

Cheque Your Privilege

This is a game based on my experiences while homeless, and is between yourself and your environment. It is possible to play with others but it is recommended to play 1 or 2 whole run-throughs on your own at some point in order to capture the intended meaning. Keep your cards: they are memories.

Backstory:

You have recently been kicked out of your mum's house. Without knowing many people around here you are unsure of what to do. You sit down on the side of a road and start asking for change. After an hour or so you realise how ridiculous this is: You're hungry, you haven't made any money, and you feel bad. You go to the nearest shop and steal some sandwiches. Time to do some stuff!

You will need:

- 2 **dice**
- Printed **game cards** – keep them as you play
- paper (preferably lined) to note down your **statistics**

Setup:

At the start of the game you must **roll** for statistics:

- **Morale** – **roll both dice and half the result (rounded down)**

Morale is how you're feeling. How easy it is to motivate yourself and how comfortable you appear to other people. It's funny how it can rapidly drop when you haven't had a decent meal in a while.

- **Prowess** – **roll 1 die and add 1**

Prowess isn't just your speed or strength. It's also how confident you are in your abilities, and how ready you are to act, should need be. Vital for a safe, happy experience.

- **Charisma** – **roll 1 die and add 1**

Charisma is attractiveness or charm. You could say "social desirability". Useful in all kinds of social situations, whether trying to relax and have fun, or manipulate others.

- **Wit** – **roll 1 die and add 1**

Wit is both intellect and adaptability. How well you can weigh up dangers and potentials on the fly.

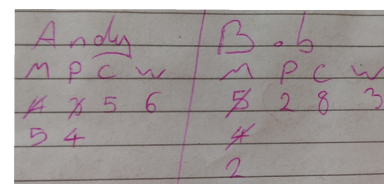
All **statistics** ranges between 1 and 8. Any change outside of these these will result in the cap value.

Note these down on an edge of your paper as shown:

They are mutable and will have to be updated regularly.

Shuffle **Event** and **Opportunity** cards into

2 separate decks and place face down.



A photograph of a piece of lined paper with handwritten statistics in purple ink. The paper is divided into two columns by a vertical line. The left column is headed 'Andy' and the right column is headed 'Bob'. Each column has four rows of statistics: 'M P C W', a row of four numbers, a single number, and a single number. For Andy, the values are M: 7, P: 5, C: 6, W: 4. For Bob, the values are M: 5, P: 2, C: 8, W: 3.

Andy	Bob
M P C W	M P C W
7 5 6	5 2 8 3
4	
	2

Gameplay:

At the start of your turn **Roll** both dice a number of times equal to your **Morale**.
Stop at your first **Double**.

If you did not **Roll** a **Double** you lose 1 **Morale** and play an **Event**.

If you **Rolled** a **Double** you are motivated enough to choose one of the following actions:

- Find an Event: This taste of euphoria gives +1 **Morale**. **Roll** both dice:
If the (**Result** + **Morale** + **Charisma** + **Wit**) is 22 or higher: Play an **Opportunity**.
If not: there's nothing more for you here. Head back to wherever you can sleep tonight.
- Prowl the Alleys: Creeping paranoia leads to -1 **Charisma**. **Roll** both dice:
If the (**Result** + **Prowess** + **Wit**) is 14 or higher, you have successfully robbed someone:
+1 **Prowess**, +1 **Wit**, +3 **Morale**.
If not: you get caught. **Roll** both dice once more:
If the **Result** is 10 or higher, you get good legal representation, thank god.
If not: you'll be sleeping in a cell for the next year. **Game over**.

That was your day. Hope you made the most of it. End your turn.

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