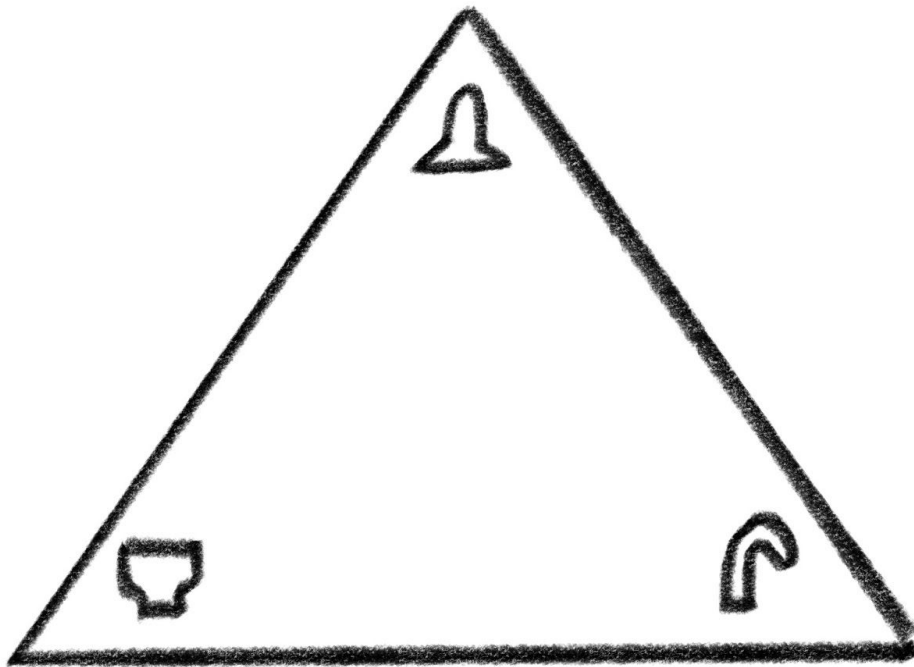


THE RULE OF THREE



The Rule of Three is a role playing game made by Trond Ivar Hansen for R.I.S.K. 2019.

Setup

What you need

A handful of six sided dice, pencil and paper.

Number of players

One game master, or more if you like. As many players as you like controlling the 3 characters. There must be 3 characters, not 4, not 5, neither 2 nor 1, but 3.

Character sheets

You can find a character sheet at the end of this booklet. Using this is optional.

Setting

In 1948, all the supernatural creatures of the world made an alliance, to preserve themselves in a world now dominated by humans. Many of the creatures were traditionally mortal enemies, and feared that any one faction would become stronger than the rest. To prevent this they agreed on The Rule of Three: On earth, no more than three of each species would be allowed to exist at any one time. This meant that many creatures got expelled, to Hell, to Fairie, to the Astral plane and other realms.

This system worked out well. The alliance called themselves The Pyramid and is ruled by an elder council of three democratically elected representatives. Elections are held every three years. Until now, each elder council member have been from different races, but this year two dragons were elected. There were no clear rules against this, but the issue lead to a crisis. At the moment The Pyramid has put their ordinary schedule aside while everyone is trying to negotiate a solution. A great many supernatural beings are now gathered in New York, where the Pyramid headquarters are, close to the UN offices.

Mission: Treasures of the Office

In this situation the three of you have been offered an opportunity: Get into the Pyramid vault in Paris and steal the three Treasures of the Office. The treasures were made for the three elder representatives, but in the sixties it was decided that it wasn't necessary to keep such dangerous and powerful items with the elders. It is not clear what the treasures are capable of doing do, but they are known as:

The Bell: At the end and in the beginning, the bell rings true.

The Bowl: Matters are contained for as long as the vessel holds it.

The Staff: The symbol of your potency.

Character creation

Characteristics

Choose 3 characteristics for each character from the list below and invent a story about the character based on those. (You can also choose randomly using percentage dice). Name the characters. Your character does not have to be supernatural at the start of the game, but it needs at least an explanation of how it knows about The Pyramid and supernatural beings.

<ol style="list-style-type: none">1. Bold and bald.2. A cat owner dancing like a cat.3. A witch on watch.4. My point exactly.5. Metal and pain.6. Rude in the nude.7. The youngest yakuza.8. I work in finance.9. Fire!10. Yesterday's spy.11. The eye.12. The famous carpenter.13. It's all gossip.14. You may turn.15. The world's best detective.16. Is it a bird?17. Spin and whirl, like a party girl.18. Lean and mean.19. President.20. Troll.21. Stand up.22. The flying ace.23. The scientific method.24. The magic of color.25. Hirsute.26. Soviet rust.27. The palm and the calm.28. Mummy or mommy.29. Influencer.30. The unseen.31. Frightening lightning.32. A gentle touch.	<ol style="list-style-type: none">51. Doing sports in shorts52. Fangs and bangs.53. I'm a believer.54. The Golem.55. The soul of Africa.56. The power of Mars.57. Wormtongue.58. You say you want a revolution.59. Gone fishing.60. Pope or dope.61. I scream, ice cream.62. An ordinary man.63. A warlord.64. Getting the picture.65. Ambivalence in the ambulance.66. Nordic noir.67. The underfoot.68. Copycat.69. Calm waters hide great depths.70. Unbreakable.71. Riches, biches.72. Tails and tales.73. Be careful what you wish for.74. A one armed bandit.75. A small miracle.76. Ridiculous homunculus.77. Shades indoors.78. The veteran.79. Spring eternal.80. Whispers81. Creepy crawlies.82. Wholesome.
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<ul style="list-style-type: none"> 33. Eccentric. 34. A beautiful smile. 35. Queen of the forest. 36. The center of the web. 37. Mechanical maniac. 38. Creature of the night. 39. Elfin. 40. I'm behind you. 41. The solution is dissolution. 42. Star tour. 43. Books and looks. 44. Chivalry and rivalry. 45. A madam shaman. 46. Punk is not dead. 47. Body hobby. 48. Taxi driver. 49. The sharpshooter. 50. Armed with arms. 	<ul style="list-style-type: none"> 83. The temple of Solomon. 84. The fool. 85. A master smith. 86. Messenger. 87. A tall wall. 88. The bride or the groom. 89. Water serpent. 90. Me too. 91. Grace and grass. 92. A sword and a word. 93. The bureaucrat. 94. Need for speed. 95. Harmony. 96. A servant. 97. Crown or halo. 98. The sage. 99. The maiden. 100. Death.
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Powers

