

TREASON SEASON RPG

This game requires a six-sided die, a pencil, and this character sheet.

Patriotism: 2	Warmongering: 2
Bureaucracy: 2	Disinformation: 2
Religiosity: 2	Amorality: 2
Prestige Level: 0	Treason Level: 0

The numbers printed next to the character's attributes are the initial values of the attributes.

At the start of the game, choose any three attributes to increase by one.

The game takes place in a series of turns. Each turn, roll a die for the task the character will undertake in service of the Great State: 1 = Loyalty Purge, 2 = Political Infighting, 3 = Faith-Based Initiative, 4 = Act Of War, 5 = Manipulation Campaign, 6 = Clandestine Mission.

Before a task is undertaken, roll a die: 1 or 2 = Treason Level will increase by one if the character fails to serve the State, 3 or 4 = Prestige Level will increase by one if the character succeeds in serving the State, 5 or 6 = Treason Level will increase by one if the character fails to serve the State or Prestige Level will increase by one if the character succeeds in serving the State.

Loyalty Purge: Question the allegiance of every citizen and punish those who are sympathetic to the enemies of the Great State. Roll a die. If the number rolled is equal to or less than the character's Patriotism, the character succeeds in serving the State. If the number rolled is greater than the character's Patriotism, the character fails to serve the State.

Political Infighting: A struggle for domination occurs among a faction of the power elite who rule the Great State. Roll a die. If the number rolled is equal to or less than the character's Bureaucracy, the character succeeds in serving the State. If the number rolled is greater than the character's Bureaucracy, the character fails to serve the State.

Faith-Based Initiative: Praise the righteousness of the Great State and assert the divine humility of its blessed leader. Roll a die. If the number rolled is equal to or less than the character's Religiosity, the character succeeds in serving the State. If the number rolled is greater than the character's Religiosity, the character fails to serve the State.

Act Of War: The Great State seeks its greatness and empire via military conflict. Roll a die. If the number rolled is equal to or less than the character's Warmongering, the character succeeds in serving the State. If the number rolled is greater than the character's Warmongering, the character fails to serve the State.

Manipulation Campaign: The masses of the Great State must be manipulated and lied to on a constant basis. Roll a die. If the number rolled is equal to or less than the character's Disinformation, the character succeeds in serving the State. If the number rolled is greater than the character's Disinformation, the character fails to serve the State.

Clandestine Mission: Dark and sinister tactics are used to preserve the authority of the ruling class within the Great State. Roll a die. If the number rolled is equal to or less than the character's Amorality, the character succeeds in serving the State. If the number rolled is greater than the character's Amorality, the character fails to serve the State.

After a task has been undertaken, roll a die. If the number rolled is 1, decrease the attribute the character used by one if the character failed to serve the State. If the number rolled is 6, increase the attribute the character used by one if the character succeeded in serving the State. No attribute can go below 1 or above 5. After the die roll is made, the turn ends and a new turn begins.

At the start of a turn, if a character's Prestige Level is 6, the character assumes a position among the power elite of the Great State. The character's Treason Level is decreased to zero. For the rest of the game, when instructed to increase Treason Level by one, decrease Prestige Level by one instead. If the character's Prestige Level is decreased to zero, the game ends in defeat.

At the start of a turn, if a character's Prestige Level is 12, the character assumes the position of leader of the Great State. The game ends in victory.

At the start of a turn, if a character's Treason Level is 6, the character is declared an enemy of the State. Choose one attribute besides Treason Level and roll a die. If the number rolled is greater than the attribute, the character is persecuted and the game ends in defeat. If the number rolled is equal to or less than the attribute, the character escapes persecution and becomes a freedom fighter. The character's Prestige Level is decreased to zero. For the rest of the game, when instructed to increase Prestige Level by one, decrease Treason Level by one instead. If the character's Treason Level is decreased to zero, the game ends in defeat.

At the start of a turn, if a character's Treason Level is 12, a revolution topples the corrupt regime of the Great State. The game ends in victory.