

REFLECTIONS

This book is dedicated to the Great Monk Bei. A warrior that
always lived on the extremes of his twenty sided fate.

Written and Designed by Jim McClure

Co-Designer Tobie Abad

Additional Writing by Ken Hite, John Wick,
Ben Woerner, Tobie Abad

Production Manager Jim Merritt

Layout & Art Direction Paulomi Pratap

Artwork by Pavonis Giron

Editing by Beth Erikson

Master Appellationist Michael Ross

Additional Production Work by Kelly Merritt, Emily Reinhart

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Two souls stand opposite.

One burns with anger

The other, calm and still

Their fate destined

Nothing else matters

Nothing else exists in their world.

Memories of their past and

Steel at their side, both weapons.

Death will be the final moment.

What is Reflections?

Reflections is a roleplaying game where players take on the persona of rival Samurai in a lifelong feud that will end in a fateful duel. The game is designed for two players and all you will need is this rule book, a character sheet for each player, and a handful of d6 dice. Throughout the course of the game both players will collaboratively create a dramatic story about a feud that has lead two Samurai into a duel to the death. Depending on how much roleplaying is done throughout the game, a typical play session will last between 30 and 120 minutes, with most games lasting about an hour.

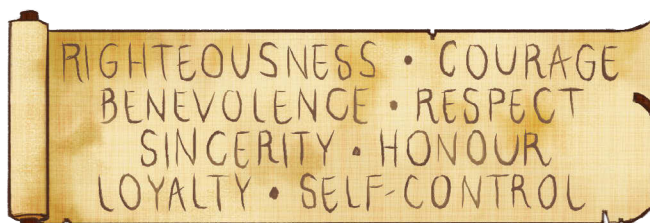
The core concept of this RPG is for participants to mutually tell a compelling story. While the game is mildly competitive, all the competitive elements are designed to spur the overarching tale. The story is all that matters, and these rules are a guide to help you with this dramatic style of game play. While you are encouraged to play the game as directed in this book, feel free to edit, modify, add, or delete rules as you desire.

This is your story to tell, after all.

Roleplaying In Reflections

Samurai are honorable warriors that hold their code of ethics above everything else. They are lords, generals, and people of great position and resources. To truly engage with the system, players are encouraged to act out samurai through roleplay during the scenes that comprise the game. While playing this game you have access to any and all resources your samurai would logically have, and you are encouraged to use these resources to any extent you desire.

As you are roleplaying your character, it is important to take into consideration the Samurai code of honor. This code of honor is called Bushido and as a samurai you are duty bound to follow this above everything else. Personal wants and desires are always second to following Bushido.



While all samurai try to follow these tenets, the reality is no samurai is perfect. These are just guidelines for life, and in the context of this game, guidelines for roleplay. When a Samurai breaks one of these tenets it should be of significant importance. A breach of Bushido is enough to set off a feud in and of itself. One Samurai not showing the proper respect to an elder master can be the catalyst of a feud, or the escalation

that makes a feud turn deadly. If you are ever at a loss for ideas for a scene or event, you can use these tenets as inspiration. Any situation where a Samurai is put into a position where they must compromise their honor makes for a powerful scene.

Making a character through game play

This game is as much about discovery and the experience as it is about Samurai. While it may be very tempting to start thinking up grand ideas about who your Samurai is and what they are like, you are highly encouraged not to prepare anything in advance of starting a game of Reflections. Instead, you should discover who your Samurai is by playing through the game. At various times the mechanics of the game will prompt you to create aspects of your character, and may allow the other player to add characteristics. This is part of the intentional design of the game, and players will have the best experience if they play into this aspect and allow their character to be formed throughout the story.

Ritualistic Game Play

There are aspects of Reflections that are designed to be played in a very ritualistic manner. For example, the prologue to the game is a series of sentences that both players will say to each other. Speaking these sentences out loud evokes a sense of importance to them and frames the scene in the correct tone. These sentences will then be repeated again, before the final duel. While both players could just read these parts to

themselves, taking part in this ritualistic aspect of the game will add to the play experience.

Heavy Roleplay & Safety

By the very nature of this RPG, a game session can become quite intense. Everything in this game is intended to make stressful moments for the characters, and then encourage them to antagonize each other while in these situations. Players should come into this game with an understanding that there will be some tense and emotional situations. This is not for everyone.

It is very important to be aware of safe play for this game. Before starting, players should talk about how serious they want to make their session. The system by default will encourage some intense moments and if that is not the experience a player wants, they should have a discussion with the other player about expectations and limits. This is a game designed so people have fun and having clear expectations will prevent one person from enjoying it while the other is uncomfortable.

To ensure that both players get the experience they are seeking from Reflections, communication is key. Even with this care in place there can still be topics or situations that come up through game play in which one or both players do not want to participate. If this happens at any point, a player can pick up their character sheet and show the face of it to the other player. This action means “stop” and the scene ends. There is no need for the player to discuss what the source of the issue



was, it is in the past and the scene has ended. The players should then discuss if enough of the scene was complete to score (see rules on page 38) and if not, then they should set a new scene with a completely different tone.

The Character Sheet

Reflections utilizes a character sheet to keep track of key information and help the players remember the flow of the game. Both players will need a character sheet prior to the start of the game, which should remain blank until both are ready to begin. All the information on the character sheet will be filled out during game play, and the other player will fill in some aspects.

Everything on the character sheet is designed to be read from top to bottom providing the players with a step-by-step guide for a full game of Reflections. If players are using the character sheet to guide them through play, and they have any specific questions about a section of the game, they can refer to this rulebook for a more detailed explanation.

Game Outline

A game of Reflections will play through a specific sequence of events. These events tell the story of the rivalry and the ultimate conclusion of a feud between two Samurai. Below is the sequence of events, in order of how they are played, and a brief description of each event. The following sections of the book will go into more detail about these specific events; this is just a guide to give you an overview of what will happen in a game of Reflections.

Setting the Duel

The first scene will be the inevitable conclusion to the story you will build, two Samurai preparing for a final duel.

This is accomplished by players taking turns establishing information about how and why it must end in blood. These pieces of information are called ‘declarations’. After these opening declarations have been made, the players will have established who their character is, their intent, and the reason behind the feud.

Instead of progressing to the duel itself, the players will flash back to their pasts and recount the events that lead them to this point.

Playing through the five scenes.

The main portion of the game is divided into five scenes, each one having their own theme. The five themes are:

‘The Time We Were Friends’,
‘The Time You Crossed the Line’,

*'The Time You Failed Me',
'The Time We Strived for Peace',
and 'The Time it Came to Blood'*

Before the start of a scene, each player will select an objective from a list. There are five lists, each corresponding to a different scene. This objective represents what your character is trying to accomplish. Upon successfully completing an objective the player will receive dice equal to the chosen difficulty. If a player does not complete their objective, they will build up hatred for the other player, which can be useful in its own right.


Each scene begins with one player building the backdrop by narratively describing the location and events. Both players will then roleplay their characters in this backdrop until a logical conclusion is reached. These scenes last about 10-20 minutes and represent key moments in the life and rivalry of these Samurai. After all five of these flashbacks have been played out, in order, the game progresses to the finale.

Preparing for the Final Duel

After the Samurai have lived through their past encounters, they are presented with a choice. They both take a moment to remember their experiences and decide how they want to approach the fight with their former friend. Now each Samurai will choose either to harness the hatred they have amassed, or to release that hatred and go into the duel with a clear conscience.