Discuss with your GM and choose one unique power that each character has. Next choose an extraordinary circumstance for each character that will reveal an additional new power to them in the future. Finally choose each character's major weakness.

Relations

For each character, describe why it would risk its life for each of the other characters. Then describe one thing that it admires in each of the other characters. Then describe a negative emotion it feels for each of the other characters.

Playing the game: Players

Making a test

Whenever the Game Master decides that a character needs to make a test, throw three six sided dice. Add the numbers. If you get 3 as a result on any throw, throw an additional die, and add the result to the sum. Depending on the result, the GM decides the outcome. If you get 3 on all three dice you automatically succeed with what you wanted to accomplish.

Using powers

If you can use the character's unique power instead of making a test, it will almost always succeed, although the GM may decide that special circumstances require you to make a test in addition.

Working together

Having fun in this game is usually a matter of working together with the other players. Help your friends, don't hinder them. There's nothing preventing you from playing outright nasty characters with secret schemes and bad intentions, but it's rarely fun if you use all that sauce against other player characters instead of using it to defeat common enemies.

Stop!

If you are a player who do not want to know more about the game and how it's run, stop reading here. The following sections are required reading only for the Game Master.

Running the game: Game Masters

How to lead

You lead this game, and your powers are limitless. You control everything in the world, except for the player characters. There is only one rule: It is your responsibility to make the game fun for everyone, not just yourself or the most vocal players. Generally you achieve this by listening to all your players and serving them the kind of game they desire.

Making tests

Sometimes it becomes obvious that the characters you control as a Game Master should make tests. Do this openly, and use the same rules as players use for their tests. Be fair, also when it's a disadvantage to the player characters.

Asking for help

Unlike many other roleplaying games, being a Game Master in this game requires a great deal of improvisation. If you tend to get stuck, running out of ideas, you could cooperate with another Game Master and run the game together. Another option is to ask your players for help whenever you feel stuck.

For the Game Master: Creating a story

There is no fixed path you need to follow as a Game Master in this game. There are suggestions listed below that you may, or may not choose to follow. You are free to invent whatever you like to fit into the story.

Suggestions for the story

- The vault is hidden under the pyramid at the Louvre. It is a leyline key point.
- The vault sits under the Eiffel tower. It is really a rocket, ready to travel to Mars if the alarm goes off.
- The vault is inside the crumbling Parisian catacombs.
- The vault of each treasure can only be reached by travelling through other realms or dimensions.
- The treasures are not actually in their vaults, but instead hidden in plain sight.
- The characters become/embody the treasures when they pick them up.
- The vault is guarded by golems that are immune to magic and physical damage.
- The vault is guarded by demonic spirits.
- The vault is guarded by undead nazis.
- There are other groups trying to break into the vault.
- The characters can only win through the power of love.
- All loyal members of The Pyramid travel to the vault to hunt down the characters.
- The inside of the vault exists in classical times - modernity and magic does not exist there.
- The inside of the vault is paradise.
- Every minute a new challenger approaches.
- There are traps that transform the characters into animals.
- Three monstrous key holders have to be defeated or outsmarted.
- A god-like dragon guardian.
- A labyrinth, physical or of the mind or always changing.
- A wild chase through a magical forest.
- Before the story started, one of the characters was unknowingly hypnotized to be a traitor.
- A mysterious stranger helps the group at key points.
- The characters are granted one single wish.
- Characters are easily killed, but a kiss from one of the other characters resurrects them.
- Without knowing it, the characters have worked for Satan, and have now started the apocalypse.
- By collecting the treasures, all supernatural beings are banished from Earth.
- By collecting the treasures, the characters permanently become the elders of The Pyramid.
- When collecting the treasures, all outside realms are merged with Earth.
- The characters are merged into one character, becoming the ruler of The Pyramid.

General advice

- Keep it simple. There is rarely any need to make the plot more convoluted than it seems at first. If you like using plot twists, save them for whenever the game feels stale, or as cliffhangers for the next game session.
- Don't forget about the hidden powers of the characters, the ones only revealed in certain circumstances. You can decide to create those circumstances at fun, exciting or important moments during play.
- Not everything requires explanation. Loose threads are usually forgotten if not picked up. Mystery and horror works best when things are not explained. Let players suggest explanations.

Character name:	Player name(s):
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Characteristics:
1.
2.
3.

Unique power:	
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Circumstantial power:	
Circumstantial trigger:	

Weakness:	
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Relationship to the other characters:
1.
2.

Your story:
