

Postcards

A storytelling RPG for one or more people.



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24-HOUR
RPG 2015

Postcards The Roleplaying Game

Materials

All you need to play is this booklet, a d10 (10 sided dice), a handful of d6 (6 sided dice) per person, a notepad and a handful of tokens.

Advice is included for playing this game online either by forum or by email, when all you need is this booklet.

Overview

As players you will take turns to imagine a postcard sent from a travelling teddy home to its owner. You will have a theme or idea to include, and a backpack - to add a souvenir to and full of things to help you.

Introduction

This is Bear, with a soft belly, a slightly worn ear and a backpack Bear travels the world. In the backpack there is a letter from Bear's owner, introducing Bear and the mission, also various items that have been collected on these travels.



Passed from person to person, they take Bear with them and in return send a postcard home to the owner. This is a game about those postcards.

Preparation

For Standard play

Decide on an owner and a mission for Bear... and if you like a different name, owners are suggested in a later section. You could collectively write the letter of introduction that Bear carries, or just generally agree on why Bear is travelling.

Decide on how many rounds you would like to play (3 to 5 is recommended), each player will require one d6 per round.

At the top of the notepad write "Letter of introduction", this begins what will become a list of the contents of the backpack.

Pick 10 lists from those suggested at the back or create your own, and number them 0-9 (or 1-10 depending on your d10's numbering).

Play

To begin each player receives one token and their dice. Players roll all their dice and set them to one side.

The start player rolls the d10 to decide which list everyone will use that round and begins their turn.

On their turn players select a d6 to use, this gives them the word they must incorporate into their postcard (either as it is, changing its tense or using it to inspire the theme). Players can spend tokens to add or subtract one to their die roll or reroll the die (the numbers wrap such that $6+1=1$) and multiple tokens can be used.

Players gain tokens during their story for using items from Bear's backpack (cross items off that have been given away or destroyed otherwise just keep adding more - it is a very spacious bag!). At the end of their tale they should add in a souvenir to the bag list to remind Bear of his adventure with them.

Though the items in the backpack will be added sequentially players should not worry too much about chronology of their postcards as we all know the postal system can be very variable and their tales will not necessarily encompass all the postcards the owner receives.

Starting player should move each round, continue for the predetermined number of rounds, possibly with one too round off any continuing themes.

Alternative Play Styles

Instead of rolling all their dice at once players can either:

- Roll one dice at the beginning of each round.
- The start player can roll the d10 and n+1 d6 and each player on their turn chooses their dice.

Instead of a d10 and 10 lists players can choose 20 lists and decide rolling a d20.

Instead of having one d10 and everyone using the same list, each player can roll a d10 at the beginning of the round to choose their own list. And indeed each player can choose a different set and order of lists to give maximum variety.

Notes for online play

It may be wise to list the order of starting players but not worry about turn order within a round for speed of online play.

On a forum thread it is advised to keep a list of items and tokens belonging to each player in each post. The possible lists should be given in the first post, the first player should copy the list into the post where

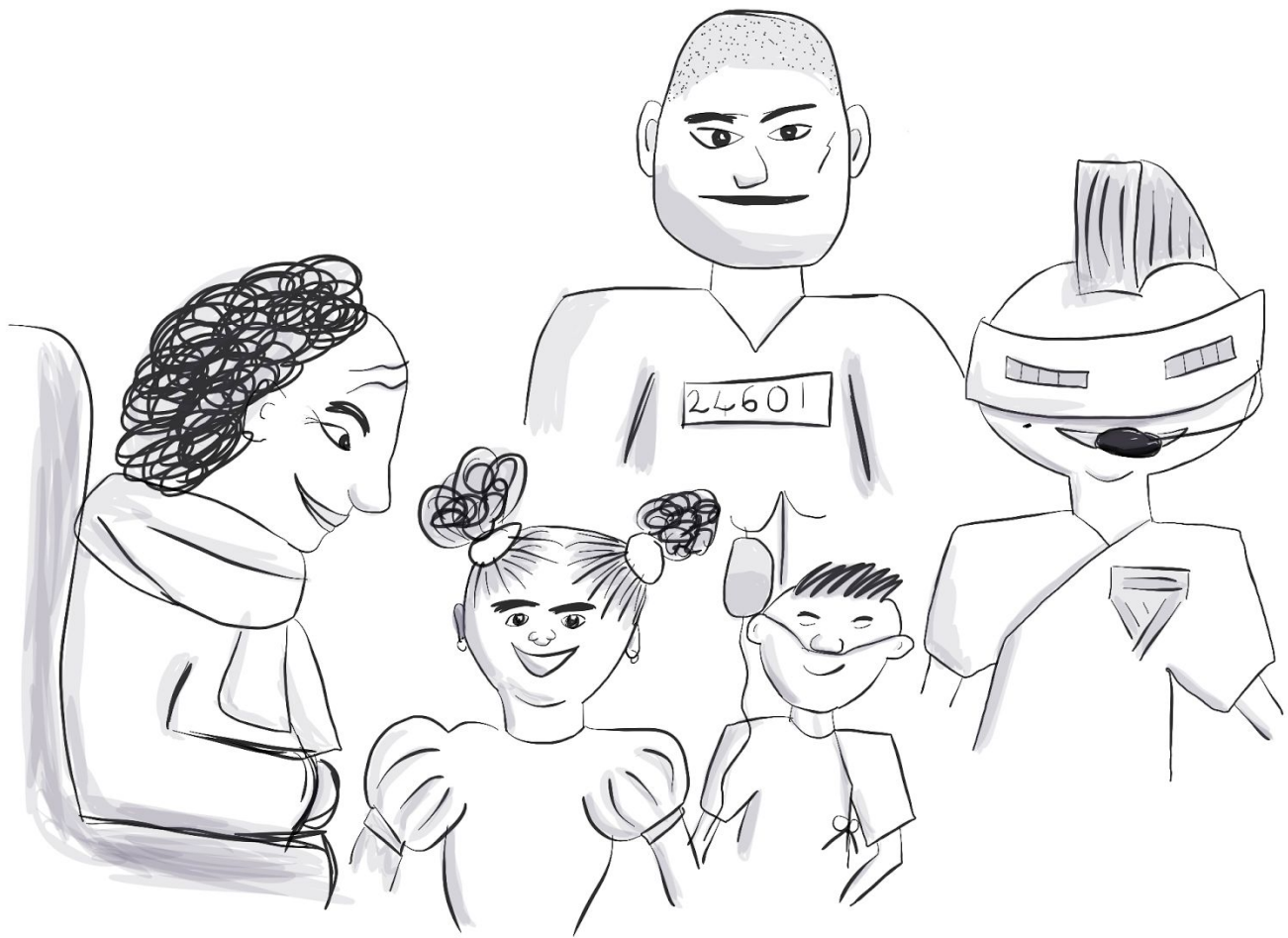
they rolled the d10 so everyone can easily see their options. If rolling a d6 each time the players can roll on this starting post to allow them to see their roll before they write their piece or the start player can roll for everyone.

On a Geeklist the first post should represent the backpack, further items can be added below as comments. Each postcard can either be its own item or a comment under the round item, where the list to be used is given.

By email each round can be started as its own message, with the current backpack, token status and list given in the first post to ensure easy access to these pieces of information.

Owners

Choose one of these or make your own, this is the person who will be receiving the postcards and is the one who sent Bear out into the world.



Lisa - She dreams of seeing the world, being an explorer or a travel writer, or anything to escape the run down inner city. Sending Bear off was her Aunt's idea, given first to her class teacher who was going to a conference that weekend.

Alex - Once was young and loved to travel. But now is housebound and far from family, the postcards provide dreams, an escape and a way to pass the time.

Jo - Did the crime and now is doing the time. But needed a way to inspire his children to strive for a better life. There isn't much to tell about prison, well not that he wants to tell them, and the anticipation of visits always spoils the actual day. It was his art therapy teacher who suggested sending the Bear travelling, she was going to study sculpture abroad and offered to start the journey.

Matti - Has been ill a long time, the children's ward tries to be nice, but feels like a prison now. With no hope of recovery, Bear is a way for Matti to escape and feel a part of the world that will never be open.

Spyke - As recruiter for an underground resistance movement Spyke had a clever idea. In the backpack is

a letter, a story, where the current regime is depicted shrouded in metaphor, recipients pass Bear to others they suspect are sympathisers. The tale may seek to gain recruits or rally them to action, hinting at plans and rebellions. If the postcard they send shows they understood another recruit is added to the ranks, but the guise of the tale provides plausible deniability should anyone be caught.

Sam - hopes to become a comic book artist, but wanted an idea to stand out from the crowd. Sending Bear into the world and illustrating the postcard adventures is that idea, but can Bear have enough excitement for this plan to work?