The Final Moment

The story returns to where it all started and now where it will end. The players are given one last chance to face their rival and speak their peace. After both players have nothing left to say, they roll the dice pool they have amassed during the game. The dice will determine their fate, which Samurai will be left standing, and how the story will conclude.



HOW TO PLAY THE GAME

Prologue

The prologue sequence in Reflections is stated at the beginning of the game and at the finale. It starts with both Samurai facing each other, ready to have their final duel and recounting the events that brought them to this moment. This scene is very short and very ritualistic, with both players filling in information about their character.

The prologue consists of six half-completed sentences. These are as follows:

Player 1: It was a time of ____

Player 2: We stand upon ____

Player 1: I remember when you were ____

Player 2: This feud started when ____

Player 1: My name is ____ I am ____ and I cannot allow your actions to go unchallenged

Player 2: My name is ____ I am ____ and I cannot allow your actions to go unchallenged



Players will take turns filling in the rest of each sentence. Completing these sentences is called a 'declaration'. When a player makes a declaration they will speak the entire sentence aloud.

Before the scene starts the players will decide who is Player 1 and who is Player 2. There is no advantage or disadvantage to either choice; it just determines who will make up the first details of the scene. As the game progresses the players will alternate, with one player giving the first piece of information, then the second player giving the next piece, and so forth. This flow continues through the declarations and continues into setting the scenes.

Declarations

"It is a time of___"

The first declaration will be made by Player 1. They may choose any statement that fits into this sentence, and this declaration will give the players a rough idea of the state of the world.

Examples include:

...Internal conflict

...spring harvest

...open rebellion

...changing emperors

...conquest and law

Once this had been spoken, Player 2 will make the next declaration.

“We Stand Upon___”

This gives context to where this final duel will take place. This location could have been purposefully chosen for the duel, or the Samurai could have arrived here by happenstance. Player 2 can choose anything that fits into this sentence.

Examples Include:

- ...a battlefield of dead soldiers.
- ...the golden wheat fields.
- ...the winter court.
- ...a plot of lies and betrayal.

The next declaration will go back to Player 1.

“I remember when you___”

With this declaration the player gets to establish information about the other samurai and their past connection. Once again they may choose anything that fits into the sentence.

Examples include:

- ...stood as a child in school.
- ...were nothing but a peasant.
- ...adhered to the code of honor.
- ...fought for the right side.

The fourth Declaration will be made by Player 2.

“This feud started when...”

This declaration gives insight to the nature of the feud you are about to play through. This is the catalyst for everything that has happened which lead both samurai to this duel.

The player can make any declaration here they wish that fits into the sentence.

Examples include:

...you refused to listen to reason.

...you let my sister die.

...your ambition overpowered your logic.

...you would no longer follow my orders.

After these four declarations have been made, it is time for the players to make declarations about themselves. This will allow the players time to establish a little about themselves before the flashback scenes happen. Starting with Player 1, the following declaration will need 2 pieces of information.

“My name is___ I am___ and I cannot allow your actions to go unchallenged.”

The player will choose a name that fits their character and then make a declaration about who their character is.

Examples include:

...Bai....an honorable warrior.

...Katsumi....no longer the child you used to know.

....Toji....the last member of my family.

...Miya....the monk that will atone for your sins.

After Player 1 has made this entire declaration, Player 2 will make the same declaration filling in their own name and their own details about themselves. After both players have made their declarations the prologue ends. Now we flash back in time and in the following scenes, the Samurai will play

through their past and the events that lead them to this duel. Players should keep in mind the declarations they have made, and intertwine their choices in the coming scenes to tell the story of their life.

Scenes from the Past

After the prologue has been completed the game moves into the five scenes that make up the bulk of game play. During these scenes the players will roleplay their character as they take part in key events of their lives. Every scene should feature both player's characters as they mutually remember their past.

Even though these scenes are technically flashbacks of what has already occurred, the players should roleplay and describe the events as if they are currently happening. They should roleplay their characters in "first person" describing their actions and interacting with the other player and NPCs. This will continue until the scene hits a logical conclusion, typically when one character leaves the scene or the core action has concluded.

The five scenes are as follows and each one includes a brief description of what the scene should feel like and some inspiration for you to help craft the story.

THE FIVE ACTS





The Time We Were Friends

This was a time before the feud began when you both were wide-eyed optimists about what the future would have in store; Two Samurai finding a kindred spirit, in which a friendship flourishes like lilies in a pond.

This scene is all about building trust between you and your friend and establishing what your current relationship is built upon. It could be the first time you two met, a graduation, a ceremony, or any other time you both came together on friendly terms. There is no need for any conflict or high stakes in this scene, just an opportunity for friends to establish the foundation of the relationship.



The Time You Crossed the Line

The first ripple in the smooth pond of the friendship. The first time you will see your rival as an enemy. During this scene something has happened that puts the two of you at odds. Circumstance might have put you on opposite sides of an issue, or an ideological difference may have you in a disagreement. No matter the source, someone crossed the line and threw a stone into the smooth pond.

This scene is all about conflict in ideologies. A military negotiation, a political bargain, or a crisis of honor, all could be the setting for this first step towards the duel. Both Samurai come into the situation with different goals or interests and will likely leave dissatisfied. It is best to set this scene in some kind of external conflict or a situation where only one side can possibly get what they want.



The Time You Failed Me

The conflict between you bubbles to the surface. You both know your relationship is unsteady and turbulent yet circumstances have driven you to seek the talents of the other. This is when mistrust turns to hatred, humility turns to jealousy. The one time you come seeking help from your old friend, they only bring their own desires.

In this scene one or both Samurai should be seeking help from the other. The setting should be all about conflict in a situation of strong emotional engagement. A battlefield, a ship in a storm, a betrayal, or an assassination would all be good settings for this scene. At this time both Samurai desperately need the other because their most valued beliefs are on the line. This scene represents the principles behind the feud; it is the reason the two Samurai will eventually draw steel. By the end of this scene you should understand exactly why the duel will occur.



The Time We Strived for Peace

The reemerging calm in the middle of the pond. A broken relationship once thought to be lost forever now has one last chance for rebirth. During this scene the rivals have been brought together on friendly terms and they remember why they were friends in the first place. The anger still lingers under the surface, but there is hope for the future.

This scene is all about peace. The world shattering crisis has passed, or has taken an intermission for a time. The setting should be low stress for the samurai like a tea ceremony, a samurai's graduation, a victory celebration. Any scene where the samurai can come together as equals and talk about what has happened. The scars of the past are still visible, and will surely come up in conversation, but you were once friends and this is the time to reflect on that.



The Time it Came to Blood

The final conflict emerges, and the rivalry boils over. Memories of the past mean nothing, the hope of peace is gone, and the only possible conclusion can be death. A decision has been made. You no longer have a friend, you no longer have an ally, the samurai you once knew is your enemy.

This will be the final scene, and the last time you will face your rival. When setting this scene you should reference the prologue of the story as it should correspond with the “we stand upon...” declaration. This setting should be inspired by the events that occurred in the last four scenes. All of the emotion, the passion, and hatred from the entire story culminates here. All key components should come together to form this scene. This is it, after the last sword strike, you have reached the end of the game.

