

A Strange Charm

Chris Sakkas

The Lives and Loves of a Master of Space and Time

A Creative Commons pen-and-paper role-playing game written in 24 hours

Written in 2010. This is the first release.

Email the creator at <sanglorian@gmail.com>

Mechanics inspired by **Vincent Baker's** *Otherkind*

The font **Gentium** is used extensively

Layout done in **OpenOffice.org** Writer

Cover designed in **GIMP** 2.6

Cover based on a photo by **Sir Merves [dose]**

<www.flickr.com/photos/14150482@N02/2544902240/>

Heart graphic scanned by **Liam's Pictures From Old Books**

<<http://fromoldbooks.org/Ray-Proverbs/pages/025-detail-heart/>>

This work is licensed under the **Creative Commons Attribution** 2.5 Australia License. To view a copy of this license, visit <creativecommons.org/licenses/by/2.5/au/> or send a letter to Creative Commons, 171 Second Street, Suite 300, San Francisco, California, 94105, USA.

Introduction

What is this game?

I wrote this game in 24 hours, which explains why it's rough around the edges. While watching a well-known British science fiction TV show I realised that, unlike many other famous works, this show had inspired no books, TV shows or movies that I could name.

So I wrote an RPG as a homage by that show.

What is this game?

This game is about a non-human but all-too-human time traveller, his allies and friends, his enemies and his dying people. It is about that certain special spark which shines in the eye of a Trojan horseman, a Berliner silversmith and an engineer on Mars Base 1. That certain indefinable quality of 'humanness'.

In this game, you play out the myths and legends of humankind from the explosive birth of the universe to its chill passing. The victory of peace over war, progress over stagnation and hope over despair occurs in a thousand different moments in a thousand different places, on Earth or in the cosmos, with aliens or humans.

The story of this strange alien is the story of humanity.

What is this game?

In this game, you and your friends craft a story around a mysterious Traveller known as the Scholar. You will do this by taking on the role of certain forces in the story, rather than certain characters. For example, one of you will play Defeat – it is your job to introduce strife, threat, turmoil and conflict. You may do this by playing a particular character (perhaps the Scholar's old foe, Caspian Drax) or several characters (perhaps the Myrmidon Host of Swuz Tahl), or simply introducing problems and dangers (perhaps an avalanche or a wounded and enraged animal).

When a character attempts something risky, you will roll dice. By distributing these dice, you decide if the Traveller or his friends suffer harm and whether or not they achieve their goal. It is possible to succeed but at great cost or fail without ramifications.

You'll also use cards to figure out who's playing what characters, and to change the results of the dice based on the Scholar's quirks.

The Nature of Space and Time

These are crib notes to introduce you quickly to the setting and its premises. Feel free to change them, ignore them, adapt them or use them depending on what you and your fellow players want. As you play, they may change or you may learn more. If you find yourself bogged down in details, you're not playing right.



The Travellers are a lonely and dying race, avoiding their own people or clustering in small and secretive groups. Some are filled with purpose, travelling across the stars and through the hourglass accruing power, righting wrongs or delicately shaping history. They hide their names, taking on cryptic monikers like the Professor or the Chancellor. Some befriend people of other species who accompany the Traveller as he or she sifts through billions of years and millions of lightyears.

Travellers are blessed with long lives. When they are killed or finally succumb to old age, they undergo the Renewal. They return in a new body and with changes – sometimes radical – to their personality. Despite this, they keep their memories, history and purpose.

There is a limit to this immortality. As a Traveller approaches his or her ninth Renewal, he becomes more powerful but more eccentric and undisciplined. Strange temporal side effects accompany the Traveller and new dangers present themselves.

When a Traveller in his tenth form dies, he is dead forever.

The Planet Earth

- Is very similar to our real-life world, or at least appears that way
- Has been visited many times in the past by extraterrestrial and supernatural forces
- Is known to the Travellers
- Is home to an extraordinary species

The Travellers

- Are a mysterious alien people whose superscience allows them to travel through time
- Are a dying and weakened race pursued throughout space and time by their numerous enemies
- Are capable of strange physical and mental feats humans are not capable of
- Are bound by oaths not to interfere with the natural flow of time, though many break these oaths
- Keep their names secret, preferring to go by title or nickname
- Are capable of returning to life with a new body and somewhat new personality upon death ('the Renewal')

