

# A Mysterious Wanderer in the Fourth Dimension

*A mostly collaborative storytelling RPG for four or more players inspired by You-Know-Who*

*You need: pencils, paper, a three-sided die and tokens or dice to track Tocks.*

## Setup

Each player suggests a title for your Wanderer, e.g. “the Rider”, “the Inspector” or “the Savant”. Hold a vote; the creator of the winning title will play first. (Roll dice in a tie.)

Every player thinks of a single word **Quirk** inspired by the Title - “rude”, “kind”, “forgetful”, “childish” etc. Make a list of them.

The first player names and describes an **Evil** that will plague your Wanderer throughout their incarnations. This could be an individual, a whole species or even an elemental force.

Every player starts with four **Tocks**, which represent your incarnation’s portion of the Wanderer’s power. Put four Tocks aside for the **Doomsday Clock**; these represent the Evil’s power.

**Hearts** represent your incarnation’s experience and skill. You start with none, and earn them in successful Adventures.

## Incarnations

Each player creates an **Incarnation** of the Wanderer, referred to as the First Wanderer, the Second Wanderer etc. Each player chooses one Quirk from the list (it doesn’t have to be the one you wrote); your incarnation emphasises that Quirk. No-one else can choose it. Your Wanderer may also solve problems in any of three **Styles** (see the box below). Choose one to be your incarnation’s **Strength**, and one to be their **Weakness**. Cast someone in the role of your incarnation and describe them.

*e.g. The Second Professor, played by Judi Dench, is “official”. Her strength is Intellect; Romance is her weakness.*

*You - yes, all of you - are a Mysterious Wanderer in the Fourth Dimension. You travel through space and time, getting caught up in other people’s problems and trying to help.*

*Inevitably you will face danger too great, and fall; but for you an ending is also a beginning, as you are reincarnated into a new body and personality.*

*Eventually you team up with your other selves to defeat a great Evil before fading from the Universe forever.*

I am the \_\_\_\_\_

Portrayed By: \_\_\_\_\_

Quirk: \_\_\_\_\_

1                      2                      3

Strength: Intellect    Action    Romance

Weakness: Intellect    Action    Romance

Ultimate Adventure Total: \_\_\_\_\_

Tocks:

Hearts:



## STYLES

**1: Intellect!** You use your brain to solve problems, whether through science, magic or reason.

**2: Action!** You use a direct, physical approach to helping people. And hurting them.

**3: Romance!** You appeal to the emotions of others, or channel your own, to save the day.

## ADVENTURE ROLLS

**5+ Brilliant Success!** +3 Hearts, -2 Tocks, total narrative control.

**2-4 Mostly Successful!** +1 Heart, -1 Tock, partial narrative control.

**1- Costly Success!** +0 Hearts, -0 Tocks, narrate your death!

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## Adventure!

The three players on your right are your **Troublemakers**. Proceeding anti-clockwise, one comes up with a Time ("twilight of a future human empire"), the next a Place ("an oil rig off the coast of Norway"), and the third a Problem, which must involve deadly danger to someone other than the Wanderer ("something is eating postal workers"). Any of the Troublemakers can choose to lose a Tock to include the Evil in the Adventure; doing so makes it harder to succeed, but gives you a chance to hold back the Doomsday Clock.

The current incarnation's player asks one question of each of the Troublemakers to flesh out the story. Then, roll the die; the result tells you the Style in which you must solve the Problem to complete the Adventure (see the Style box on page 1).

## The Adventure Roll

Concoct a plan to fix the Problem in keeping with the Style; you will make an Adventure Roll to see if it succeeds. Add +1 to the roll if the Style is your Strength; subtract -1 if it is your Weakness, and -1 if the Evil is involved in the Adventure. If you can incorporate your Quirk into your plan, add +1. You can give a Tock to one other player to use the Quirk of a prior incarnation for +1, but they decide how the Quirk influences the plan. The Troublemakers have final say whether a Quirk has been successfully included.

- **A roll of 5 or more is a Brilliant Success.** You earn 3 Hearts. Narrate how your plan brilliantly succeeds! But the candle that burns twice as brightly... You lose 2 Tocks, and add 2 Tocks to the Doomsday Clock. (You neglected the Evil, or made it angry.)
- **A roll of 2, 3 or 4 is Mostly Successful.** You earn 1 Heart. Each of the other players makes a suggestion for something that went wrong; incorporate your favourite one into your narration and give that player one of your Tocks. If the Evil was involved in this Adventure, also remove a Tock from the Doomsday Clock.
- **A roll of 1 or 0 is a Costly Success.** You earn no Hearts, and lose no Tocks. Your plan succeeds, but at the cost of your life (see below). If the Evil was involved in your Adventure, the first player gets a bonus Tock.
- If after your roll you have less than 2 Tocks, or you scored a Costly Success, this is your incarnation's final adventure. If you're the last player, this triggers the Ultimate Adventure; otherwise narrate how your incarnation dies, add a Tock to the Doomsday Clock, and pass play to the left.

## The Ultimate Adventure

The last player sets the scene of the Evil's epic plan. Each player takes it in turns to spend a Tock and narrate an action in the Style of their Strength that aids in the Adventure. Roll the die, and add your Hearts to the result. Keep track of your total.

When everyone's out of Tocks, compare the total of all incarnation's rolls to the number of Tocks in the Doomsday Clock, multiplied by the number of players.

- **If you beat the Clock by six or more, you defeat the Evil forever and retire.**
- **If you at least equal the Clock, you defeat Evil...for now. You continue to exist.**
- **If the Clock beats you, the Evil nearly wins. Some calamity ensues. You die.**

The player with the highest individual score is the incarnation the universe remembers, and narrates the final outcome. If the Wanderer retires or dies, the last player narrates it.