

Best Friends

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THIS IS A GAME about finding strength in numbers: friends, family, lovers, children. They are all called *friends* in this game. Everybody else is just *people*.

Character

This is a role-playing game and part of the deal is playing a person that makes a certain *first impression* on people, whether you want to or not. Roll on the table of first impressions to see which one it is.

Roll 1d6	Result
1	You are strong.
2	You are beautiful.
3	You are cute.
4	You are wily.
5	You are quick.
6	You are dangerous.

If people's first impression of you is that you are strong then that does not mean that you are not beautiful. It's just that they don't immediately see it.

Table 1: First Impressions

Willpower

You **willpower** is a number that helps you endure, to suffer pain, roll with the punches, overcome adversity.

The number of friends by your side determines your will power. Roll **1d6** and add an extra **1d6 per friend**. When you gain a new friend, reroll your willpower and keep it if it is *higher* than before. When you lose a friend, reroll your willpower and keep it if it is *lower* than before.

When you create a new character, you have no friends. Thus, roll 1d6 for your willpower. Hopefully, as you play your first session, all the player characters will be friends and you'll all reroll your willpower.

TIME HEALS ALL WOUNDS and willpower is recovered at a rate of 1d6 per day.

Willpower is a bit like *hit points* in D&D.

The number of friends you have is bit like your *character level* in D&D.

If you have three player characters, each will have rolled 4d6 for their willpower.

Conflict

When you are **arguing**, flirting, making speeches, trying to influence the people around you, roll 1d6 and reduce the other side's willpower by that number.

If have less friends than your enemies, you're in trouble. You need to set up situations where you can bring more friends to the party. Isolate your enemies, divide and conquer. Or take a time out and go looking for more friends elsewhere: go on an *adventure*.

If the time for words has passed, you can always **fight**. Fighting is dangerous. Each side rolls 2d6 and tries to beat the other side. If you do, you win. You can get a +1 bonus for various things:

1. when you have superior numbers, whether friends or ordinary people supporting you
2. when you are armored and your opponents are not
3. when you manage to poison them before the attack
4. when you use sorcery to cause additional mayhem
5. when you have knights or soldiers on your side and the others do not

The difference between the two rolls shows how *violent* the encounter was. All your friends need to roll for **survival** after a fight. If you won, they need to roll 2d6 over the level of violence to survive. If you lost, they need to roll 1d6 over the level of violence to survive. There will be random death if you use violence, but it might be your best bet if you can't talk it through. If you're in love with a friend, they get a +1 bonus to their roll.

If you lost and **no friends survived**, you are captured and are destined for the dungeons. You disappear from the game until you are rescued.

If you lost but at least one of your friends survived, you made your **escape**.

Don't forget to **readjust your willpower** after a violent encounter if you lost any friends.

Unlike D&D, you don't need to roll to hit. You're dealing "damage" automatically.

New friends

When you meet people, you can sometimes make new friends. This is based on a **reaction roll**. Roll 2d6 and consult the table below.

Apply a +1 bonus if you are interested in romance. Apply a -1 bonus if you ever broke up with them. It's easy to fall in love and it's hard to mend a broken friendship.

2d6	Result
2	They hate your guts and will ally against you as soon as possible, possibly stab you in the back.
3-5	They're afraid and angry and won't let you near them. You need to undo some perceived setback or slight they believe you to be responsible for, even if you're completely innocent.
6-8	They won't commit to anything. You need to prove that you can be useful to them. Help them achieve a goal of theirs which is <i>not in your best interest</i> in order to retool with a +1 bonus.
9-11	The atmosphere is friendly and they are well disposed towards you, but they're not yet allies. Succeed in a venture for the common good to reroll with a +1 bonus.
12	You have made a new friend!

Table 2: Reaction Roll

WHEN MEETING PEOPLE, it can be hard to decide what their disposition is. Roll on the table of initial dispositions to find out.