- Can only Renew nine times, and become increasingly powerful but damaged as they approach this limit
- Are afraid of their own past and their own history, and so they meddle with others
- Resemble humans, and this is for good reason
- Often carry Wands, which allow them to manipulate machinery, create sonic and light waves and hijack computer systems
- Often possess Boxes, which are objects that allow them to travel through space and time. Boxes are often disguised to look like mundane objects and are sometimes bigger on the inside than the outside

Time

- Is elastic and inexplicable
- Is difficult to travel through. It's sheer luck that lands you in a particular time or place
- Is self-correcting. Paradoxes are shunted into parallel universes, twisted around or simply ignored.
- Is protective. If you appear in a time and place, it quarantines that time and place until you leave; stopping you from moving back a few years and fixing all your problems

The Scholar

- Is the Traveller you are assumed to start with
- Still has many years to live, having just died for the fourth time
- Is peculiar and dynamic, charming but afraid of commitment, handsome and noble. He lies with undisguised glee, but only when necessary
- Half-human, with the faults and foibles that entails
- Is exiled – perhaps of his own choosing – from the sacred homeland of the Travellers
- Takes on Companions; humans, robots or aliens who accompany him

Starting Out

The First Game: This game grows and develops as you play it, with characters dying, being Renewed, revealing Secrets and gaining new ones, and so on. What follows is a guide on how to play a standard starting game. Once you get used to the rules and the premise, feel free to pick a different Traveller, play without Travellers, play with several Travellers and to add new cards or change old ones.

Wrong-ways and Right-ways: In this game, cards have a different meaning if they are the normal way up or if they have been rotated 180 degrees. The terms used are 'wrong-ways' (rotated) and 'right-ways' (not rotated) because 'upside down' and 'facing up' make it sound as if the card has been turned over to show its back.

Stories and Scenes: Usually, one story plays out over one game session. A story might run short or go for multiple sessions, but in any case must have a beginning, middle and end where things are – for good or ill – resolved. Unless you get bored or frustrated in your Role, you'll keep your Role for the entire story.

A story is made up of many scenes. While over a story you might control many characters, in a scene you will only control one character or group of characters (while the Scholar is a character, the Myrmidons are a group of characters).

Roles

You will need a token or card of some sort to represent each of the four Roles. If there are more than four players, invent some new Roles or double up on old ones. If there are less than four players, take one for each player in this order:

- **Victory:** Victory controls the protagonist. Usually, but not always, this means controlling the Scholar. Victory's character is a hero and the focus of the action. Victory hopes to be victorious over Defeat.
- **Defeat:** Defeat exists to foil and endanger Victory's character(s) and controls the antagonist. Usually, but not always, this means controlling whatever threat faces the Scholar this story. In some scenes, Victory may face a danger unrelated to the story's main threat – in that case, you control the pressing danger not the main threat for this scene.
- **Love:** Love controls friends and allies of Victory's character (not necessarily someone who is fond of Victory's character, although they usually are). Usually, but not always, this means controlling the Scholar's current Companion. Love tries to aid Victory's character, though Love's characters may endanger or threaten Victory's character by accident.
- **Shadow:** Shadow controls unknown quantities – that which might be convinced to aid or attack Victory's character. Sometimes, the plot of the story is about resolving whether these mysterious figures are friends or foes.

The players should negotiate between themselves as to who plays which Roles. If there's a disagreement, flip a coin to see who gets what.

Every player but Victory can then choose one of the Power cards (The Box, The Wand or Humankind).

Arcanas

Arcanas are cards that represent different characters and groups of characters in the cosmos. They may or may not show up in the story depending on the choices made by players. Arcanas are ranked in importance based on how many Secrets they have – the Scholar usually has the most, since he starts with five Secrets.

Arcanas can be displayed any way you like, but place them wrong-ways until they show up in the story. Then place them right-ways in the same place or in front of whoever is controlling them.

By all means use the Arcana included here or invent your own. Each comes with one to five Secrets, which are parts of their nature that influence how they act, think and feel. For example, the Scholar has (at least at the beginning): 'The Last of My People', 'Half-Human', 'I Should Not Meddle', 'My Companions Lose Themselves' and 'I am an Enigma Even to Myself'.

At the start of play, each player chooses one Arcana and turns it right-ways. This Arcana is bound to show up in the story at some point.

