONFLICT, an AUDIENCE member may PETITION for one of their PCs to join the scene. If the SPOTLIGHT player rejects this then the PETITIONING PC may offer a number of PPs to the SPOTLIGHT player as an incentive to join the scene. If the SPOTLIGHT player still wants to keep the PETITIONER out of the scene then he will have to pay the PETITIONER an equivalent number of PPs.

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In the Scene

Being in a scene with another PC has benefits and drawbacks. Firstly, any PCs scene sharing can exchange PPs freely, but should role-play any changes appropriately, perhaps by having their character discussing the relative merits or flaws of The Dragon or The Gun.

A supporting character can also aid a SPOTLIGHT character in their OPEN CONFLICT, if this is the case then the supporting character can roll for the CONFLICT, but only the SPOTLIGHT PC can gain PP or narrate facts with success. However, a failing helper can pay PPs to deny facts if need be.

However, the most important facet of scene sharing, pivotal to the entire game, is the potential for inter player conflict (or ATTACKS as we like to call them).

Attacks

Any PC may declare an ATTACK upon another PC (or PCS) any time during a scene outside of CONFLICT resolution.

First the type of the ATTACK is declared: VERBAL, PHYSICAL or LETHAL. Alongside the type of attack the PC's controller should describe the nature of the ATTACK. For example a VERBAL ATTACK may take the form of social ridicule or manipulation. Note an unprovoked PHYSICAL ATTACK is considered a serious faux pas.

Only PHYSICAL ATTACKS can reduce BODY and only LETHAL damage can kill PCs.

After the type of ATTACK is declared then the defender declares the nature of their DEFENCE. The type of DEFENCE must be capable of stopping the attack.

Now the appropriate STATS and TRAITS are determined, granting dice and NUDGES.

Before rolling, PCs have the ability to spend POWER POINTS on the roll by INVOKING THE DRAGON or DRAWING THE GUN.

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Invoking The Dragon

INVOKING THE DRAGON means a PC using one of their DRAGON ASPECTS - thus magic, in the current CONFLICT.

When INVOKING THE DRAGON a PC may spend (discard to AUDIENCE POOL) any number of DPs to gain an equal number of bonus NUDGES for the upcoming CONFLICT. In addition, a PC may gamble any number of DRAGON POINTS as distinctive D12s in his CONFLICT roll. Any DPs which are not 12's are lost to the AUDIENCE POOL, the successes return to the PCs POOL.

DRAGON ASPECTS can be INVOKED in a similar way for OPEN CONFLICTS too.

Drawing The Gun

DRAWING THE GUN means a PC using one of their GUN ASPECTS - thus reason, in the current CONFLICT.

When DRAWING THE GUN a PC may spend (discard to AUDIENCE POOL) any number of GUN POINTS to gain an equal number of bonus NUDGES for the upcoming CONFLICT. In

addition, a PC may gamble any number of GUN POINTS as distinctive D12s in his CONFLICT roll. Any GPs which are not 12's are lost to the AUDIENCE POOL, the successes return to the PCs POOL.

GUN ASPECTS can be DRAWN in a similar way for OPEN CONFLICTS too.

Resolving an Attack

Roll the bones and nude 'em up. Attacker and Defender total their successes.

ATTACKER WINS

The attacker can narrate a monologue of victory including a number of facts equal to the margin of victory. The defender can spend PPs or ATTRIBUTE points to deny facts as usual.

Alternately the attacker can grant narration to the MP and do damage directly to an ATTRIBUTE (which can be negated by spending PPs).

TIE

Ambiguous, the attacker can try again using the same method or he can cease.

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DEFENDER WINS

The defender stops the ATTACK from doing harm. If the defender chooses to RETALIATE as their RIGHT TO REPLY then he gains a number of bonus dice to his counterattack equal to the margin of victory.

Right to Reply

After an ATTACK has been resolved the defender always has the RIGHT TO REPLY. Note if an ATTACK is tied and the attacker elects to ATTACK again then the ATTACK is not yet resolved.

