

SHEEP

You're a sheep. You like to spend your days eating grass and resting in the shade. However, there's been a rumor spreading through the herd. Something out there bent on taking you all out one by one, manipulating the steps you take, and tainting the grass you nibble on. The evidence is all there...or is it?

Set Up

This is a game of speaking things into existence. Anything said is now true, at least from a certain perspective.

You'll need 1 10-sided dice per player (1d10), 1 20-sided die (1d20), paper and pencils.

Every player silently chooses a number between 5 and 15. This represents your beliefs. The closer your number is to the herd's conviction or another player's beliefs, the more your beliefs are perceived to be aligned with theirs' and the easier it is to sway them.



To Be a Sheep

You are all important sheep in your herd. Have each player make a statement on the kind of sheep they are. What's your role in the herd? What do you want?

Define the Conspiracy

Answer the following questions about the conspiracy theory as a group:

- What is it?
- Who started it?
- Who's profiting off it?
- Who believes/disbelieves it?
- What proves/disproves it?

Based on your answers, use the d20 to set the herd's conviction to a number between 5 and 15. The higher the number, the more sheep that believe in the conspiracy.

Contending with the Conspiracy

From oldest to youngest, take turns doing one of the following:

- Self-Reflecting
- Conversing with a Fellow Sheep
- Orating to the Herd

The game ends when the herd's conviction reaches 1 or 20. At that point, describe how the conspiracy has changed the herd. Whoever took the final turn starts this discussion.

Self-Reflecting

Narrate your inner machinations aloud. +1 or -1 to your belief.

Conversing with a Fellow Sheep

Engage another player in a conversation about the conspiracy. Then both roll a d10. Whoever rolls lower moves their belief one towards the belief of the other player. If both beliefs are the same, whoever rolled higher moves both players' belief one in the same direction. If both rolls are the same, each player moves their own belief one away from each other.

Orating to the Herd

Make a speech to the herd using whatever persuasion tactics available. Everyone else acts as your audience. Roll 1d10. You succeed if you roll above the difference between your conviction and the herd's conviction. Any other players persuaded by your speech must add 1d10 to your roll.

If you intended to quiet the conspiracy, -1 from the herd's conviction on a success, and +1 on a failure.

If you intended to spread the conspiracy, +2 to the herd's conviction on a success, and do nothing on a failure.