Starting Secrets

The players talk about what plot they expect based on these Arcanas, where they'd like the story to begin, where they'd like the story to go and so on. They can even provide foreshadowing – the manic laugh of a man thought dead, the shadow of a winged beast on a crowd or the tears of a mother.

Each player then writes a Secret on a piece of paper and hides it from the others. While most Secrets are known to the players (if not the characters), these Secrets are hidden until they are first used. If you can't think of a Secret, keep a blank piece of paper in front of you and write it down when it comes to you. An example Secret for the Scholar could be: 'I know the people on this spaceship are doomed'.

The First Scene

Defeat usually frames the first scene, because it is the nefarious plot of one of his or her characters that the Scholar must check. This involves describing who is present (picking out a number of Arcanas between one and the number of players) and where the action is taking place. Love then distributes the Arcanas between the players as seems appropriate. Shadow may then swap any one player's Arcana with any other player's Arcana.

No player may ever have more than one Arcana. If there are two seemingly villainous characters or groups in play, then one must go to Shadow – there is always a chance of betrayal. If there are two seemingly heroic characters or groups in play, then one must go to Love. That said, sometimes what seems like two characters or groups is actually a single group

- the dread Myrmidon-Azraels Army is a single group even though both the Myrmidons and the Azraels are groups in their own right.

This happens each scene, though only in the first scene is Defeat the one who frames by default.

The players then describe the actions, dialogue and experiences of the characters as the scene plays out. When someone takes a risk, the dice come out.

Rolling the Dice ('Risk')

Victory and Defeat are usually proactive, so they are more likely to roll dice (they often take action). Love and Shadow are usually reactive, so they are less likely to roll dice (they often respond to or are threatened by actions).

Risks are so called because someone takes action that may succeed or fail and may result in danger to either the risk-taker or his or her friends and allies. If there is danger but no action, then people should act to escape or end the danger. If there is action but no danger, simply decide if the action is successful based on what seems reasonable.

When Victory rolls, he or she usually rolls four dice (called 'normal dice' to distinguish them from Secret dice). That's because those dice will be distributed as he or she wishes between four different Consequences.

- **Goal:** The goal is what you hope your character achieves when you roll. A result of 1 means he or she fails miserably, 2 or 3 means he or she fails, 4 or 5 means he or she succeeds and 6 means he or she has extraordinary success.
- **Safety:** The safety is whether your character suffers from some kind of danger. A result of 1 means he or she suffers terribly, 2 or 3 means he or she suffers, 4 or 5 means he or she is safe and 6 means he or she is untouched.
- **Defence:** The defence is whether Love's character or group of characters suffer from some kind of danger. A result of 1 means he, she or they suffer terribly, 2 or 3 means he, she or they suffer, 4 or 5 means he, she or they are safe and 6 means he, she or they are untouched.
- **Momentum:** The momentum is whether you still dominate the scene. A result of 1 means you lose momentum and your foe (Defeat for Victory or Love; Victory for Defeat or Shadow) can immediately frame a new scene. A result of 2 or 3 means you lose momentum and your foe can take the next action in this scene. A result of 4 or 5 means you keep momentum and can take the next action in this scene. A result of 6 means you increase momentum and can immediately frame a new scene. Without 1s or 6s in momentum, a new scene can only be framed when it seems natural to do so. If you don't take advantage of momentum to take the next action, anyone can take the next action.

Defeat cares not for defending Love, and so only rolls for goal, safety and momentum.

Whenever Love has no character or group in the scene, bystanders need defending. If there are no bystanders, then Victory also only rolls three dice.

If Love rolls, safety applies to his or her characters and groups and defence to Victory's characters and groups.

What is Suffering?

Low results on safety and defence cause suffering or terrible suffering. Suffering is momentary disadvantage – to be trapped, handcuffed, confused, besotted, wounded, lost, alone, hungry, feverish, hallucinating, and so on. Terrible suffering is long-term or permanent disadvantage – to be scarred, maimed, traumatised, forgotten by all, killed, maddened, and so on.

Suffering cannot give or remove Secrets, but terrible suffering can. So can an extraordinary success (in a goal) or being untouched (in safety or defence). Do not change Secrets every time you get the chance to – do so warily and for a reason.

The Scholar's Renewal should take place at a dramatic and appropriate time. Suffering and terrible suffering cannot kill the Scholar or force him or her to Renew. The exception to this rule is when all players at the table agree that the Scholar's time has come. Then, Victory and Love must fight to keep the Scholar alive and doing good while Defeat and perhaps Shadow fight to kill the Scholar.

