

## CHARACTER CREATION

Each player should create a main character that's part of a group of young, attractive friends or colleagues - they might not all be best friends, but they at least tolerate each other. Write two traits (Football Player, In A Band, Very Pretty) that are unique to you and a third trait that you share with one other player character. You might end up with more than three traits total due to sharing - this is fine.

## THE INITIAL CALAMITY

Everyone is taking part in an activity that's traditionally thought of as a *little bit* dangerous: riding a rollercoaster, flying on a plane, watching a high-speed race, etc. Each player says what their characters are up to - you can even roleplay a bit if you'd like. Then, each player rolls 2D20 - starting with the player who rolled the lowest, this is the order in which their primary and secondary characters die as the activity goes horribly wrong - describe how it happens and note down the number, in case it comes up later. (Characters with the same result die at the same time.) The last primary character to die is revealed to be the Visionary, and in fact this whole gruesome scene is a premonition they have witnessed; through luck or wits, they manage to remove all primary and secondary characters from the situation before it goes disastrously awry.

## VISIONS OF DEATH

From now on, whenever things are going slow, anyone at the table can trigger a premonition; the Visionary sees a series of flashing images, seemingly unconnected, concerning the death of one of their characters. If it's a secondary character, the Visionary doesn't find out in time to help; if it's a primary character, the Visionary works out what's going on and it's a race against time to stop the death.

Each player rolls a D10 on one of the vision tables that they like the look of and notes down the result where everyone can see it whilst reading it out dramatically and adding some definition - so if you roll "vehicle" you might say "a truck" or "the roar of an engine and the screech of brakes." (If you have fewer than five players, get people to roll extra dice until you have at least five results.)

## THE ACTUAL DEATH

The subject of the vision goes about their day as normal, completely unconvinced they're going to die; they roll on the Location table to determine where the death is taking place. Every other player then describes strange occurrences by tagging one of the omens on the table and saying how it interacts with the scene or a previously introduced omen. These can (and should) be hugely unlikely, stacking up into a ridiculous Rube Goldberg Machine of death. Keep track of how many omens are active.

## DOING THINGS

When you act and there's a chance the subject of the vision could be killed or hurt (whether that's you or not), roll a D6. Roll 2D6 and pick the highest if you're acting in accordance with your traits. If you roll over the number of activated omens in your scene, you succeed unharmed. If you roll under **once**, the subject is caught up in a perilous situation; if you roll under a **second time**, they die. All remaining omens are delivered upon in a nightmarish and potentially ironic cavalcade. If they succeed at a roll when all five omens are in play, they have averted their death - for now.

### LOCATION

- 1: Your home
- 2: Somewhere outdoors
- 3: Your favourite place
- 4: Your place of work/learning
- 5: Somewhere you hate
- 6: Somewhere dangerous
- 7: Somewhere fun
- 8: The last place you'd expect to be
- 9: Somewhere private
- 10: Somewhere with lots of people

### CATALYSTS

- 1: Flame
- 2: Water
- 3: Sparks
- 4: Someone careless
- 5: Something slippery
- 6: Something heavy
- 7: Something breaks
- 8: Unstable footing
- 9: Something malfunctions
- 10: Something tips over

### INNOCUOUS ITEMS

- 1: Ladder or stairs
- 2: Window or mirror
- 3: Fence or barrier
- 4: Chain or rope
- 5: Lightbulb
- 6: Household appliance
- 7: Stack of something
- 8: Bed or couch
- 9: Vehicle
- 10: TV or Computer

### DANGEROUS THINGS

- 1: Power tool
- 2: Flammable liquid
- 3: Unpredictable/predatory animal
- 4: Firework or other explosive
- 5: Gun or other weapon
- 6: Machinery
- 7: Dangling piano/safe
- 8: Blade or saw
- 9: Sheer drop
- 10: Electrical wiring

A TRPG  
ABOUT GRUESOME  
VISIONS OF DEATH  
GRANT HOWITT 2021  
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# PREDESTINED.

YOU CHEATED DEATH.  
NOW IT WANTS REVENGE.

## THE CURSE OF CASSANDRA

Unless you're the Visionary, as far as you're concerned, these "visions" are purely coincidental and have no bearing on reality. You engage in needlessly dangerous behaviour as a matter of course and you take pride in using phrases such as "I'm never gonna die" and "I'm unstoppable, man!" - that sort of thing. If you are saved by the visionary, you might tag along with them when they try to avert catastrophe.

## THE RULES OF DEATH

Death is hunting you in accordance with a set of rules upon which you must theorise - perhaps you all have to die in the order you *would* have died, or from eldest to youngest, or in a suitably themed manner, or each according to one of the classical elements, etc. At the start of the game, all you know is that the Visionary will die last. When one of your characters dies, choose if their death supports the current theory or whether it throws it into doubt.

By the end of the game, you should have established what the terms are, how you think you can circumvent them, and - ultimately - how you're tragically mistaken. All surviving members of the group are killed in a barely-foreshadowed accident and the game ends, unless you want a sequel, in which case one poor bugger makes it through intact.