

Artifacts and Ambitions

A game about sentient sceming objects and the mortals that will feed them their soul in exchange for a taste of magical power.



A 24h RPG for the
harder than granite competition

So, what's this about magic?

Almost nobody knows, but magic is real. Well, kinda. See, there's these artifacts, they have all sorts of powers. Those objects are impossible to destroy, no matter what you try.

Now, they say you can get them to share their powers with you, but they usually ask for something in return. Not gold or blood, but your very self, so don't overdo it.

Another danger about these gizmos is, the government also wants them. If you go prancing around willy-nilly with your magic, the men in black will come and take you and your magic item to some undisclosed warehouse and put you away. Forever. Or until you starve, whatever.

Now, are you sure you want to purchase that pendant?

Awake at last!

That mortal just activated you and awoke you from deep rest. He wants your might for his own selfish goals and he seems desperate. Those are the most eager to give up their delectable sustaining essence, the qualities that make them human.

You must convince him to give you his power, as yours is ever fleeting. The bond between artifact and holder is special, the two can never lie to each other or break their word. This comes in handy when making bargains for power. Try bartering with yes/no questions about his qualities or wagering whether you can guess them.

Remember your powers cannot ever affect other artifacts or their holders. Do not anger your holder lest he leave you by the wayside to starve.

Rules

In this game, every player plays the role of a human as well as a powerful artifact, in particular the artifact held by the human of the player to their left.

You'll arrange for your held artifact to use its powers for you, or to even give you command over that power.

The term 'holder' is meant literally. If a different human touches the object, they can contact the artifact and arrange for power use.

The seating arrangements at the beginning of the game only determine who initially holds which artifact.

There are some important details about how artifacts work. They can only sense the world through their holder and communicate with their holder and use powers when in direct physical contact with their holder.

Else they are inert objects that obey all conventional laws of physics except for being indestructable.

Any kind of mutually agreed upon oral contract between an artifact and its holder is binding and cannot be broken on purpose.

Artifacts have an interest to get their holders to trade their qualities quickly, as they lose a power every once in a while. If they have none left, they starve and become inert until awoken again. All their powers cease to work when this happens, even the ones given away.

Typically all characters succeed at actions they attempt within reason by the GM. If there is any doubt about who acts first in any situation, the first player to slam their fist upon the table and demand his action goes first gets to act a split-second before the others.

Setting up a game

Every player fills out the human side of their character sheet. Note that there are guidelines and examples in the center of the booklet.

Then the GM shuffles the sheets around so that nobody has their original sheet. Then, every player fills out the artifact section of the sheet and passes it back to the original owner. No peeking at the human part!

The GM sets up the first scene, and the player characters introduce themselves and their artefacts. Then players describe the actions of their characters as in other role playing games.

Running a game

When GMing, you need to come up with the rest of the world that the player characters inhabit.

You want to get the PCs to interact with each other, so make sure the characters are in the same general area. Try to make their ambitions interconnect and conflict.

Your job is to make their quest for their ambition hard and arduous.

If they make too much of a ruckus with their powers, sic some men in black, like special agent Petra Keeton on their tails. They generally also hold and use artefacts.

The game ends when every human character has either achieved his goal or failed spectacularly. Talk about what you thought were cool things that happened.

Ambitions and Artifacts

A game about people in high-pressure situations that face almost impossible challenges, and the tools that help them achieve their goals.