Secrets

The only difference between (most) characters and groups is the nature of their Secrets. What their history is, what their hopes are, what parts of themselves they have hidden, what they plan, what they dream about; this is what matters.

There are no statistics for your hobbies, your skills, your talents, your gadgets. That's because in the source material, those things don't really matter. They add colour and spice and are used to explain success after the fact ('I'm a champion gymnast – didn't you know?'), but success or failure has more to do with what suits the narrative than what the characters are capable of.

So how to use a Secret?

Touching on a Secret: When a Secret is applicable to a risk, you may roll an extra die – a Secret die. Since you now have more dice than there are Consequences, you must discard one and distribute the rest. You can never discard a Secret die (so if you roll 6, 6, 6, 6 on your normal dice and 1 on your Secret die, you must discard one of the 6s).

You can roll more than one Secret die in a risk if more than one Secret is applicable.

Revealing a Secret: Most Secrets are hidden from the characters but known by the players. For one character to reveal a Secret to other characters is a major event – either traumatic or cathartic. A player whose character reveals a Secret can:

- Reroll all normal dice on a risk
- Swap which results are placed on which Consequences in another person's risk
- Reroll a Secret die

In the game, this represents a dramatic revelation that changes everything.

For example, the mad billionaire Simon Pal (Defeat) has readied his laser and is about to destroy the Scholar and his Companion, Iris (Goal 6, Safety 6, Momentum 2). 'Wait,' Iris yells. 'Mister Pal ... you are the father of my child'. The revelation of this Secret allows Iris's player (Love) to change Pal's Consequences. She decides he knocks the laser aside with his own body,

setting the result as Goal 2, Safety 6 and Momentum 6. They are saved, but now Pal has momentum and he's approaching the Scholar with a dark look on his face and a gun in his hand!

When a scene where a Secret is revealed ends, the character whose Secret was revealed must change to a different player. For example, the old foe moves from Defeat to Shadow or the jilted woman goes from Love to Defeat. This change only needs last for one scene (or even less, if something changes in that scene).

Losing a Secret: When a character's Secret has been drawn upon, explored and challenged during the course of play, it is time for the Secret to be lost – something that can be done positively or negatively. For the rest of the game, when the character is involved in a risk, the results are never rolled. Instead, they are assumed to be 6, 6, 1, 1. If the Secret was resolved positively, the player controlling the character can distribute those results. If the Secret was resolved negatively, another player distributes the results.

For example, the Secret 'I Love Iris' could be resolved by Iris reciprocating that affection (positive) or by the character seeing Iris married off to someone else (negative). The character doesn't have to lose the Secret if either of those things happen, but the player can choose for that to happen if it seems appropriate.

Quirks

Any player can take advantage of the Scholar's personality to change the results of the dice (even if someone else is controlling the Scholar). They do this by swapping one of the normal dice (never a Secret die) for the top card of the Quirk pile.

The closer a Traveller moves to his or her doom, the more powerful and threatened he becomes. Quirk cards can be a potent weapon for or against a Traveller who has Renewed many times.

There are four suits of Quirk cards, named after the Scholar's four greatest virtues and four greatest vices. They are Strangeness/Mundaneness (represented with screwdrivers), Charm/Death (represented with hearts), Truthfulness/Lying (represented with question marks) and Beauty/Hate (represented with stars). The number of Renewals the Scholar has undergone determines the number of cards you take from each suit – you take the Ace, and then numbers up to the Scholar's Renewal score.

For example, the Scholar on his first incarnation would take only the Aces of each suit, as would the Scholar on his second incarnation (since he's only been Renewed once). The default Scholar, on his fifth Renewal, would take the Aces and 2s, 3s, 4s and 5s.

Shuffle all these cards together, turning some wrong-ways randomly as you go. When right-ways, they represent the Scholar's virtues; wrong-ways, they represent his vices. While Victory and Love can take advantage of the Scholar's virtues, Shadow and Defeat can take advantage of the Scholar's vices.

Reveal the top card of the pile. If it is right-ways, Love or Victory can swap a die assigned to a Consequence for that card. The player doing the swapping does not need to have initiated or participated in that risk, but the Scholar must have been involved in one way or another. The player making the swap narrates how that virtue of the Scholar's changed the result.