The defender has a RIGHT TO REPLY with one of five choices.

1. Cease hostilities
2. Exit
3. Challenge to a duel
4. Retaliate in kind
5. Escalate and retaliate

CEASE HOSTILITIES

Well, this one's pretty straightforward, the defender disengages from the conflict but remains in the scene. Of course the previous attacker may attack them again...

EXIT

Whether storming out

haughtily or crawling for dear life, this one's for escaping.

CHALLENGE

Demand satisfaction from your adversary. The law of Elsewhere is on your side! This is a potential answer to being damaged by a VERBAL attack. A challenged opponent must face you in battle or find a champion to do so. The challenger may also find a champion to represent them. The duel takes place during the challenger's next spotlight scene.

RETALIATE IN KIND

This means COUNTERATTACKING with the same ATTACK TYPE. For an ongoing conflict this is the standard response.

ESCALATE AND RETALIATE

This means upping the ATTACK TYPE and COUNTERATTACKING.

Outside of duels, making the first PHYSICAL ATTACK is a serious faux pas. A character who makes such a faux pas is at minus one NUDGE in all social situations against anyone who knows of the incident. This penalty is cumulative.

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Outside of duels, making the first LETHAL ATTACK is a serious crime. A character who commits such a crime is put on trial in their next SPOTLIGHT scene - if any witnesses of the crime survive. It has to be said though, the justice system of Elsewhere is bizarre! A trial is an OPEN CONFLICT of a social nature, but the defendant cannot win PP from it.

Duels

Duels are special events where the two DUELLISTS are effectively sealed off from all other players. Although any PCs can be present to watch a duel, Elsewhere prevents them from interfering - except that they now count as the AUDIENCE (it doesn't count as an appearance for these PC spectators).

A duel is a formalised combat which always grants each participant three REPLIES. It's customary to REPLY once with each ATTACK TYPE - but duellists may also escalate straight to LETHAL if they desire.

As such getting the first ATTACK is crucial as it effectively counts as a bonus. DUELLISTS bid for

the first ATTACK with PPs. These go to the AUDIENCE POOL if one of the DUELLISTS outbids the other. If the bid is tied, both retain their PPs and dice for the first ATTACK - oh the drama!

Character development

During a SPOTLIGHT SCENE a PC can opt to develop and increase their effectiveness, at a cost of PPs. If they choose to do this then they do not face an OPEN CONFLICT during the SCENE. Instead they may spend PPs as if they were CPs during character creation. The SPOTLIGHT player retains narration for the entire development sequence. This is also the only way ATTRIBUTE damage can be recovered.

Character Rotation

After a PC has been in a scene (spotlight or guesing) then they cannot be played again, until their player has played all their other PCs. It's recommended you assign picture cards to the PCs and place them face down after they've been in a scene to keep track of who is in play and who isn't.

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Banter

One thing that a narrator can never do is put words into other characters' mouths. Whatever else happens only a Player gets to decide what their PC says. (although anyone can make suggestions).

Players can also speak 'in character' (as their character) at any point during a scene in which their character is present, but they cannot introduce new elements through dialogue unless in the SPOTLIGHT. Characteristic and entertaining in character speech should be rewarded by the AUDIENCE.

Death

If a PC is drops to 0 BODY or 0 MIND from LETHAL damage then they die. The controlling player always gets to narrate their own PCs passing from Elsewhere to Nowhere. The player then continues to play his remaining PCs in the game. If a player has no PCs left then he becomes the AUDIENCE MASTER.

Audience Master

The AUDIENCE MASTER AM always counts as the MASTER

PLAYER. In addition all AMs gain 2 PPs instead of each SPOTLIGHT player at the start of each SCENE. The AUDIENCE MASTER can be given a PC by another player at any time and return to being a player. An AM may refuse a gifted PC, unless it is the last PC available, in which case it must be accepted and ENDGAME triggered. An AM can also buy a PC off a player with multiple PCs remaining. This is known as inheritance tax.

