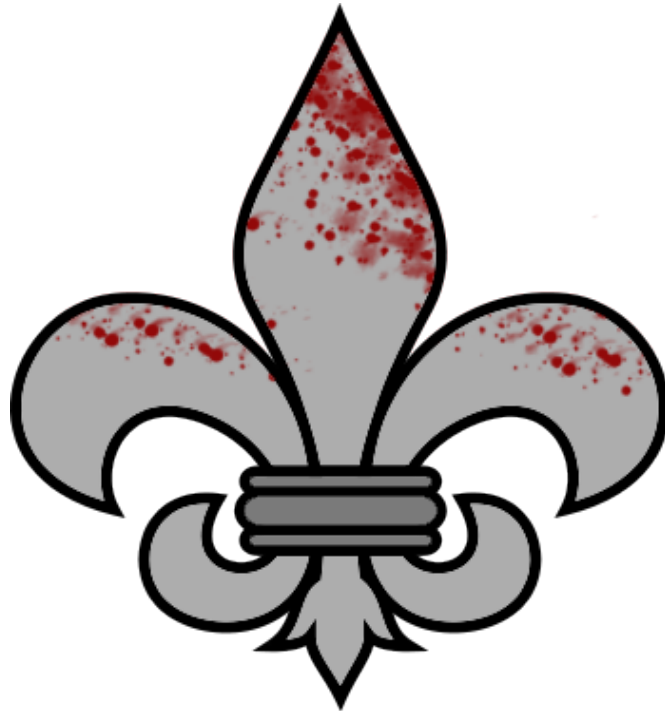


The Knights of the Lily



A Game of Secrecy and Noble Intentions
Written by Antti Lax

Second Draft,
September 13th 2009

Introduction:

The Safeguard

The new millennium didn't start well. At the end of 1999, theft, murders and drug usage reached an all time top. Criminal organizations gained more power while local authorities could do nothing about it. The politicians at United Nations decided that they needed a new institution to reply for the constantly rising numbers of crimes.

In their desperate efforts to fight the global criminalism, they were approached by Sir Richard Witherspoon, a famed millionaire and a , who offered them his aid and money for the upcoming law enforcement agency. The UN agreed, and the Project Safeguard was started.

In January 2000, the United Nations Office for Drugs and Crime Prevention made an official statement that the Project Safeguard was now in effect and all UN member states are under it's supervision. Each nation was assigned a number of Enforcers, elite peacekeepers who were to be under supervision of the nations own law enforcers but in case of any event of a larger incident, the Enforcers would be lead by an officer of the UN. The Enforcers were saluted as a saviour in the dark times of crime. But that didn't last for long.

After the terrorist attack on September 9th 2001, the Project Safeguard took a serious turn. Sir Richard Witherspoon, now the Militant Commander of the Safeguard, announced that the Safeguard clause was in effect and that the Enforcers were given almost complete control over the local law enforcement. After all, the Enforcers were superior in their training, equipment and efficiency. All Enforcers were granted the right to judge the criminals they encountered, swiftly dealing with crime and terrorism. Those who resisted the Enforcers were judged as criminals, and often executed in the spot.

The Society

The Order of the Lily, a secret society of noblemen, grew wary of the Project Safeguard and the Enforcers quite soon after the first announcement of it's intentions. The Order knew that eventually, the Project was doomed to fail. After all, how would people accept the authority of an organization who they had no influence at all?

After a long discussion, the Overseers of the Order decided to start preparing for the worst. They recruited some of the world's most talented people and began training them to counter the possible threat of the Enforcers.

Now, after a year of vigorous training, the Knights are ready to begin their mission: end the oppression of the Enforce and stop the Project Safeguard.

Disclaimer:

This game is purely fictional and any references to real life events, locations and people are completele made up.

This game is written by Antti Lax for the Game Chef 2009 competition.

Achieved awards for the second draft:

7 days Award - Submit your game within One Week (on or before Monday Sept 7) (First draft submitted Sept 6)

14 days Award - Submit your game within Two Weeks (on or before Monday Sept 14) (Second draft submitted Sept 13)

Theme Award - Include the theme: INTRIGUE

Ingredient Award - Include the ingredient: FLEUR-DE-LIS

Ingredient Award - Include the ingredient: STAR

Brevity Award - Keep the rules of your game to 4 pages or less

The Cerberus Award - Make a game for three players

The Sorensen-Nixon Class of 2001 Memorial Award - Set your game in the year 2001

The Game and how it is played:

The Secret Society is a roleplaying game for four players, which focuses on the exploits of the Order of the Lily. One of them plays the role of the Overseer who runs Missions and controls all the characters the players encounter during them. The other three players play characters called Knights, the members of the Order of the Lily.