How the Scenes Are Played

The scenes previously listed make up the five key events that are the basis for the feud of these Samurai. Each one should be played out in the order they are presented in this book. The goal of playing through these scenes is to acquire as many dice or hatred dice as you can because they are tools to help you win the final duel. The next few pages explain exactly how to do this mechanically, as well as setting up, playing and scoring the scenes.

The Time We Were Friends

- 1 Die: Choose your own objective
- 2 Dice: Get your rival to agree to do something for you in the future
- 3 Dice: Get your rival to give you a personal item
- 4 Dice: Get your rival to reveal their greatest personal weakness



The Time You Crossed the Line

- 1 Die: Choose your own objective
- 2 Dice: Get your rival to do something for selfish reasons
- 3 Dice: Get your rival to ignore their honor or duties
- 4 Dice: Get your rival to draw blood from another person

The Time You Failed Me

- 1 Die: Choose your own objective
- 2 Dice: Get your rival to speak out against you
- 3 Dice: Get your rival to walk out of an important event
- 4 Dice: Get your rival to break a promise made earlier

The Time We Strived for Peace

- 1 Die: Choose your own objective:
- 2 Dice: Get your rival to say something admirable about you
- 3 Dice: Get your rival to admit something they did wrong
- 4 Dice: Get your rival to ask you for help

The Time it Came to Blood.

- 1 Die: Choose your own objective:
- 2 Dice: Take something important away from your rival
- 3 Dice: Get your rival to renounce something they once believed in
- 4 Dice: Get your rival to commit a true act of evil.

Each scene has a list of four objectives that can be chosen. You can only choose one objective for that particular setting, and only from the ones listed for that scene. Most of the objectives are trying to get your rival to do something through roleplay and they are ranked in difficulty. The 4 dice objective is more difficult to achieve than the 2 dice objective. The 1 die objective for each scene is always the same, the player can choose and write in their own objective to be completed.

Before the start of each scene both players will select one of the objectives from the list and mark the selection on their character sheet. If you chose the 1 die option you will also write in what your objective is. Players will keep their selection secret from their rival until the end of the scene when scoring occurs. There is no problem if both players select the same objective, and this can happen normally throughout play.

While roleplaying through the scene, you will only get dice if you achieve the objective you have selected prior to the start of the scene. You are not allowed to change your objective during a scene, and if you achieve a different objective than the one you selected, you do not get any dice for it.

At the end of a scene both players will reveal their objective to the other player and record how many dice they acquire. See page 39 for rules on how scoring works.

Setting a Scene

After the players have each picked an objective, the next thing to occur is for the scene to be narratively set up. Players



will take turns setting up scenes with Player 1 setting up the 1st, 3rd, and 5th scenes and Player 2 setting up the 2nd and 4th scenes.

When it is the player's turn to narratively set up a scene, they will describe the setting, the characters, and all of the events that are currently happening. They have the sole responsibility to describe everything they want, up until both Samurai come face to face. At that point both players mutually share the scene.

While building a setting you are highly encouraged to use the title of the scene, the events of the feud up until this point, the declarations each player made in the prologue, and the descriptions of each scene in this game book as inspiration. The scenes should take place during an important event in the characters' lives, and it is recommended that there is some kind of conflict that needs to be resolved.

Example of setting a scene

“It was spring in the Twin Leaf Village. Muddy roads lead away from the small farming town in either direction, roads stomped into disrepair by marching armies. Kikio (player 1) and Bei (player 2) have been sent by their families to negotiate a military arrangement to face the invading army. Bei’s family holdings have been weakened by a summer of disease and they know they cannot stand alone against the foreign force. He enters a small wooden sake house where his childhood friend Kikio sits with a warm smile.”

In the example above Player 1 (Kikio) is setting this scene. Player 1 decided that this meeting occurred at the Twin Leaf Village, that this was about forming a military treaty, and that Bei’s family was in trouble from an invading army and disease. Once the two rivals came face to face, the setting of the scene ends and narrative control becomes shared by both players.

After the first scene is complete, the following setting can happen at any point of time following the conclusion of the previous one. It could occur the next morning, the next week, the next month, or ten years later. The player setting the scene should give some indication of how much time has passed.

ROLEPLAYING A SCENE TOGETHER

After the setting has been established, both players will roleplay out the scene while trying to achieve their selected objective. While the initial setting was all in the hands of one player, after both samurai come face to face they both share narrative control equally. Either player can add new components to the scene, take actions to drive the story, add other characters, and otherwise frame the story any way they see fit. The intention is to tell an interesting, cohesive story together, while each player tries to gain advantages in the final duel through successfully completing objectives.

The players should play out their samurai in character. They should talk and act as their character would talk and act. Throughout the course of the game you will piece together who your samurai is and what they stand for. Keep these traits very present in your mind as the key to telling an engaging story is understanding who your character is and what they want. Your rival will try to convince you to compromise these things, it is your decision how far your character is willing to bend.



In each scene your only goal should be completing your objective and telling an engaging story. There are no hit points, long term effects, or weaknesses that come from committing to a scene. If your objective is to 'Get Your Rival to Draw Blood', there is nothing wrong with goading them into cutting off your hand. The loss of your hand is a great storytelling device and you should embrace these type of events. In the final duel all that matters is how many dice you have, things that would seem to put you at a disadvantage will make the experience of Reflections better. A one handed samurai overcoming odds and mastering a one handed sword strike becomes an fantastic story.

When both players have full narrative power over a scene and can have their characters do whatever they want, there could be times where this presents a problem. Reflections has a few mechanics in place that prevent these problems from occurring. The first mechanic is the Rule of Action.

The Rule of Action applies to all situations that happen within a scene of the game. The rule is as follows: when someone speaks something into existence, it transpires and cannot be negated.

This rule is there to encourage player action, and to inspire creativity. When a player introduces new elements into a scene, they automatically occur. By the time a player describes these elements, the other player cannot change or negate them.

For example if Player 1 says “As we are talking, your father enters the room.”

Player 2 cannot say, “Actually, it is your father that enters the room.”

As Player 1 already stated that it was Player 2’s father that entered the scene first, it cannot be changed or negated. Something Player 2 could do instead, is play into the scene and add to the dynamic. As an example Player 2 could say “How can that be? My father died 10 years ago?” Then the players could work through the scene together to determine the outcome.

The Rule of Free Will

The second mechanic that helps mediate co-narrative control is called The Rule of Free Will. The Rule of Free Will consists of two actions that players cannot do.

One player cannot force another to take actions.

While each player has the capability to make anything happen within a scene, that power does not extend to the other player’s character. One player cannot make the other character say or do anything. They can set up situations or scenarios where the player will have to take action but they cannot directly force the other player to do anything.

These next two sentences will demonstrate this rule.

“An enemy samurai is running at you with a drawn katana.”

“An enemy samurai is running at you with a drawn katana, you pull out your blade and kill the samurai”.

The first example is perfectly fine because it is setting a scene for the other player to react. The second example is not allowed because it is forcing the other player to take an action. Only the other player can decide if their character pulls out their blade and kills the attacking samurai.

The only exception to this, is when a scene is being initially set up. The player building the setting is allowed to place the other character into the situation to get the scene started.

Players cannot die until the final duel.

This story is about the shared memories of two samurai as they are about to duel to the death.

By default that means that neither samurai died before this duel occurred. While other characters can be killed during a scene the player characters cannot die no matter what happens. They can become injured or permanently maimed, even run through with a sword, but they will have survived the event somehow and appear in the next scene.

