

# The Shore

An Immersive RPG for small groups or one to one tabletop or online  
Roleplaying Gaming.  
Created for the Little Game Chef 2009 Contest.

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## How it began:

It took more than a few days to reach the coastline. The trains only ran so far before the need to rent a vehicle came about. Then the slow drive along twisting coastal roads and skirting the edge of cliff faces overlooking the frothing ocean crashing on granite rocks and shores.

Finally the map was worth the cost to get and the small village that lay just west of the destination hove into view. The Inner Ocean dominated the entire horizon, stretching for thousands of miles out into the expanse of slate grey and deep blue.

The provisions picked up a few larger towns back seem to be inadequate, knowing a major renovation was in store, the hammers, nails, and saws along with hardy foodstuffs already procured, all bely the task ahead. Along with the act of returning this rented vehicle in a month when the paperwork was up. But that is an issue for another day.

There is only one other road running out of the small fishing town, and that is the one heading towards the lighthouse. Take the turn, drive the twists and turns, mimics of life and the overall journey here, until it comes into view. Standing there in faded white and black stripes, several small buildings clustered about the property along with the main house attached to the seven story edifice. This is the property you have bought, sight unseen, for a firesale price.

The Inner Ocean rocks and pounds only a few hundred yards away. You are home along the shore of the haunted waters.

Come to visit the Inner Ocean, vast body of water separating continents, fishing grounds, shipping lanes, and repository of countless tales and treasures lost to a rapacious unending hunger. When the land is lonely, alone, left desolate for too long, the Inner Ocean starts to take a hold and drive the ground insane, haunting it with the detritus of forgotten, dreams, and misgivings.

Sitting there in the lighthouse, candles flickering in the wan night glowing the night things begin to stir. All know that hauntings exist, things walk outside of mortal sight and occasionally impinge on the woken world to drive man and woman alike into madness and depravity. Despite this some chose to live close to the water, some chose to live in solitude, working on those things most important to them.

Drive, that mental quality of determination and fortitude. What Drives you to come to such a place and brave the unknown when so many others would rather stay in their skyscrapers, their suburban breakfast communities drinking overpriced coffee and factory baked goods touted as fresh, (from the wrapper perhaps), gorged on chintzy consumer products shipped from overseas. Instead your Drive has brought you here.

## What you are playing:

This is a roleplaying game, similar to others you might have encountered. It is intended to be very lite in the rules, with interpretation available to those that play it. The intent is smaller in scale, one or two players with one adjudicating the game either in person, or perhaps for online gaming.

In this game the player takes on the role of a person come to a distant and desolate location, for introspection, inner discourse, other or sundry reasons. Once there the obscure and haunted nature of reality comes to the surface and depending on the inclinations of the player as depicted in the character, copes and deals with this occurrences and other circumstances.

The setting is left vague and incomplete, much as life is in this world where you are reading this manuscript. Fill in the blanks as you see fit.

### The Character:

There are 4 Values to your character. Each one affects a different aspect of circumstances in the game setting. The four are Drive, Burn, Distance, and Faith

Drive is the Mental component, Burn is the Physical component, Distance is the Emotional Component and Faith is just your Faith in the scheme of things.

Each one has a Value, which is a bonus or a minus to die rolls taken when chance and circumstance came into play. One of your Values you will assign a +2 to, two of them get a +1 and one of them has a -1 to it. This is to begin with.

When something beyond your control, outside of the normal, a testing circumstance perhaps, a roll of a d20 dice is called for. Add or subtract to that roll the Value that is being tested. So for example to have the strength to keep running when exhausted and being pursued by some nightmare from your mind has manifested in the world, that is against the Burn Value. So then it comes down to what is needed to roll for success. This depends on the severity of the outcome should failure occur.

Something bad but not too bad (yelled at by the boss, pay a small fine, etc) then to meet or exceed a value of 12 is appropriate

Pain, injury requiring stitches and bed rest, pneumonia, shark or wolf attack, then to meet or exceed a value of 14 is appropriate.

Being maimed, madness from terror, recovering from your fiancé leaving you in the middle of the wedding vows, then to meet or exceed a value of 16 is appropriate.

Death, insanity, unspeakable violations perpetrated on your flesh against your will and to withstand them, then to meet or exceed a value of 18 is appropriate.

So the circumstance occurs, the die is cast and the value adjusted, and then it is to succeed or fail. Success means to persevere and failure means to deal with the consequences of the actions. Each failure will reduce the value of that by a -1. Once a Value gets to a -12 it is utterly useless and for all practical purposes the character is dead or utterly incapacitated. Negotiate it out as the player and the adjudicator wish.