The Mission:

After the characters have been created, the Overseer selects a Mission from the Mission list, or designs a Mission by himself. Each Mission starts with Briefing, a small introduction to the Mission that describes what it is all about. The Overseer reads this aloud to the players.

The Overseer then informs the players of the Objectives they must accomplish during the Mission (minimum of 2 compulsory and 1 optional). The players have a while to decide their approach on the Mission and what equipment they take with them. The Overseer has the final word on what's viable for equipment and what purpose it serves during the Mission.

Meanwhile, the Overseer secretly decides the Obstacles for the players. The Obstacles are people, machines and other difficulties that stand in the characters way to accomplishing Objectives. Each Obstacle has a Difficulty Value, and at least must be cleared before the Mission is deemed successful. A good number of Obstacles is one or two per Objective, with no more than 2 with a DV of 6.

During Mission, the players play out the actions of their characters and act as if they were the characters themselves. They are free to make their own decisions to achieve the Objectives, but the Overseer has the final word of what can be done and what can't.

After the Objectives have been cleared, the Overseer describes how the Mission ends. After that, the players are rewarded if the Mission was successful. For the Mission to be successful, atleast all the compulsory Objectives must be achieved.

Tasks:

When characters encounter Obstacles, they must complete Tasks to overcome the Obstacle. Tasks can also be used by the Overseer to test the Knights if they do something that is considered difficult and thus worth a Task test.

To see if the Knight succeeds in a Task, the player rolls the amount of six sided dice he has in the relevant skill, and checks if any one of them is equal or above the Difficulty Value of the task. If there are, the Task is successful and the player describes how the Knight succeeded in the task. If the dicepool would result in zero, the character can always "try out his luck" and roll one die against DV 6.

If the Task is unsuccessful, the character gains one Stress-point. For every two Stress-points the character loses one die from his or her dicepool. If the Stress-level peaks six points, the character must abort the Mission immediately.

After an unsuccessful task, the Overseer describes the situation and how the Task failed. It may be possible that after a failed Task the Overseer deems the Objective unsuccessful. But in most cases, the Objective can be retried if it is logically possible. (For example, if the Objective was to protect a Witness and she dies) The Overseer is encouraged to grant the possibility to retry the Objective atleast once.

If the character has Talent in that particular skill, the Talent may be used to automatically succeed in the Task; no roll is necessary. The Talent is then marked as used and cannot be used during the same Mission.

An example of a Task is "sneak past the guards". The same Obstacle could be overcome by different means though: a Task of "assassinate the guards before they make an alert" is also a valid way to get rid of the Obstacle. The Difficulty Value of such task could be higher, on the decision of Overseer.

Character Creation:

Step 1: Choose the Branch

Every member of the Order belong to one of the Branches. Each Branch is focused on different tasks, and so do their members. Cells consist of three Knights of different Branches, for they complement each other.

The Branch of Swords The Knight gains one extra Talent in one of the Branch skills.	The Branch of Lore The Knight gains two extra skillpoints for the Branch skills and one extra skillpoint for the others.	The Branch of Grace The Knight gains an extra re-roll (usable once per session) for each Branch skill.
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Step 2: Choose the Zodiac sign

The Order firmly believes that a persons destiny is decided upon their birth. Their starsign not only affects the way they live their lives, but also the potential they have in their lives. Each player chooses a Zodiac sign for their character.

Aries You are courageous and impulsive. Your habit of taking risks gives you a re-roll in Combat-skill. Taurus You are determined and stubborn. Your ability to not give up until you succeed gives you a re-roll in Larceny-skill. Gemini You are curious and witty. Your habit of taking nothing for granted gives you a re-roll in Science-skill. Cancer You are perceptive and creative. Your interest in mysteries gives you a re-roll in Paranormal-skill Leo You are devoted and proud. Your radiant personality gives you a re-roll in Coercion-skill. Virgo You are compassionate and sensitive. Your social awareness gives you a re-roll in Empathy-skill.	Libra You are charming and passionate. Your sense of cause and effect gives you a re-roll in Socialize-skill. Scorpio You are secretive and resilient. Your desire to triumph no matter what gives you a re-roll in Deception-skill. Sagittarius You are adventurous and optimistic. Your enthusiasm gives you a re-roll in Athletics-skill. Capricorn You are conscientious and ambitious. Your determination gives you a re-roll in Technology-skill. Aquarius You are intelligent and practical. Your resourcefulness gives you a re-roll in Academics-skill. Pisces You are intuitive and imaginative. Your quick wits gives you a re-roll in Stealth-skill.
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Step 3: Assign Skillpoints and Talent

Knights of the Order are talented in many different areas. They are trained for combat, prepared to deceive their opponents, and taught knowledge in both science and occult. Each Knight undergoes a vigorous training to be ready when they are needed the most. Players assigns 6 skillpoints on the skills related to the Branch of the character, and 6 skillpoints on the rest, with a maximum of 3 points on a specific skill. Each Knight gains also Talent in one of his Branch skills. Talent can be used once per Mission to automatically succeed in a task.