If the card is wrong-ways, Defeat or Shadow can swap a die assigned to Consequence for that card. Again, the Scholar must be involved and the player must narrate how the Scholar's vice changed the result. Keep in mind that Shadows are unknown quantities – they may have the Scholar's best interests at heart. Maybe the Scholar should draw upon his darker nature sometimes.

7s, 8s, 9s and 10s count as 6s when traded for dice.

Aces can be high (6) or low (1) as the user wishes.

Quirk	Right-ways Nature	Wrong-ways Nature
Strangeness/Mundaneness	When the Traveller acts eccentrically, innovates or uses abilities unique to Travellers.	When the Traveller acts predictably or blandly or when he hesitates; when the Traveller acts like a human.
Charm/Death	When the Traveller brings joy, love and happiness; when the Traveller protects and nurtures.	When the Traveller brings tears, sacrifice or sadness; when the Traveller leaves or abandons.
Truthfulness/Lying	When the Traveller tells the truth, is honest, shares information.	When the Traveller lies, deceives or hides.
Beauty/Hate	When the Traveller acts nobly, morally; when the Traveller creates something lasting or beautiful.	When the Traveller acts vengefully, mercilessly, expediently; when the Traveller destroys something lasting or beautiful.

Power Cards

As well as Arcanas, you can hold Power cards (unless you're Victory, who must pass any Power cards he or she has or receives to the player on the left). You can only hold one Power card at a time – if you receive a second you choose which to pass to the person on your left.

- **The Wand:** Most Travellers carry a gadget, shaped roughly like a wand, which allows them to hack into vaults, create sonic pulses and the like. If you hold the Wand and don't believe that the current risk is appropriate to the theme, is too easy, should not have arisen or the like, then you can say the Traveller uses his or her wand and pass the Wand card to the player on your left (skipping Victory). If that player accepts it, then the risk is skipped. If that player passes it to the person on their left, then the risk goes ahead.
- **The Box:** Most Travellers move through space and time in a vehicle, device or room of some kind. If you hold the Box, you dictate where the next scene takes place but must then pass it to the player on your left (again skipping Victory).
- **Humankind:** Humankind is extraordinary, special and complicated. If you hold the Humankind card, you can temporarily change the rules of the game by passing it to the person on your left. If that player accepts the change, he or she keeps the card. If that player passes it to the person on their left, the change does not occur. What are some example changes? A Traveller can undergo a tenth Renewal. A Secret die can be discarded. A wrong-ways Quirk card is turned right-ways. A planet thought destroyed still exists. One player can control more than one character. Whatever you like.

The Cards

Feel free to adapt, add or change these cards, particularly in play when Secrets are lost and gained and new enemies and friends emerge.

Arcanas

If you have a deck of Tarot cards available, you can use that to represent the Arcanas and the Power cards.