The player characters are narratively immortal until the final duel.

When a Scene Ends

A scene will continue until it reaches a natural conclusion and both players agree that it has ended. A scene should be a single location and around a single event. When the event concludes or if the location would change the scene is over. For example,

if a scene is set in a military command room, it cannot progress to the battlefield where troops are awaiting orders. That would have to be the next scene in the story. Using the above example of the military command room, play would continue until one of the players storms out of the room because they could not agree to the terms of surrender. That would be a natural conclusion to the scene.

The Fifth Scene (The Time It Came to Blood)

The last scene of the game plays out just a little different than the others. The fifth scene will go directly into the final duel. This is the final location and the final event that directly leads into the samurai coming to blood.

Instead of this scene coming to a natural conclusion like the previous scenes, instead it will continue until Player 1 starts the prologue sequence with the first declaration. Then both players will recount the same declarations they made at the beginning of the game in their entirety. After the scene has been played to a point where both samurai are ready to come to a duel, Player 1 will say “It was a time of...” and repeat their answer from the beginning of the game. Then Player 2 will say “We stand upon...” and repeat their answer. This continues until all declarations have been repeated.

Once the entire prologue has been repeated, the scene ends and is scored like normal.



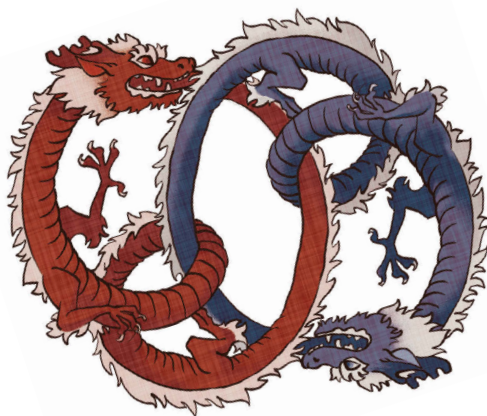
SCORING A SCENE

After a scene has been played out in its entirety and has arrived at a natural conclusion, the last thing to do is to score the scene. To do this both players reveal the objective they chose and announce if it was completed.

It is entirely the player's own decision if they feel they achieved their objective. Players will announce what their objective was and explain how they achieved it, or admit that they failed.

If you successfully complete your objective you will receive a number of dice as indicated by your character sheet. Dice represent the character accomplishing their goals and building power, skills, and influence against their opponent. Once you arrive at the duel you will be able to use these amassed resources to help you emerge victorious.

If you did not achieve your objective you will receive a number of hatred dice equal to the number of dice the other player



received. Hatred is an amassing pool of anger and malice a character has for their rival. Before the final duel each Samurai will have to decide if they want to harness this anger against their opponent, or let it go and not use the hatred dice. If neither player achieved their objective both players receive 1 hatred. This represents the growing anger and mistrust in the relationship.

At the end of a scene each player will score the scene in one of three ways depending on what happened.

You achieved your objective: You gain a number of dice equal to the dice rating of your objective.

You did not achieve your objective, but your rival did: You gain a number of hatred dice equal to the number of dice your opponent received for achieving their objective.

Neither you nor your opponent achieved their objective: You both gain 1 hatred.

You will note the amount of dice or hatred you receive on your character sheet and then progress to the next scene, repeating the above process at the end of each scene.

How dice and hatred dice are used mechanically is explained in the next section of this book.

Preparing for the Final Duel

After all five scenes have been played out and the prologue has been recounted for a second time, each Samurai must prepare for the last confrontation. Before the final duel there are a few things that need to happen.

Count up Dice and Hatred

Both players should tally up all the dice and hatred dice they received from the five scenes. Players should note the total dice and total hatred they have accumulated throughout the game at the bottom of their character sheet. All of the dice will be piled together in one group, and all of the hatred dice will be amassed in another. The result will be something like 8 dice and 3 hatred dice, or 6 dice and 6 hatred dice etc.

How to Use Dice and Hatred

Dice and hatred are used to make the only and final roll of the game. This roll will determine who lives and who dies as the result of the feud. The dice represent the skills and victories the character has built during their lifetime. Skills they now bring into the duel. The hatred represents the raw emotion left over from your rival's actions; actions that can no longer go unchallenged.

Dice and hatred are both represented by pools of d6's. Each player should set aside a number of d6's equal to their dice and hatred dice. These pools of dice should remain separate.

When it comes time to make the final roll to determine the duel, both players will roll their pool of dice (not hatred dice yet) and then count only the highest rolled number, and how many times that number was rolled. Whoever rolls the highest number wins the duel. If the highest number from both players is the same, the player who rolled that number the most times wins.

Example 1:

Player 1 rolled 7 dice and they landed as 1,2,2,2,4,4,6. The player will only count the highest rolled dice and how many times it was rolled. The result of this roll is one 6.



Player 2 rolled 5 dice and they landed as 2,3,5,5,5. The result of this roll would be three 5's, again counting only the highest dice.



In this example Player 1 would be victorious because whoever rolls the highest number wins the duel. One 6 beats three 5's.

Example 2:

Player 1 rolled 3 dice and they landed as 5,6,6. The result of this roll is two 6's.



Player 2 rolled 4 dice and they landed as 3,4,5,6. The result of this roll would be one 6.



In this example Player 1 wins because they rolled the higher amount of the highest number, two 6's, which defeats one 6.

Ties

In the event of both players rolling the same amount of the highest number, the result is a tie and both Samurai lose.

Hatred Dice

After the dice have been rolled, players should not move or adjust their numbers, as the results could change if they are harnessing hatred. Hatred dice are rolled after the initial roll and will be used to modify the results.

After you have rolled your standard dice, if you are using hatred, you will roll another pool of d6's equal to the amount of hatred you have accumulated throughout the game. Hatred dice will get added together with your standard dice roll to give you the final result. However, if you harness hatred you will discard any normal dice that show a number higher than your hatred dice.

Example 3:



Player 1 rolls their seven normal dice and they land as 1,2,2,4,5,6,6. Then Player 1 rolls their four hatred dice and they land 3,4,5,5. The two 6's the player rolled initially will have to be discarded since the highest hatred dice rolled was only a 5. After the two 6's have been discarded, the dice pools are combined and the result is three 5's (one from the regular pool of dice and two from the hatred pool).

Example 4:



Player 2 rolls their four normal dice and they land as 2,3,4,6. Then Player 2 rolls their eight hatred dice and they land as 1,1,1,2,4,4,5,6. They do not have to discard any dice as their highest hatred dice was a 6. The end result is two 6's (one from normal dice and one from hatred).

Using hatred is a gamble. It gives the player a larger dice pool, but it risks having a lower result through possibly discarding the player's best dice. Players should consider their dice pools before deciding the best course of action.

Harnessing or Releasing Your Hatred

The last thing to occur before the final duel is each player must decide if they want to harness or release their anger. If a player decides to harness their hatred they will use both dice pools for the final duel as described in the previous section.

If a player decides to release their anger, they will let go of past emotions and enter the final duel with a calm spirit. A player that releases their hatred will discard all of their hatred dice and roll only their standard dice for the final strike.

A Single Strike

The duel will be decided by a single sword strike from each Samurai. In game terms this is done by rolling your dice (and hatred, if you are harnessing it) and comparing the results. How dice rolls work are described in the “How to Use Dice and Hatred” section of this book. Both players will make their rolls and announce their final result. Based on these rolls one of three things will happen to your Samurai.

