

## Introduction

Prophecy is a GM-less roleplaying game for three to six people that can be played in under three hours. During the game, the players receive a prophecy that describes an impending catastrophe for some fictional world and tell a story about characters whose lives will be affected by that catastrophe.

The players first decide the basic outline of the story, describing events that are fated to occur. They then fill in the details of the story, describing how the characters try to shape their destiny.

Throughout these rules, a variety of common words are used as technical terms to describe how the game is played. These terms will be *italicised* when they are first introduced. References to sections of the rules will be written in the same font as the **Section Headings**.

## Materials

To play the game the players will need a few materials that they will use to take notes and determine outcomes. They will need:

- **Index Cards:** Approximately fifty index cards should be placed within easy reach of all players.
- **Sticky Notes:** Approximately one hundred sticky notes should be placed within easy reach of all players.
- **Butcher Paper:** One large sheet of butcher paper should be placed in the middle of the play area. A whiteboard can be used instead if desired. This is the *story board*.
- **Markers:** Each player should have a marker to write on the index cards, sticky notes, and story board.
- **Dice:** Approximately twelve six-sided dice

# ENDEAVOUR

Notes

Role

d

Name

d

Species

Heritage

Domains

Leadership & Negotiation

d

Science & Medicine

d

Operations & Engineering

d

Strategy & Tactics

d

Stress

Experience

Terran

Spacefaring Civilizations

Distinction

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Bonds

Artifacts and Discoveries

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Core Values

Curiosity

Integrity

Fairness

Courage