Arcanas	Tarot	Description	Secrets
The Tempered Army	Temperance	An elite mercenary band who have honed their skills with years of training among the great martial artists of the past thousand years.	'Thousand-Year-Old Steel'
Azraels	Death	The plague doctors of a distant planet, overcome. They still wear the beaked masks that did nothing to save them.	'The Plague On Our Breath', 'The Fate of Our Planet'
The Agency	Justice	The European Union's secret taskforce that carries the mandate of identifying, pursuing and eliminating alien threats.	'Alien Tech', 'We Don't Work for the EU'
Myrmidon Host	Judgement	A robotic army, seemingly without a creator, whose sole purpose is the destruction of life as we know it.	'The Genesis Code Can Be Hacked', 'Children Will Build a Giant Cyborg'
Iris Hawkins	The Sun	An Australian law student taking a gap year to see the world; independent, sassy and running from something.	'I Fear the Gentleman in Red', 'The Law Must be Kept'
Jonas Richards	The Moon	A small businessman whose wife left him after he devoted too much time to his shop, an antique store specialising in pseudo-scientific curios.	'I Keep the Best Antiques', 'I Don't Always Buy from the Right People'
Gwyneth Jenkins	The Star	A singer-songwriter recently cast out of her band after they were signed onto an American record label. Now living with her parents and pet cat.	'The Music Comes from Outside of Me'
The Sentinel	The Tower	A Traveller of peculiar means and powers, who observes and sometimes defies other Travellers but otherwise keeps to herself. She willed herself out of existence to avoid inglorious death.	'The Nightgown of the Sullen Moon', 'I Hold the Watchtower'; Renewals: Unknown.
Lindsay Grange	The Lovers	A secretary to a minister; she sometimes receives strange flashes of different times and places but she is always present	'I Never Knew My Father', 'The Minister is Breaking the Law'
The Hierophant	The Hierophant	The current leader of the Travellers, whose fanatic worship of a static and perfect time leads his followers to meddle only to push towards a 'perfect' utopia.	'I Am a Fraud!'; Renewals: 8
Prime Minister Jankovic	The Emperor	The British Prime Minister, a small and quivering man whose brief encounter with aliens filled him with loathing.	'I Am Frightened of the Beyond', 'I Long for the Beyond'
President Moore	The Empress	The European Union's highest authority, an ambitious woman who wants to see Europe reclaim its old empires.	'My Daughter Must Be Cured', 'I See the Coming Storm'
Ixichal Swarm	The High Priestess	Insects of all shapes and sizes whose primitive hive mind unites them in searching for the only ones that can bear more Ixichal – certain female humans.	'The Mother of All Nests is About to Hatch', 'Ixichal Alchemy'
The Scholar	The Magician	An exiled Traveller who refuses to play by their rules; with the decline of the Travellers he may hold the key to their survival	'The Last of My People', 'Half-Human', 'I Should Not Meddle', 'My Companions Lose Themselves', 'I am an Enigma Even to Myself!'; Renewals: 4
The Saviour	The Fool	The Saviour is reputed – at least by the Hierophant – to be the greatest hero of the Travellers Renewed. She is but eight.	'There is One Time I Cannot Go!'; Renewals: 0
Children of Chronos	The Wheel of Fortune	A rag-tag group of time travellers who have mixed their human blood with that of the Travellers. They hope the best of both races can triumph where the Travellers failed.	'My Mind is a Cosmos', 'Innate Command of Space and Time'

Quirk Cards

Each suit is represented by a different symbol:

Suit	Right-Ways	Wrong-Ways
Strangeness/Mundaneness	Wand	Screwdriver
Charm/Death	Heart	Broken heart
Truth/Lying	Exclamation mark	Question mark
Beauty/Hate	Star	Fire

There are ten cards in each of the four suits: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10.

Power Cards

A Wand. This must not be confused with the Ace of Strangeness (which is a wand crossed with a screwdriver).

A Box.

Humankind.

If you are using a Tarot deck for the Arcanas, use the World for Humankind, the Chariot for the Box and Strength for the Wand.

Suggestions

Possible Names for Companions

George Wells

Simon Pal

Dr. Moses Nebogipfel

Alexander Tolliver

Robert James Wildman

Bruce Clarke Dane

Adam Pensley

Theophilus Hartdegen

Possible Names for Travellers

The Professor

The Judge

The Counsel

The Captain

The Sergeant

The Constable

The Inspector

The Senator

The Engineer

The Reverend

The Count

The Magister

The Advocate

The Docent

The Burgher

The Chancellor

The Cardinal

Possible Boxes for Travellers

Car

Office

Treehouse

Telephone Box

Throne

Circle Marked on the Ground

Coffin

Possible Wands for Travellers

Wand

Knife

Staff

Sword

Key

Scarf

Possible Places to Visit

The inhabitants of a planet circling a dying star

London during the Great Fire

The centre of a hive of Ixichal

Rome during the Year of the Four Emperors

A city covering an entire planet

Hiroshima, First of August 1945

An up-market shopping mall in a satellite, abandoned and off-course

The Library of Alexandria

A factory of battle robots, locked from the outside as the robots run amok

The Bermuda Triangle

Loose Ends

About 1KM1KT

'one thousand monkeys at one thousand typewriters', better known as 1KM1KT, is a website that hosts free games in their hundreds. It comes with forums, occasional competitions and a blog by free game advocate Rob Lang.

Website: <www.1km1kt.net>

About 24 Hour RPG

24 Hour RPG is a test a game designer can pose him or herself, to write a complete and playable game in a mere 24 hours (including sleeping, eating and all the rest). It has been a source of dozens of games – many of them innovative and fun.

Website: <www.24hourrpg.com>

About Open RPGs

Just as software, music and even ebooks have been released under open licences, so too have role-playing games. Open games can be distributed, rewritten and adapted by you without having to ask permission or pay royalties. You can share your creations with the world without worrying about cease-and-desist letters or lawsuits.

Website: <www.yearoflivingfree.wikidot.com>