You roll higher than your opponent: You kill your rival

Your opponent rolls higher than you: Your rival kills you

You and your opponent tie: You kill each other

After the rolls have been announced, the samurai that won the duel will describe their sword strike and the emotion driving it. This description should take into account their choice of hatred. For a Samurai that let go of their hatred, the player should describe the tranquil state of their strike and the acceptance of the moment. For a Samurai that is harnessing

their hatred, the player should describe the bitterness and rage that fill their final act of retribution against their rival.

If the roll is a tie and each samurai is killing the other, then both players should describe the emotions around this moment, taking into account their own mental state as described above.

Samurai Death

Once the victor has been determined there is only one thing left to do. The player that has died will rip their character sheet in half, symbolizing the sword cut, and give it to the other player. In the event that both Samurai are killed, both players will rip their character sheets in two and exchange them.

This moment is the end of the game. No more words are said, no epilogue spoken. The game was a moment in time for two players that has now come to an end. They should quietly lament on what has transpired in the lives of these Samurai, and let those reflections live on in the player's memories.



REFLECTIONS

Additional Settings

Reflections is based on the setting of two Samurai dueling to the death. However, the game itself could be used in just about any situation where two people have a disagreement and must come to a decisive conclusion.

The following pages are additional settings you could choose to play Reflections in. Each setting has its own unique flavor, scenes, and Objectives. If you are playing in one of these additional settings, use all of the same rules and procedures for a normal game of Reflections. Just use the opening scene, main scenes, and Objectives as they are listed in the additional settings.

Some settings do have minor rules modifications on how the game is normally played and each setting will tell you specifically how it has modified the rules (if there are any modifications). Make sure to read an entire additional setting before playing to ensure you know any differences.



This setting seeks to emulate the kind of Rom Com stories where the two main characters practically hate or despise each other throughout the story, but in the end, at that final moment, find each other and fall in love. In this setting, each scene from the past should celebrate romantic comedy tropes. These scenes set the stage for the characters to get to know each other, and grow to love or hate each other. You play to find out what will happen at the end of their story.

Prologue

Player 1: Finding love in the (name the year/time period)

Player 2: Here we are, finding each other again, at ____

Player 1: We were both interested in ____

Player 2: But we were too distracted by ____ to notice each other back then.

Player 1: My name is _____. I am a _____ and I think I am in love with you.

Player 2: My name is _____ I am a _____ and this is the moment, I think, I realize I actually love you.

The Time We First Met

This scene is all about the first meeting. At this point, neither character would admit being interested in the other. There is an underlying tone of interest and curiosity about the other, but this is not necessarily love at first sight, unless that is the chosen Objective. It is entirely possible the scene plays out with the two characters just speaking in innuendo, while playing it off as though they are talking about something or someone else.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Get the other to open up about themselves, then show disinterest.
- 3 Dice: Get the other to express their dislike for something you like.
- 4 Dice: Get the other to compliment something about you, then reveal that aspect as a lie.

The First Time You Crossed A Line

Initial romantic notions, or initial conflicting notions can be celebrated here. If both players choose an Objective where they show interest with each other, that's fine. That can still work, as romantic comedy stories are filled with moments where things seemed to work out between the two protagonists. However, note that even the love interest Objectives list the mention of instances where things are less cheerful than it seems.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Be okay with anything the other brings up, but then discuss why you can't stand it!
- 3 Dice: Get the other to admit they're horrible in some way.
- 4 Dice: Get the other to agree to do something with you, but admit you failed on your side of the agreement.

The Time You Hurt Me

The conflict must now bubble to the surface as the two learn of the less desirable traits of the other person. These can be true or false, but ultimately they scar the trust the two have begun to share. Walking out is a perfectly acceptable way to end this scene, that or a nice drawn out argument between both sides ending with both shutting the door from one another.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Get the other to speak out against you, even better if it wasn't an accurate accusation.
- 3 Dice: Get the other to walk out of an important event, or personal celebration.
- 4 Dice: Get the other to break a promise made earlier, or realize they broke a promise.

The Time We Avoided One Another

This scene is all about pretending everything's okay. In this scene, the two have somehow ended up bumping into each other, and this has made things feel very awkward. Maybe the two are starting to act like friends, but old scars and wounds remain and it is not hard to find oneself becoming too protective, or judgemental of what the other has been doing since the separation.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Get the other to say something admirable about you, or admit they miss you.
- 3 Dice: Get the other to admit something they did wrong, or claim to forgive you.
- 4 Dice: Get the other to ask you to stay.

The Goodbye

It doesn't work. It shouldn't work. Celebrate this scene as a scene of things going so wrong there is no going back. And best of all, it will always be the other's fault. Bring up the smallest complaints or make a fuss over the tiniest arguments and finally let all the frustration out. Bear in mind, at its roots, all of this is coming from desperation and fear. It will not be until the end, upon reflection, that you both realize being together could have been beautiful.

And that's when the final scene is the perfect moment. The narrative swings back to the prologue and flows to that one final moment.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Claim that you no longer care and leave the scene.
- 3 Dice: Get the other to make a scene about how terrible you are.
- 4 Dice: Get the other to admit they love someone else.

Preparing for the Final Scene

In true Rom Com fashion, the two should come to a realization on how much they really do want to be together. This is represented as an internal struggle each one goes through based on the dice. Therefore, the final “fight” is the battle with themselves on whether or not they do love the other.

The Final Moment.

In this version of Reflections “hatred” is called “fear” and represents each character’s fear for the future. This fear could manifest itself as fear of being alone or fear of being committed to another, but mechanically it works the same as hatred.

Both players choose to either harness or release their fear, they recount the opening scene, score dice, and roll their dice as described in the Reflections text.

However the dice are counted differently. Any character that rolls at least one 6 will have fallen in love with the other character. Any character that does not roll a 6 will not have fallen in love. Based on who is in love and who is not, the players will narrate how the story ends.



You stand on the grandest stage of all. 130,000 fans on their feet screaming with anticipation for this moment. The main event to end all main events. The world has been waiting for this match and all eyes stare down at a ring made of four sides, three ropes, two wrestlers, and one title belt.

RoyalMania is a professional wrestling setting for Reflections. Professional wrestling is an over the top drama where slight infractions lead to massive feuds. These feuds play out primarily in the form of promos, backstage segments, and wrestling matches. Wrestlers find all kinds of reasons to hate each other, it could be over a title belt, the nationality of the wrestlers, someone cheating in a match, or disgracing the honor and pride of being a wrestler. No matter what the reason, there is only one way to finish a feud: a wrestling match inside the squared circle.

As you play RoyalMania you should develop a gimmick for your wrestler and play them up during the match. A gimmick is what makes your character unique and stand out to the audience. Most wrestlers are colorful characters that have crazy personalities or reasons they decided to lace up the boots. An example would be 'The Milkman': a wrestler that learns all the town's dirty secrets because of his day job and enacts justice on them in the ring for their wrong doings.

The Opening Scene

Player 1: We fight in the great city of _____.

Player 2: You are the one that chose this _____ match.

Player 1: This feud started when _____.

Player 2: That only happened because you _____.

Player 1: My name is _____, I am _____, and I'm going to end this feud

Player 2: My name is _____, I am _____, and I'm going to kick your ass.