The skills and what they're used for:

Physical (The Branch of Swords) <i>Athletics</i> (jumping, climbing, running) <i>Combat</i> (firearms, melee, unarmed) <i>Stealth</i> (hiding, sneaking, shadowing) <i>Larceny</i> (lock picking, sleight of hand, bypassing security systems)	Social (The Branch of Grace) <i>Coercion</i> (intimidation, persuasion, bribing) <i>Deception</i> (lying, disguises, hiding emotions) <i>Empathy</i> (sensing motives, animal ken, spotting lies) <i>Socialize</i> (etiquette, seduction, small talk)	Intellectual (The Branch of Lore) <i>Academics</i> (law, politics, religion) <i>Paranormal</i> (occultism, parapsychology, UFOs) <i>Science</i> (physics, chemistry, biology) <i>Technology</i> (using computers, making repairs, disabling machines)
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Example of Character Creation:

Joe has decided to play Sir Marcus Reeves, a Branch of Lore specialist of the sign Gemini. By being a Gemini, Sir Marcus is curious and has high hopes for the future. His Zodiac sign confers him a re-roll in Science rolls as he takes nothing for granted and always tries to learn new. For being part of the Branch of Wisdom, Sir Marcus has 2 extra skillpoints for his Branch skills and 1 extra skillpoint on the other skills. This totals as 8 skillpoints for Branch skills and 7 skillpoints for the rest. Joe assigns his Skillpoints as follows and marks them to the Skill box in the character sheet:

Combat 2 Stealth 1 Coercion 2 Deception 2 Academics 1 Paranormal 2 Science 2 Technology 3

Joe picks the Technology-skill as Sir Marcus' Talent and marks it in the character sheet in the Talent box.

Example of Gameplay:

Sir Marcus and his two fellow Knights are tracking down an informant who knows a dirty secret about the local Enforcer-commander Simmons. If the Knights are able to achieve this information, they might be able to make the Enforcers lose their status in the area.

The Knights have located the informant at a local bar called The Good Folk. They only know the informant by his nickname "TheFool" which he uses on the Internet. Dame Mariah, the Branch of Grace member of their Cell, approaches the bartender and wants to ask if he knows anything about TheFool. The Overseer asks the player to make a test using the Coercion-skill, with a Difficulty Value of 4. Michelle, who plays Dame Mariah, rolls three six sided dice (as her Coercion-skill is three). The results are 1, 3 and 4. The Overseer describes how the bartender recognises the name and points over to a corner of the bar, where a lone figure is sitting. The Knights approach the man and begin questioning him.

Missions:

Find and Eliminate

Briefing:

A dangerous political activist is staying in a high-class hotel. The Order has learned that he's organising a meeting regarding Enforcer activity in the area. The meeting is due in a week. Your job is to go there and find out what you can, and if necessary, prevent the meeting.

Suggested Objectives:

- Gain information about the upcoming meeting
- Prevent the meeting
- (Optional) Interrogate the politician about Enforcers and the meeting
- (Optional) Don't reveal the Mission or that you belong to the Order

Suggested Obstacles:

- Suspecting lobbyist (Difficulty Value 3)
- Hotel security (Difficulty Value 4)
- A bodyguard (Difficulty Value 5)
- A decoy (Difficulty Value 6)
- Enforcer-patrol (Difficulty Value 6)

Reward:

All participating characters can mark one of the skills they used during the Mission as Trained. After three Trained markings, the character gains an extra skillpoint in that skill (to the maximum of three). If the skill has three skillpoints already, the character gains a Talent instead.

If the characters interrogate the politician, they gain one extra die for their Academics skill for the next Mission, thanks to the information they've gained.

Search and Destroy

Briefing:

The local Enforcer organization has been unusually active in the area. According to some rumours, the Enforcers plan to search the local community for any signs of the Order. You are commanded to gather more information on the upcoming Enforcer operation so that precautions can be made.

Suggested Objectives:

- Break into the Enforcer Facility
- Get information regarding the operation
- (Optional) Destroy the Facility

Suggested Obstacles:

- Fence (Difficulty Value 3)
- Security Cameras (Difficulty Value 4)
- Automated Defence System (Difficulty Value 5)
- Firewall (Difficulty Value 6)
- Enforcer-patrol (Difficulty Value 6)

Reward:

All participating characters can mark one of the skills they used during the Mission as Trained. After three Trained markings, the character gets an extra skillpoint in that skill (to the maximum of three). If the skill has three skillpoints already, the character gains a Talent instead.

If the characters destroy the facility, the next Enforcer-patrol they encounter is only DV 5.