The Lists

Pick 10 of these list or write your own, if you want more variety you can pick 20 and use a d20 to randomise.

Sister
Aunt
Brother
Father
Uncle
Grandmother

Blue
Purple
Green
Red
Yellow
Brown

Rain
Snow
Hail
Sunny
Cloudy
Thunder

Ice cream
Roast
Cake
Fruit
Curry
Bread

Silk
Wool
Ribbon
Denim
Cotton
Lace

Mountain
Sea
Beach
River
Woodland
Desert

Birthday
Wedding
Funeral
First day at school
Retirement
Graduation

Horse
Sheep
Cow
Pig
Chicken
Duck

Farmer
Driver
Scientist
Engineer
Artist
Teacher

Walking
Running
Wheeling
Dancing
Singing
Cooking

Huge
Tiny
Fierce
Bold
Funny
Soft

Trousers
Sari
Cape
Armour
Pyjamas
Coat

Otter

Bird
Butterfly
Cat
Dog
Fish

Sunrise
Sunset
Lunch
Dinner
Breakfast
Night

Hot
Cold
Wet
Dry
Rough
Smooth

Lost
Found
Unknown
Unseen
Unheard
Calm

Pilgrimage
Fleeing
Hoping
Traveller
Freedom
Return

North America
South America
Asia
Africa
Island
Europe

Village
City
Hamlet
Town
Camp
Caravan

Stone
Wood
Metal

Fire
Earth
Brick

Amethyst
Emerald
Lapis lazuli
Ruby
Silver
Gold

Rich
Poor
Struggling
Winning
Losing
Giving

Present
Contract
Will
Diary
Calendar
Almanac

Friends
Allies
Enemies
Lovers
Kinsmen
Comrades

Eagle
Sparrow
Albatross
Duck
Raven
Falcon

Meadows
Fields
Streams
Estuary
Path
Forest

Lock
Key
Symbol
Writings
Code

Recipe

Greed

Lust

Selfishness

Lies

Jealousy

Lazy

Charity

Helping

Hoping

Enjoying

Calming

Giving

Flower

Fruit

Cloth

Treasure

Vegetable

Jewellery

Sword

Belt

Axe

Bow

Arrow

Knife

Stripes

Spots

Floral

Zigzag

Waves

Plain

Gate

Door

Archway

Porch

Bower

Tunnel

Hills

Valley

Street

Alley

Fireplace

Crossroad

Oak
Ash
Beech
Walnut
Ebony
Pine

Seeds
Grains
Flour
Rye
Berries
Eggs

Writing
Drawing
Sketching
Dreaming
Reading
Playing

Board game
Card game
Ball game
Children's game
Skipping game
Counting game

Throw
Catch
Save
Jump
Hop
Fight

Lemon
Lime
Peach
Apple
Plum
Strawberry

Bedroom
Kitchen
Bathroom
Lounge
Study
Hall

Manor
Squat

Home
Hovel
Barge
Caravan

School
College
University
Nursery
Library
Training camp

Librarian
Councillor
Architect
Nurse
Builder
Painter

Chain
Cell
Bars
Bunk
Trap
Yard

Meter
Mile
Furlong
Acre
Tonne
Inch

Soil
Loam
Compost
Leaves
Roots
Water

Strong
Fast
Tall
Stout
Clever
Cunning

Weak
Slow
Short
Thin

Bullish
Naïve

Book
Parchment
Scroll
Tome
Documents
Screen

Authorities
Plan
Secret
Rebellious
Unfair
Hope

Hair
Fur
Leather
Bone
Ivory
Tusk

Howdy
Bonjour
Hej
Guten tag
Hola
Welcome

So long
Farwell
Auf Wiedersehen
Goodbye
Adieu
Go

Mongrel
Pure
Husky
Working
Pack
Cub

Call
Cry
Shout
Scream
Chant
Silence

Watch
Join
Rise
Observe
Hold
Love

Bridge
Tunnel
Cave
Crossing
Ford
Roof

Stairs
Lift
Slope
Under
Over
Window

Life
Death
Birth
Illness
Injury
Healing

Leaf
Stem
Blade
Trunk
Branch
Bush

Ambush
Meeting
Accord
Hunt
Gathering
Together

Surprise
Joy
Happy
Sad
Shock
Love

Loss

Despair
Malais
Mistake
Hope
Hate

Hood
Glasses
Shoes
Boots
Gloves
Watch

Ritual
Rite
Service
Ceremony
Fate
Competition