The only real special situation lies in the stroke of Midnight. The witching hour, the start of a new day, gives a new life in some instances. If there is a battle, an encounter, a

situation and it crosses from one day to another, if it passes over midnight, then the next roll will have a single +1 to it. Making it more likely to succeed for the character.

Your Drive has a Value to it. How much there is when circumstances and chance comes to play a part in your life. What is the value of your Drive? \_\_\_\_\_

Now also name what Drives you to come here to this place. Most have no more than 3 strong Drives. Some might have more or less, it all depends. When it comes to a test involving what Drives you, then an extra +1 to the die roll is added.

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Burn, how hot do you burn in passion and fire, Burn being the drive as well as durability in the face of chaos and violence.

Put down a Value for your Burn \_\_\_\_\_

Distance, how close or far from your fellow man you are. What are the emotions and state that is the norm for the character. All feel all emotions, just that some feel some of them more than others.

What is the Value of your Distance? \_\_\_\_\_

What emotions are dominant and which ones are not in your makeup

When faced with circumstances relating to your Distance, when it is Dominant a +1 to die roll, when Recessive a -1 to the die roll is made.

Dominant / Recessive

\_\_\_\_\_ / \_\_\_\_\_

\_\_\_\_\_ / \_\_\_\_\_

\_\_\_\_\_ / \_\_\_\_\_

Last is what is your Faith? What does the character believe stated in a single word?

Faith, Value \_\_\_\_\_ Standing for \_\_\_\_\_

This is the essence of the character. The rest is all nature of genetics and nurture of circumstances as suggested by the character makeup.

Feel free to design the looks and feel, hobbies, interests, what the little things might be to flesh them out.

## A little More

The lonely place you have found yourself in lends to drinking, writing, introspection, as well as hard labor to repair decades of neglect. While the light is not needed for shipping, the mirror is there to be cleaned, oil lamps to be filled, rotted boards leading up the winding interior to the Light Platform to repair for safety, as well as gardening and mundane concerns.

At night terror might come out of the ocean, a long drowned girl looking for answers to what Drives her to that extreme, or a nightmare of mariners slithering with flopping wet carcass and stench of the deep crevasses and underwater steam fumaroles mixed with the leavings of the last unwary meal it took into rows upon rows of fangs.

Sometimes the sun will not come out and long thick shadows form into toxic pools waiting with infinite patience of inhuman desire to swallow all that step across their surface. Here far away from civilization the locals are insular, inbred, and distrusting of all that is new or different, which you most certainly qualify as.

Time passes oddly of course, day into night and past midnight into a new day. Oftentimes all will be reset once past the end of a single day.

Still this is your new home, welcome to **The Shore**



\* Little Game Chef is not associated with FireFTP.  
We just needed a burning midnight seahorse.

# The Shore

## Circumstances

This is for the one running, moderating, adjudicating, conjuring the game and storylines

These are some simple suggestions to use and take into consideration. They are suggestions only, everyone has their ideas.

The Inner Ocean is haunted. Things will crawl out onto the shore looking for the past, lost, that which they imagine. Depending on how tough they are determines their own Drive score. An average one would have a single +1 to a Value. A tough one would be a single +2 in one value, where a true challenge might run to a total of +3 in Values. If you wish a normal creature with a few bonuses, select Drives or a Dominant Distance to give it a single Bonus in certain circumstances.

The land around the location being played at was home to ancient massacres, leading to ghosts or restored bodies coming to replay their lives out.

The old hospital left forgotten is filled with the animated creations of blood and despair to be conquered before they overrun the surrounding area.

These are a few ideas only.  
The rest is pretty much window dressing.

The core game flow is such:

The character arrives in the location that is the main setting, desolate, an abandoned location, out of the way place, derelict building, etc.

They have weird strange encounters, overcoming what comes their way.

After time passes the character would hopefully discover strange clues or mysteries to decipher or overcome lending a sense of purpose or direction to the game.

Advancement: A simple system. For every 3 such encounters in a certain Value that one can have a +1 added to the bonus. For every 5 overall encounters a new Drive, a New Distance or an additional Faith can be added, giving essentially a second bonus.

## Inspirations could easily include

HP Lovecraft	<i>At the Mountains of Madness</i>
John C Wright	His Chaos Trilogy and his two Everness Books (Especially)
MA Foster Short Story	<i>The Man Who Loved Owls</i>
Neil Gaiman	<i>American Gods</i>

# The Shore

## The Character in Total

Values	Value	Parts of it
Drive		What Drives you?
Burn		
Distance		Dominant / Recessive ____ / ____ ____ / ____ ____ / ____
Faith		Stands for

Tests 1d20 Plus Value compared to below value

Something bad but not too bad      => 12

Pain,      => 14

Maimed, madness, etc      => 16

Death, insanity, unspeakable      => 18

Moving past Midnight in a single Circumstance +1 to the next roll

Other Filler

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