When you First Walked in the Door

This is the moment that started it all. One of you just entered into the wrestling federation, maybe from another organization, maybe from the indies, or maybe fresh out of wrestling school. This is the time to size up your opponent and see what they're made of.

Objectives

- 1 Dice: Choose your own Objective: _____
- 2 Dice: Get your rival to say or imply they are a better wrestler.
- 3 Dice: Get your rival to agree to a match with someone.
- 4 Dice: Get your rival to leave the arena.

You have my back, I have yours

Fates, or the general manager, has thrown a monkey wrench into your plans and, for some reason, you and your rival have to work together tonight. You could be part of a stable, or you could just be forced into a tag team match. No matter the situation, something has happened where you have to trust each other if you are going to get out of this match in one piece.

Objectives

- 1 Dice: Choose your own Objective: _____
- 2 Dice: Get your rival to save you from losing the match.
- 3 Dice: Get your rival to ask for your help.
- 4 Dice: Get your rival to cheat to help you win the match.

The Big Gold Belt

The belt is on the line. The biggest title in all of professional wrestling is up for grabs tonight and you both are involved in the contest. You could be in the match fighting for the gold, or you could be friends or allies with someone that is in the match. No matter what, you care about who walks out with the title and you both want different people to wear that belt when the night is over.

Objectives

- 1 Dice: Choose your own Objective: _____
- 2 Dice: Get your rival to do something illegal in the match.
- 3 Dice: Get your rival to leave the match before it ends.
- 4 Dice: Have you or your side win the Big Gold Belt.

The Go-Home Show

This is the last night before the the biggest event of the year: RoyalMania. You and your rival will be face to face this one last time to air your grievances. This is your last chance to tell the world why you are the better wrestler and what is going to happen at the big event.

Objectives

- 1 Dice: Choose your own Objective: _____
- 2 Dice: Get your rival to put something on the line during the match.
- 3 Dice: Get your rival to say their catchphrase.
- 4 Dice: Get your rival to agree to a dangerous match at the RoyalMania.

The Final Moment

This is only a four scene setting for Reflections and the final moment happens after the fourth scene. This last moment narratively happens at the very end of the match between the

rivals at RoyalMania. They have pushed each other to the very limit and now in the last spot of this match the rivalry will end and the dice will determine who wins.

Both players choose to either harness or release their hatred, they recount the opening scene, score dice, and roll to win the match as described in the Reflections text. No ties can occur in this setting. If the dice result in a tie, the match continues, a new spot is set up, and the dice are rolled again. Repeat this until there is a winner of the match.



Dogfight is an alternate setting for Reflections where the two players take on the roles of pilots who, as former friends, now find themselves facing off on opposite sides of the battlefield. You can play anything from Great War fighter pilots to space jockeys in futuristic transforming mecha.

The story is set during a time of conflict when pilots are trying to shoot each other down for control of the skies. Why the two pilots chose different sides in this conflict is important, and the most basic reason that has brought them to this point. Many revolutions and civil wars through history pit brother against brother, friend against friend. Pilots, being a small elite group of individuals are more likely than others to know each other, but that doesn't stop them from choosing different sides in a conflict.

If you choose a historical timeframe, then history should help you draw reasons for why one chose one side or the other. The Great War saw the first pilots dogfighting, but pilots had flown before and many racing pilots or barnstormers were from all over and knew one another before. Other similar stories for World War II and onward of pilots having good friends, even training partners who ended up flying for the enemy. If you choose a fantasy time frame like the far future, or a dieselpunk yesterday that never was, be thinking about the core concepts that caused you to choose the opposite sides in the conflict.

Fighter pilots are a special group. Their love of speed is legendary, and while they fly and work together, only one person is in the cockpit of the plane you fly, often your life or

death hangs on your actions alone even when a wingman is only seconds away. Many treat their planes better than they treat anything else. Just like a samurai would care for his sword or a gunfighter his pistol, a pilot cares for his plane. Beyond those intricacies, pilots are a diverse crowd from all backgrounds, their love of flying being the only thing that ties them truly together.

The Opening Scene

Dogfight starts with both players alternating roles through an opening scene and building out the story together. Each player reads aloud the first part of the statement then gives their answer immediately following. This call and response is how the two players set the scene for the upcoming story.

Player 1: It is the time of [the conflict]

Player 2: We find ourselves both flying [where]

Player 1: I remember when you were: [your original relationship]

Player 2: This dogfight began because [the original cause of your animosity]

Player 1: My name is [callsign], I am flying [plane/mecha/vehicle], and I cannot allow you to continue to darken the sky with your presence!

Player 2: My name is [callsign], I am flying [plane/mecha/vehicle], and I cannot allow your challenge go unanswered!

The Time When We Became Friends

This is the time when both characters became friends. Perhaps they were wide-eyed about the world of flying and hopeful for the future. Maybe they were both veteran pilots facing off in a race or some other contest. This is where you tell the story of how you became friends and what common thread drew you together.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Convince your rival to give you some advice.
- 3 Dice: Let your rival win a contest between you.
- 4 Dice: Convince your rival to ask for your help.

The Time We Were Drawn Apart

This is the scene where you show how your values about the world are different. You care for different things, or perhaps, you care for the same thing or person, but in different ways. Whatever the reason, this is the wedge that will eventually drive you apart.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Convince your rival to show how they are fundamentally different from you.
- 3 Dice: Convince your rival to break a promise they had made to you.
- 4 Dice: Convince your rival to reveal their belief/love for a person, group, or ideal.

The Time We Could Have Fixed Things

Here you will tell of the time when you could have patched things up. The opportunity was there. Maybe you could have joined the same side, and perhaps chosen to not fight over the certain person or ideal that you couldn't agree on. You don't yet know what the future holds, but these gathering clouds begin to shadow your future.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Convince your rival to act in a way to help your cause or belief.
- 3 Dice: Convince your rival to agree to join your side in the future

4 Dice: Convince your rival to reveal the fear that is keeping them from joining you.

The Time We Knew It Would Come to This

A moment came when we knew all hope for a peaceful resolution was gone. There was only one way to deal with your old friend after this moment: to hunt them down and shoot them from the sky. What was it that finally caused you to snap? What did the other character do that not even your long standing friendship could weather the icy wind of death?

Objectives

1 Dice: Choose your own Objective: _____

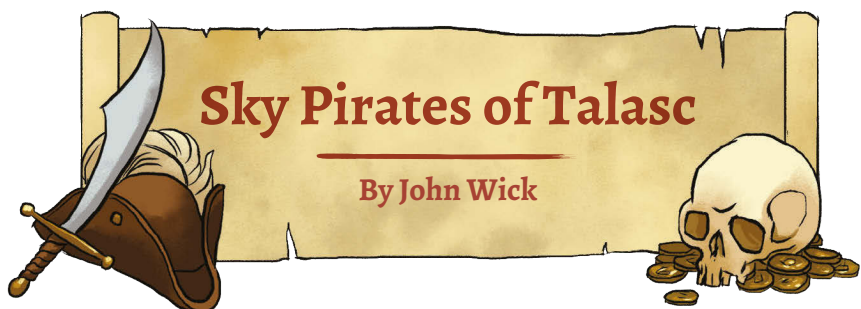
2 Dice: Convince your rival to threaten you with a promise of future destruction.