Endgame

Play continues as a succession of SPOTLIGHT SCENES until the deaths start to pile up.

When the number of PCs remaining is equal to the number of players then ENDGAME is triggered.

The next scene is THE PRELUDE TO THE END, then a final round of SPOTLIGHT SCENES, in which no ATTACKS can be made, then the game concludes with THE LAST BATTLE that decides the fate of Elseworld - The Dragon or The Gun.

The Dragon vs **The Gun**

Prelude to the End

In this climactic scene, the avatars of the Gun and of The Dragon appear to the remaining PCs.

What this looks like is up to the group, I'd recommend a different player narrating each avatar.

For me I see the great Dragon Tiamat going up against a blind gunsmith.

The avatars appear and instruct the PCs to choose their destiny The Dragon or The Gun.

Then we have the final spotlight scenes, no attacks but no other restrictions.

The Last Battle

Then all PCs are assembled in the duelling arena (whatever form that takes).

Each player conceals a token showing their allegiance. All players reveal their tokens simultaneously whilst roaring their approval

"I Choose The Dragon! "

'Trust in The Gun!'

As a player declares their allegiance they must discard all the opposing PPs. From this point on each player can only use GPs or DPs.

Then battle lines are drawn and the fight to the bitter end begins.

There can be no cease of hostilities.

There can be no exit nor quarter.

This is a duel to the death.

When only one faction remains represented by PCs then Elsewhere's fate is sealed.

The losing avatar is rent asunder. The winning players spin the tale of the fate of Elsewhere.

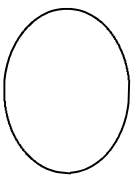
The Mighty Dragon smashed The Gun's black tyranny.

OR

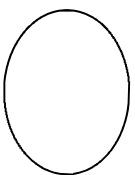
The blade of reason slicing through the darkness of myth.

The Dragon vs The Gun

Body



Mind



Traits

Broad

Narrow

Specialist

Aspects

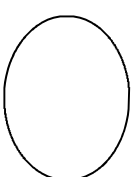
Power Points

Dragon

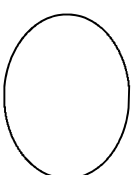
Gun

The Dragon vs The Gun

Body



Mind



Traits

Broad

Narrow

Specialist

Aspects

Power Points

Dragon

Gun

The Dragon Vs **The Gun**

Disclaimer

Another 24hr rpg extravaganza
I wasn't going to enter The Ronnies this time,
<http://www.indie-rpgs.com/forum/index.php?topic=17520.0>
But like so many others, this idea came to me and I just couldn't
let it go. It's a bit rough but you can get the general idea.

Well first I thought of the Chinese dragon going up against the
guns of the British. But Feng Shui already did that one, and two
consecutive Boxer games would be incestuous....

It's intended to be a coherent Nar-Gam-Sim hybrid.

Plus this provides me with an incentive to finally write up my
G.O.N.A.D.S (Generic Omniversal Nudge Activated Dice System)
And its time to save the D12.

And I don't want to bugger about with Contenders too much
until I've actually played the game.

And it's my birthday so I'll write if I want to.

If you enjoyed this game be sure to check out
www.princeofdarknessgames.com

For downloads, updates and other fun products!

Any thoughts, questions or comments?

shadowofpod@hotmail.com

Peas y'all

Happy Gaming

- JoE

The Dragon vs **The Gun**

I Spy rpg influences how did you do?

- Prime Time Adventures (2 points)
- Dogs in the Vineyard (1 point)
- The Pool (3 points)
- Donjon (2 points)
- Mage (or anything WW frankly) (2 points)
- Octane (2 points)
- Swansong (3 points)
- Munch-Mausen Tales (5 points)
- My Life with Master (1 point)
- PDQ system (2 points)
- Sorcerer (1 point)

Save The D12!

The campaign starts here.

Pushed out by the big boys,
viciously associated with barbaric types.

The tyranny has gone on too long.

Take direct action now.



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