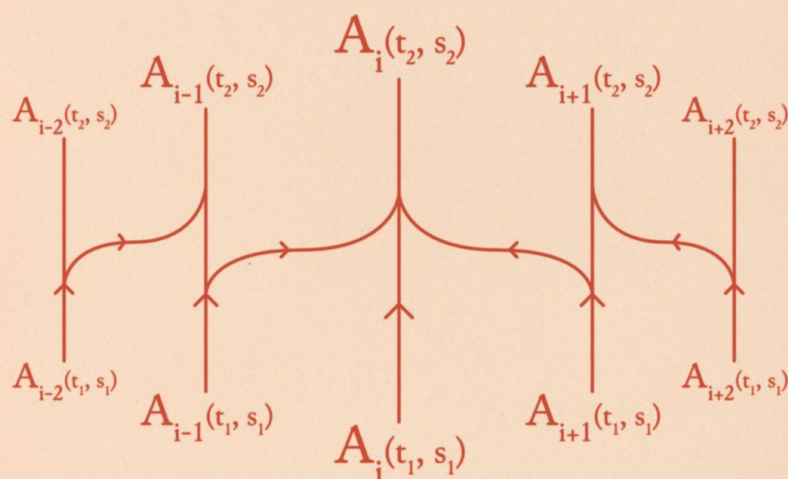


世界線

せかいせん

Worldlines



多世界解釈テーブルトークRPG
中手一人

WORLDLINES RPG

English Fan Translation v 0.2

Original by **MIYAZAKI KAZUHITO**

Translated by **HAND OF GOD TEAM**

INTRODUCTION

The many worlds hypothesis was first proposed by Hugh Everett in 1957. In it, he suggests that every possible outcome of a quantum measurement generates a new universe, obviating the need for a determination of “one true outcome” i.e. through wave function collapse. This means that there are a vast number of parallel universes in any given moment, many separated from each other only by a tiny disturbance of a single particle, the branches of a decision tree whose root begins with the Big Bang. On the macroscale, every possible outcome of every choice is represented by a branch of this decision tree, as the aggregate weight of many small deviations adds up. For most of us, this is merely a harmless theory – since we only find ourselves in any one of these infinite universes at any given moment, whether there are a multitude of other parallel such “worldlines” (*ed. note: this is not the correct usage of worldline, which is the path of one particle through spacetime, but this usage is a reference to the 2011 anime Steins;gate*) does not matter too much to our daily lives. However, the existence of this theory will soon matter to the hapless hikikomori Ozu Higuchi (樋口 小津): because, on April 1st 2014, he will gain the ability to transport his consciousness across worldlines.

Unfortunately, Ozu Higuchi’s new powers will also place him in mortal peril.

PREMISE

In *Worldlines RPG*, each player will act as a persona in Ozu Higuchi’s mind, directing him to take a certain course of action to achieve his goal. They will discuss, quarrel, and even fight to guide Ozu as he seeks to achieve his everyday goals, while also protecting him from the forces of chaos that seek to seize his power for their own means. A final player will act as the Hand of God, controlling the world around Ozu and the dark forces in his life.

To play this game, you will need up to 4 persona players and a Hand of God player. You will also need at least one d100 (two d10s), and six d6s. The Hand of God player will lay out the situation, the guiding persona for Ozu will choose how he responds with input from the other personas, and the Hand of God will respond with how the situation changes.

PERSONAS

Each persona has a name, a number of specialised skills, a Normal Skill (NS), and a Tensei Skill (TS). These are represented by numbers from 1 to 100. To use a skill, one must roll a d100 and roll equal to or below the skill’s number: this is called a Skill Roll (SR). Specialised skills achieve specialised tasks, Normal Skill represents your ability to do mundane tasks not covered by any of the above, and Tensei Skill represents your ability to transfer your consciousness across alternate

universes (more on that in the *Tensei* section). They also have a Cue, which allows them to automatically gain control if the conditions for it are fulfilled.

Once you choose a persona, add 10 extra points amongst all skills except *Tensei*. Two players cannot choose the same persona. At the start of the game, the EL PSY persona has control of Ozu.

EL PSY

The soul, the animating principle. Feeler of deep feelings. So deep. That only the soul can feel. So, so deep.

Cue: Feel intense humiliation or social rejection

SKILLS	1-100
Bewilderment	85
Self-deprecation	65
Deep Statements	40
Genuine Sincerity	20
<i>Normal</i>	30
<i>Tensei</i>	50

THINKER

The mind, master of knowledge and logic. Capable of making incredible leaps of logic that the lesser intelligences of this plane cannot understand.

Cue: Find a part of your obscure hobby in the wild.

SKILLS	1-100
Hobby Knowledge	80
Random Knowledge	50
School Facts	25
Interesting Facts	20
<i>Normal</i>	20
<i>Tensei</i>	60

JOKER

Controller of social affairs and comedy. Unfortunately, the rest of the world doesn't agree. As a result they have grown quite bitter about their predicament.

Cue: See someone you fancy.

SKILLS	1-100
Snide Comments	70
Read the Room	40
Act Cool	30
Make Jokes	20
Normal	40
Tensei	30

KAMI

The god of this new world. Definitely not suffering from delusions of grandeur.

Cue: Be placed in a powerless situation

SKILLS	1-100
Spot Deception	50
Lash Out	30
Withstand Pain	25
Intimidate	10
Normal	5
Tensei	75

TENSEI

SURVIVING FAILURE

After you fail any Skill Roll as a persona player, you can choose to use your Tensei skill to transport Ozu to a universe where you succeed in that roll. However, any other persona can choose to use their Tensei skill to stop you and take control of Ozu. If more than one player succeeds in their Tensei skill roll, the player with the highest dice result wins. If there is a tie, re-roll the Tensei skill

roll. A Tensei skill roll takes about 5 seconds, during which Ozu looks mildly constipated. These are the possible outcomes:

- If the persona in control of Ozu succeeds in their Tensei skill roll, Ozu's consciousness swaps places with another Ozu in a worldline where they succeeded at the original skill roll.
- If any other persona succeeds in their Tensei skill roll, Ozu still fails but the other persona takes control.
- If nobody succeeds, Ozu looks mildly constipated for 5 seconds, then continues under the guidance of the current persona.

THE TOWER OF DOOM

Each time Ozu crosses worldlines, he attracts the attention of the Spacetime Engineering Corps (SEC), a group of self-proclaimed multiversal police. They have developed worldline-hopping technology of their own and hunt down rogue travellers like Ozu-5897[...]6367 (your version of Ozu). Their alertness level is symbolised by the current persona placing a d6 on the table. If there is already one or more d6 the new d6 is placed on top of the existing ones, forming a dice tower. If the tower reaches 6 or the tower falls, the SEC deploy forces to hunt Ozu down. The strength of these forces is dependent on the number of dice in the tower. The tower is then reset to 0 (no dice).

TOWER SIZE (2-6)	SEC RESPONSE
2	Strange omen (sense of being watched, shadows lurking etc.)
3	Minor intervention (someone taps you on the shoulder and whispers "stop hopping worldlines" then disappears)
4	Major intervention (messages sent to phone, class interrupted, possibly local authorities involved)
5	Automated SEC drone deployed
6	1d6 SEC officers deployed

COMBAT

Unlike most tabletop RPGs, *Worldlines* features a unique combat system that references what we believe to be several Japanese or Western board games as well as what appears to be many elements of the author's own design, almost entirely separate from regular gameplay. For reference we suggest an alternative using more familiar mechanics.

MODIFIED SYSTEM

When Ozu engages in combat, he has a Combat Skill value of the Normal Skill of his current persona divided by 2. (The Kami persona may choose to use Lash Out as their Combat Skill) The enemy has a Combat Skill given by the following table. If there are multiple enemies, add up their Combat Skills to get a total Combat Skill.

ENEMY TYPE	COMBAT SKILL
SEC Drone	20
SEC Officer	35

At the start of combat Ozu can choose to Fight or Run. Running requires a Normal Skill roll, and allows Ozu to exit combat and into regular play (possibly a chase sequence). If Ozu chooses to Fight, the guiding persona should choose how Ozu fights. He and the enemy will both make a Combat Skill Roll. The following results are possible:

- If both Ozu and the enemy succeed, the side with the higher dice result wins.
- If the enemy wins Ozu is placed In Peril.
- If Ozu wins the enemy numbers are reduced or Ozu escapes (depending on what makes more sense).
- If neither succeed there is a comic interlude and the fight continues.

IN PERIL

Ozu is “In Peril” if he fails a Combat Skill Roll or if Ozu suffers harm in some way. If Ozu is placed In Peril again when he is already In Peril, Ozu is captured by the SEC. To clear the In Peril status Ozu must find somewhere to catch his breath and/or achieve some kind of small victory in his mundane life.

SETTING

The original game includes a map of Ozu’s home city, though it suggests that “play outside the city will naturally occur”. The map and translated key have been reproduced for reference below:



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- 1 Ozu's House
 - 2 Shoji High School (Can be a university if Ozu is over 18)
 - 3 North Ward Shotenmachi (Lit. "store street", a covered street with shops)
 - 4 Shoji Station
 - 5 Bankuu Park
 - 6 Bankuu-ji Temple
 - 7 Mizuha's House (At various points in the rules it is suggested that Mizuha is Ozu's classmate and possible crush)

POSSIBLE GOALS

Ozu may, depending on the game, have some goals to accomplish by the end of the day. Here are some examples:

- Don't get pranked on April Fool's Day
- Finish blank homework assignment before it's due at 12pm
- Steal or buy a new action figure
- Ask Mizuha out on a date