3 Dice: Convince your rival to act beyond the bounds of honor and decorum.

4 Dice: Convince your rival to destroy something(one) that you both care about.

The Final Moment

Both players choose to either harness or release their hatred, they recount the opening scene, score dice, and roll to win the duel as described in the Reflections text.



When the ground was poisoned, we took to the skies...

A thousand years ago, sorcery left the land barren and fetid. A plague devoured all that was good, leaving only rotten soil and venomous abominations. The clouds turned black and sickly green. The oceans were thick with contamination. There was nowhere left to go. Only up.

Now we live at the top of the world, traveling by ships that catch the rays of the sun. On mountains high above the cloud level, at the poles where the poison could not spread. We harvest moisture from the air and grow food we once feared to be impossible. Each society is different. Some are kingdoms while others are republics. More than a few are brutal tyrannies. Land is precious, resources are scarce, and trade is necessary between kingdoms for our mutual survival.

Of course, with trade comes pirates; those who use the skyships to profit themselves. Living in hidden caves in the most distant mountains, they take from others so they do not need to make for themselves. Some pirates hunt only the ships from wicked rulers—such as Olaf the Treacherous, Queen Mahb, and Red Duke—while others are less discriminating. And, as pirates are wont to do, they have a code. A list of rules they have agreed to live by. One of those rules is, The Sacred Duel. And this story is about that rule.

The Opening Scene

Players take the roles of rival pirates in the world of Talasc. Disagreement between them has led to this moment, a moment that can only be resolved with blood.

Player 1: We first met _____

Player 2: We fought together at _____

Player 1: We made a blood oath to protect each other when

Player 2: That oath was broken _____

Player 1: My name is _____, I am a _____.

Player 2: My name is _____, I am a _____.

BOTH: And only blood can settle this now.

When We Were Strangers

This is the time you first met. You did not know each other, but some event caused your lives to collide. You may not have trusted each other at first, but you earned that trust. Perhaps you parted afterward, but your fates were linked forever from this moment.

Also think about who you are and what you're doing there. Are you captains of your own ship or are you officers on the same ship? Perhaps one of you was a pirate and the other is not, but became a pirate because of this meeting. Maybe you were both kids who wanted to become pirates and the meeting led you to that fate.

Objectives

1 Die: Choose your own Objective: _____

2 Dice: Convince your rival to follow you on a mission.

3 Dice: Convince your rival to give you a personal item

4 Dice: Convince your rival to change their current station in life.

When we Made the Oath

The Sky Pirates of Talasc perform a powerful magical ritual that binds them to each other. They share knives and cut their hands, then clasp the wounds together over a fire and speak the oath:

*I am yours now
Bound by blood forever
My heart is yours
My soul is yours
And if I should ever betray you
My throat is yours*

The players describe the circumstances leading to the oath and why they took it. You may want to also include personalized consequences for your Oath. The one listed above is fine, but many pirates agree to a customized oath. This scene should end with both players reciting this oath.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Convince your rival to agree to a different consequence for breaking the oath.
- 3 Dice: Convince your rival to put someone else's life at risk by making this oath.
- 4 Dice: Convince your rival to put their life in your hands.

The Betrayal

Established in the Opening Scene, the players describe the moment when one of them betrayed the other and why. Pay special attention to the circumstances leading up to the betrayal. Could there have been another choice? If yes, explore what that choice could have been. Why would you choose something over the one you swore to protect and be bound to? If there was no other choice, why does the betrayed feel they were betrayed? Would they have chosen death or disfigurement?

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Convince your rival to express regret in making the oath.

- 3 Dice: Convince your rival to be the one to break the oath.
- 4 Dice: Convince your rival to hold onto their oath despite personal loss (only for you to break the oath)

When Forgiveness Failed

There was a moment when forgiveness was an option. Did the betrayer seek it, or did the betrayed? If forgiveness was offered, why was it rejected? Does the betrayer feel they do not deserve forgiveness?

Objectives

- 1Die: Choose your own Objective: _____
- 2Dice: Convince your rival to attack you for your failures.
- 3Dice: Convince your rival to reject your apology.
- 4Dice: Convince your rival to directly threaten you.

When Knives Were Drawn

Finally, the Duel. Where does the Duel take place and why? Does it have a special resonance with the duelists? Is it private or in front of others? On the deck of a ship or on a mountaintop? In a secret cave full of treasure only you two know about? The code calls for “no mercy to betrayers.” Will you follow the code to the letter?

Objectives

- 1Die: Choose your own Objective: _____
- 2Dice: Convince your rival to draw their weapon first.
- 3Dice: Convince your rival to raise the stakes of the duel.
- 4Dice: Convince your rival to acknowledge their failures.

The Final Moment

Both players choose to either harness or release their hatred, they recount the opening scene, score dice, and roll to win the duel as described in the Reflections text.



You are in a town somewhere in the old West, on the wild edge of settlement, just past civilization.

Folks with guns came and took this land from the natives, and then other folks sold it to newcomers. Some of the gunfighters stayed, to ranch cattle or guard wagons. Most of the gunfighters left blood here, or just left. The newcomers built a town, and bought cattle, and depended on the wagons.

The gunfighters who stayed argued, over prices or politics or personalities. The biggest guns in town brought in more guns, to rustle their enemies' cattle and steal their wagons. The townsfolk picked a side, or brought in their own gunfighter.

Something has changed. The price of cattle keeps dropping, or the springs dried up, or the new gunfighter can't be bought as easily, or the railroad is coming with its own gunfighters. All of a sudden there are only two sides in town.

You're on one side.

They are on the other.

You both have guns.

*One of you will have a town, the other will
have six feet of dirt, on the hill west of town, forever.*

The Opening Scene

Player 1: I fought for the [North/South] during the War.

Player 2: I fought for the [Union/Confederacy] during the War.

[note: you may both pick the same side]

Player 1: You have always been a _____.

Player 2: That's as may be, but at least I'm no _____.

Player 1: Now I've seen you in [town name], pretending to _____.

Player 2: Hope you've enjoyed _____ in [town name], 'cause it's where you're going to die.

Player 1: My name is [title or nickname] _____, and I will see you at high noon.

Player 2: My name is [title or nickname] _____, and I will see you in Hell.

The War.

During the Civil War (which you might call the War Between the States) you saw death by the acre and blood by the gallon. You killed men and escaped death but no God struck you down and no God saved your mates when they prayed. You both served in the War, and this scene is about the most important time you shared then – across a battlefield, in camp, on the march; a time when you truly saw the other's metal.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Convince your rival to agree to do something for you in the future.
- 3 Dice: Convince your rival to flee.
- 4 Dice: Convince your rival to betray their side in the War.

The Ride

After the War you came West because that's where deadly folks like yourself came, where you could be alone under the stars, where you could escape society's retribution and its ignorant praise for your actions. You both rode with a bigger gunfighter: a Billy the Kid, a Wild Bill Hickock, a Belle Starr, a John Chisum, a Jesse James – or with one that didn't make it onto movie screens or into history books.

This scene is where your metal struck sparks off each other, but a bigger, faster gun kept you from catching fire just yet.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Convince your rival to draw first.
- 3 Dice: Convince your rival to give you a personal item.
- 4 Dice: Convince your rival to reveal a great personal weakness.

The Troubles

The silver mine, or the faro tables, or the stagecoach, or the cattle drive. Something brought you here to this wide-open town, where the only law was “watch your back.” In theory, this town should be big enough for the both of you. This scene is when you realized it wasn’t.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Convince your rival to swear an oath.
- 3 Dice: Convince your rival to show you what they value most.
- 4 Dice: Convince your rival to betray someone who might protect them later.

The Killing

Your showdown is far from the first lead symphony in town. A quick draw over a poker game, a vigilante killing of a horse thief, a bushwhacking of a deputy, a stray bullet gone awry. But vengeance isn’t instant: other guns are ready to chime in, and those odds ain’t the friendly kind. This scene is when one of you killed someone – or was revealed to have killed someone -- and the other took it personally.

Objectives

- 1 Die: Choose your own Objective: _____
- 2 Dice: Convince your rival to kill an innocent.
- 3 Dice: Convince your rival to admit wrongdoing.

4 Dice: Convince your rival to back down from a fight.

The Street Fight

This scene is the two of you, on the street at high noon, or at hangover o'clock.

1 Die: Choose your own Objective: _____

2 Dice: Convince your rival to meet at a time and place of your choosing.

3 Dice: Convince your rival to draw second.

4 Dice: Convince your rival to beg for mercy.

The Final Moment.

Both players choose to either harness or release their hatred, they recount the opening scene, score dice, and roll to win the duel as described in the Reflections text.

- 1 It was a time of _____
- 2 We stand upon _____
- 1 I remember when you were _____
- 2 This feud started when _____
- 1 My name is _____ I am a _____ and I cannot allow your actions to go unchallenged
- 2 My name is _____ I am a _____ and I cannot allow your actions to go unchallenged

THE TIME WE WERE FRIENDS



- _____ 1 Die: Choose your own objective: _____
- _____ 2 Dice: Get your rival to agree to do something for you in the future
- _____ 3 Dice: Get your rival to give you a personal item
- _____ 4 Dice: Get your rival to reveal their greatest personal weakness

THE TIME YOU CROSSED THE LINE



- _____ 1 Die: Choose your own objective: _____
- _____ 2 Dice: Get your rival to do something for selfish reasons
- _____ 3 Dice: Get your rival to ignore their honor or duties
- _____ 4 Dice: Get your rival to draw blood from another person

THE TIME YOU FAILED ME



- _____ 1 Die: Choose your own objective: _____
- _____ 2 Dice: Get your rival to speak out against you
- _____ 3 Dice: Get your rival to walk out of an important event
- _____ 4 Dice: Get your rival to break a promise made earlier

THE TIME WE STRIVED FOR PEACE



- _____ 1 Die: Choose your own objective: _____
- _____ 2 Dice: Get your rival to say something admirable about you
- _____ 3 Dice: Get your rival to admit something they did wrong
- _____ 4 Dice: Get your rival to ask you for help

THE TIME IT CAME TO BLOOD



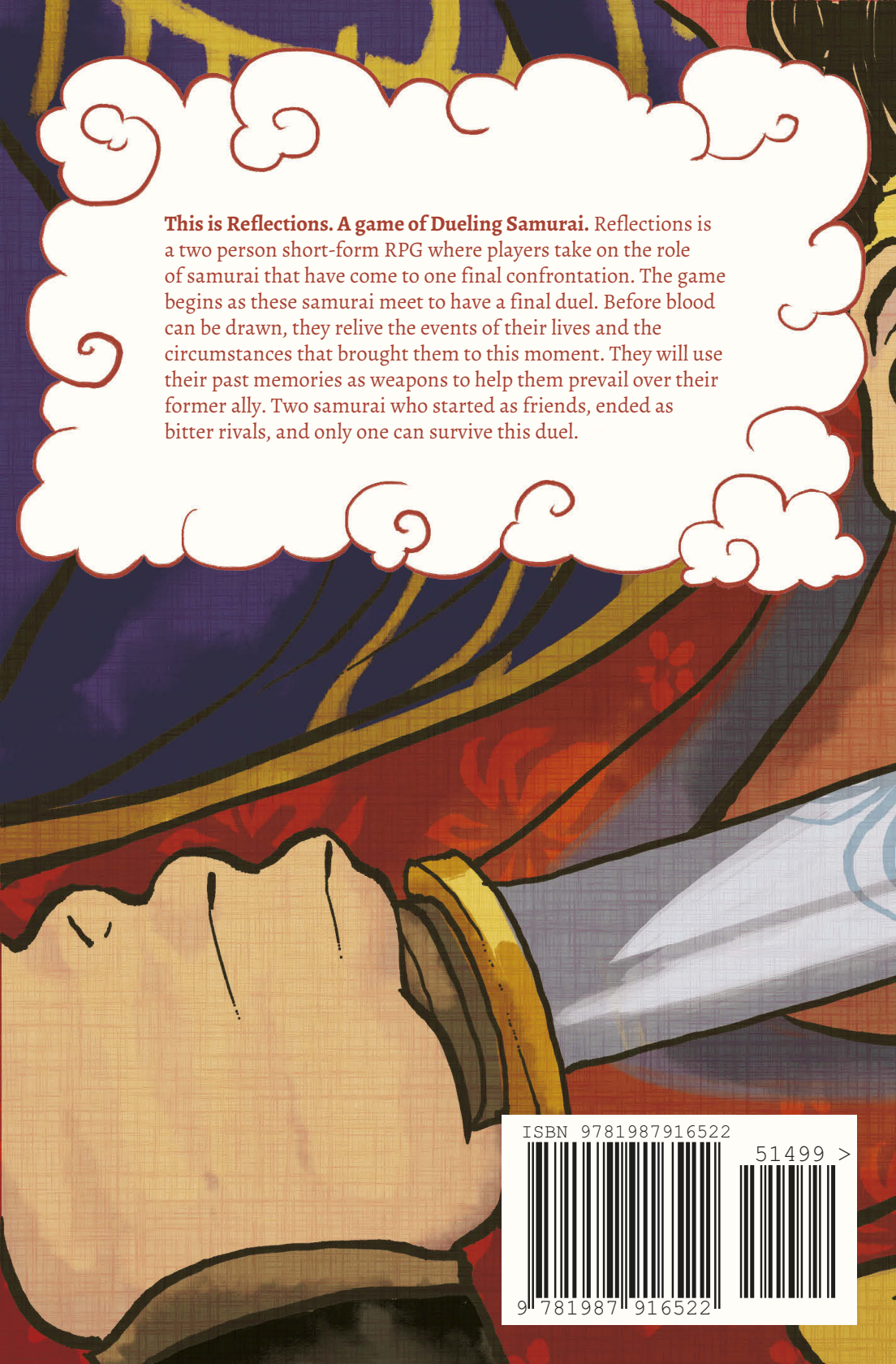
- _____ 1 Die: Choose your own objective: _____
- _____ 2 Dice: Take something important away from your rival
- _____ 3 Dice: Get your rival to renounce something they once believed in
- _____ 4 Dice: Get your rival to commit a true act of evil

DICE



HATRED





This is Reflections. A game of Dueling Samurai. Reflections is a two person short-form RPG where players take on the role of samurai that have come to one final confrontation. The game begins as these samurai meet to have a final duel. Before blood can be drawn, they relive the events of their lives and the circumstances that brought them to this moment. They will use their past memories as weapons to help them prevail over their former ally. Two samurai who started as friends, ended as bitter rivals, and only one can survive this duel.

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