1d8	Result
1	They are interested in a romantic, monogamous relationship
2	They need a friend that's strong: shoulder to cry on, help against bullies.
3	They don't mind an occasional dalliance. They like to be around beautiful people.
4	They need a friend that appreciates their qualities. This means they like it if you're cute.
5	They have powerful enemies and need a friend that's wily. Somebody that will help them plot their revenge.
6	They are a bit dull and a bit slow. They'll admire anybody that quick and witty.
7	They are always a bit bored. If you have the air of being a dangerous person, they'll feel both fear and excitement.
8	They feel like they're lone wolves. They don't trust anyone.

Table 3: Initial Dispositions

Generating adventures

Have a table of **names** ready. You'll need it.

ROLL 1D100 and consult the following list of adventure ideas.

01 The servants in this castle are being bullied by the cook. He treats them badly, ridicules them in public and abuses them in private. Nobody dares to oppose him because the steward likes the food and does not want to hear about unrest amongst the servants. Five of the kitchen boys have learned to obey his rules and he uses them to spy on you, to steal from you, to trip you, push you, beat you.

02 ...

Start the game

How do you get started? Invite some friends and sit around a table. Get pen and paper, something to drink and something to eat, and go through this list:

1. decide who is going to be referee
2. roll for an adventure idea or propose your own
3. name your castle
4. name your lord
5. name your occupation
6. create character for every player
7. the referee describes the scene, introduces a potential conflict and asks the players, "What do you do?"
8. talk about it, in-character (from character to character) or out-of-character (as the people sitting at the table)
9. resolve conflicts by determining leaders for each side, counting their supporting friends in the scene, roll some dice
10. the referee describes a new scene based on what happened and repeat...

The *referee* is the person running the rest of the world. In other role-playing games this role is sometimes called the Game Master or GM. Everybody else is a *player*.

Reroll willpower if you're in a scene with less friends than usual!



Figure 1: Rägensperg

Example of play

Alex, Berta, Chris and Dominique are playing the game. I'm Alex and I'll be the referee, the others are the players. I roll for an adventure idea and get the first one about the evil cook.

We all answer the questions as follows:

1. we're on castle Rägensperg
2. our lord is called Lütold
3. we're peasants

The players each create a character and name them. Berta creates a character and names her Elena. Apparently Elena is cute. Chris creates Finnar the quick and Dominique creates Gorm the wily.

I start describing the scene: "Our lord has decided to throw a feast because they finally started the construction of the Fahr abbey. As peasants, we have been called upon to each bring ten eggs and a half a bag of vegetables. Sadly, you know Otto the cook. As soon as his kitchen boys saw you, they started jeering kicking your shins knowing that you cannot chase them through the courtyard with your hands full. What do you do?"

The players talk. They don't like being bullied and decide to put down their delivery and chase the five kids. Finnar is the quickest and so he leads the chase. This is the character's bonding experience so they all declare their friendship and Finnar gets to roll 3d6 and gets a 12. I roll for the five kitchen boys and get 22. This looks like impossible odds. I roll 1 and Chris rolls 4. The score is now 11 to 18. The players are not ready to give up. I say, "You run chase the boys into the horse stables. The stable boys are shocked but you just rush past them." We roll again and get the same result. The score is now 10 to 14. Perhaps they can be taught a lesson after all? I say, "The horse master turns around and promises to break all your bones if you do not leave immediately!" We roll again and get 5 and 6 respectively, so now we're down to 5 and 8. We'll risk it! Next round we're down to 2 and 3 and then I roll 6 and they roll 2. It's a draw, both sides are out of willpower at the same time! I

describe the scene: “You lost the boys and when you return you arrive just in time to see Otto the cook trying to hide away your eggs in his own little basket! As he sees you, he hesitates...” And so we move to the next scene.

As all of this happens, I’m thinking of the future, taking notes. A peasant revolt. Recruiters for a crusade. The sons of Lütold starting to fight each other. Religious madness. Plenty of stuff for future sessions.

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