

# Inseparable

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A game for 3: 2 players and a guide

Each player needs:

- 6 dice: a d20, a d12, a d10, a d8, a d6, and a d4
- An index card or scratch paper & something to write with (Your “character sheet”)
- A buddy or at least a willing companion
- A pile of d6s that will be shared

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For character creation, decide which player is **Player A** and which is **Player 1**. The third player is **The Guide**. Some portions of character creation will have **Player A** make decisions, and some will have **Player 1** make decisions. You will not make all the decisions for your own character. Trust in your partner, if you don't already. You'll need it soon enough.

When you see a list of options in parentheses, choose one from the list. If you have two adjectives separated by a slash, you can put them in any order you want. For example, “loved/hated” could mean either of you is loved, but the other one must be hated.

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## Character Creation

Anything **Player 1** needs to decide will be left-aligned.

Your partner is your trusted \_\_\_\_.

*(pet, stepchild, apprentice, twin, rival, assistant, advisor)*

Your partner would rather \_\_\_\_ than \_\_\_\_.

*(go against/go with, act/plan, wonder/find out, avoid/deal with, let out/hold in)*

It's like you always say, you would rather be \_\_\_\_ than \_\_\_\_.

*(napping/working, honest/nice, fancy/sloppy, wrong/indecisive, first/last)*

Your name is \_\_\_\_, and your signature weapon is \_\_\_\_.

Anything **Player A** needs to decide will be right-aligned.

You are \_\_\_\_, your partner is \_\_\_\_.

*(book-smart/street-smart, loved/hated, kind/ruthless, old-school/new-school, reliable/surprising)*

Your partner thinks you don't know about their \_\_\_\_, but you do.

*(secret technique, magic bloodline, past crimes, family fortune, tragic accident)*

Your partner doesn't know about your \_\_\_\_, and you'd like to keep that secret.

*(underworld connections, former career, true form, weird hobbies, ancient artifact)*

Your name is \_\_\_\_, and your signature weapon is \_\_\_\_.

Note these details on your character sheet.

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# Gameplay

The Guide will help direct the players through the story toward a specific goal, while filling in details along the way.

## Dice: Pools and Towers

All dice live in 1 of 2 places: a **pool** or a **tower**. Each player has their own pool and tower, and then there is a Shared Pool and Shared Tower.

When the game starts, all 6 of each player's dice are in that player's dice pool.

The bulk d6s are shared between both players and live in the Shared Pool. These dice are never rolled, only stacked in the Shared Tower.

When a player tries to perform a risky action, they first declare if there are any modifiers (at the Guide's discretion):

- If this is something your character is particularly skilled at, add +1 to your roll.
- If your partner can describe a compelling way how they assist you, add +1 to your roll.

After the modifiers are declared, the player rolls any die in their pool and adds the modifiers to their roll. This is the *total roll*.

- Any total roll of 8 or above is a **complete success**. The Guide describes how the player succeeds at their action and there are no complications.
  - Lucky 13: If the total roll is exactly 13, it is a **dramatic success**. The player succeeds at their action, and *the player* describes how the scene plays out in a way that benefits them.
- Any total roll of a 4, 5, 6, or 7 is a **partial success**. The Guide describes how the player succeeds at their action, but the Guide introduces a new complication to the story.
- Any total roll of a 2 or 3 is a **failure**. The Guide describes how the player does not succeed at the action they're performing, but the Guide *does not* introduce a new complication.
- Any total roll of a 1 is a **dramatic failure**. The Guide describes how the player does not succeed at the action they're performing, and the Guide introduces a new complication.

After a player rolls any die, they have to add it to their tower. This is exactly what it sounds like! A player must stack all their rolled dice in their tower until either the tower is completed or the tower falls.

- If a player puts their 6th die on their tower and puts their hands in their lap without the tower falling, the tower is completed! The Guide will describe how something happens to benefit the players, or how a complication is resolved.
- If a player's tower falls before it is completed, tragedy strikes! The Guide will introduce a new complication to the story.
  - A tower of 1 die is still a tower, but a tower cannot fall unless there are 2 or more dice stacked.

After a player's tower is completed or falls, that player adds all their dice back to their pool.

Additionally, after any player rolls a die, they add a die from the Shared Pool to the Shared Tower. The Shared Tower can't be completed, it can only fall. When it does, the dice are added back to the pool and tragedy strikes the party. The Guide will introduce a new complication to the story.

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*Good luck!*