



TWO HUNTERS

By Dustin DePenning | 24 Hour RPG 2015



OVERVIEW

Two Hunters is a demon hunting RPG for two players and no GM. Players take turns describing challenges based upon dice rolls, and then make rolls to overcome them. For the purpose of this game, the older player is PLAYER ONE and the younger player is PLAYER TWO.

THE STORY

Your characters belong to a holy order of demon hunters known as Sacred Jaegers. About a hundred years ago, the Yuvikamf Empire discovered ancient cities built by unknown civilizations and colonized them. One of the Empire's most fantastical settlements is proving a hotbed for demonic activity, and you and your partner have been sent to investigate.

ATTRIBUTES

Your hunter has 4 Attributes to help them defeat demons, each with a range of 0-3. Once per Attribute roll, you may replace a single die with a number equal to or below your Attribute. The list is as follows:

Fortitude	Describes physical prowess and combat ability
Dominance	Describes force of will, social authority, and resistance to fear
Sorcery	Describes aptitude with augury, incantations, and magical attacks
Piety	Describes resistance to temptation, possession, and corruption

DEFENSE POOLS

Your hunter has 4 Defense Pools. If any of these pools reaches 0, bad things happen to your character.

Health	If this reaches 0, your character dies
Morale	If this reaches 0, your character flees and is removed from the game
Destiny	If this reaches 0, your character is hexed. Any future damage dealt to you is increased by +2.
Soul	If this reaches 0, your character becomes possessed. Deal 1 damage to your partner's health pool. Your partner then executes you.

ACTS & CHALLENGES

Each game of Two Hunters is a self-contained story following three "Acts." All three acts add up to a total of 7 challenges. At the start of each challenge, the active player rolls 1d4 to get a challenge type. The player then describes the scene in detail, as well as inventing and naming any NPCs involved. Here are the challenge types:

Fortitude; Health –(X)	Challenge is defeated by Fortitude rolls. If both players fail the challenge, it deals (X) damage to their Health pool at the end of the round.
Dominance; Morale –(X)	Challenge is defeated by Dominance rolls. If both players fail the challenge, it deals (X) damage to their Morale pool at the end of the round.
Sorcery; Destiny –(X)	Challenge is defeated by Sorcery rolls. If both players fail the challenge, it deals (X) damage to their Destiny pool at the end of the round.
Piety; Soul –(X)	Challenge is defeated by Piety rolls. If both players fail the challenge, it deals (X) damage to their Soul pool at the end of the round.

SUCCESS AND FAILURE

After a challenge is described, both players decide whether or not to act. If both players decide to meet the challenge, they act in order, rolling and describing what they do. Roll 3d4 and count matching dice, and choose a matching pair. Consult the chart:

No matches	Catastrophic failure. Your partner describes what happens to you. The challenge immediately deals 1 damage to your matching defense pool. If both you and your partner fail this round, the challenge deals (X) damage to you both.
Matching 1s	Failure. Your partner describes what happens to you. If both you and your partner fail this round, the challenge deals (X) damage to you both.
Matching 2s	Partial success. You describe what happens. The challenge immediately deals 1 damage to your matching defense pool, but you gain one success against it. The challenge deals no damage at the end of the round. If this is the second success against this challenge, you and your partner move on to the next challenge.
Matching 3s	Full success. You describe what happens. The challenge deals no damage at the end of the round. If this is the second success against this challenge, you and your partner move on to the next challenge.
Matching 4s	Grand success. You describe what happens. Regain 1 point to any defense pool (up to your maximum). You gain a boon (explained on the character sheet). The challenge deals no damage at the end of the round. If this is the second success against this challenge, you and your partner move on to the next challenge.

SACRED JAEGER CHARACTER SHEET

Now that you know the basics, create your hunters. All of your Attributes start at 0 and your Defense Pools start at 6. Make one selection on each of the three charts on this character sheet to calculate the final scores.

Next, switch characters with the other player. This is your final hunter. Make up a name and back-story that matches the selections.

Former Profession

What did you do before becoming a Sacred Jaeger?

Laborer	+1 Fortitude
Merchant	+1 Dominance
Scholar	+1 Sorcery
Priest	+1 Piety

Sacred Jaeger Office

In which order of the Sacred Jaegers do you belong?

Vanguard	+1 Fortitude
Inquisitor	+1 Dominance
Arcanist	+1 Sorcery
Keeper	+1 Piety

Tragedy

What inciting incident motivated you to join the Sacred Jaegers?

Fought a demon and survived	+1 maximum Health, gain +2 Health instead of 1 for Grand Successes.
Demon killed a loved one	+1 maximum Morale, gain +2 Morale instead of 1 for Grand Successes.
Prophetic visions lead to finding a demon	+1 maximum Destiny, gain +2 Destiny instead of 1 for Grand Successes.
Was possessed, survived an exorcism	+1 maximum Soul, gain +2 Soul instead of 1 for Grand Successes.

FORTITUDE

DOMINANCE

SORCERY

PIETY

HEALTH

MORALE

DESTINY

SOUL

Equipment

All Sacred Jaegers have the same starting equipment: an anointed sword, the Emperor's seal, a spell totem, and a holy charm. In addition, it can be assumed Sacred Jaegers carry food and other common items such as rope, torches, etc.

Boons

If you score a grand success, you gain a boon. This could be the discovery of a sacred artifact or receiving a magic enchantment. Describe the boon, and try to connect it to the history of the city you are exploring. Gain +1 to any one Attribute (no Attribute can be more than 3).

START THE GAME

PLAYER ONE goes first. From here on out, each player alternates rolling, either to generate story or challenge elements, or to act. It's time to journey to the colony and begin your demon hunt!

BACKGROUND

Roll on the charts below to answer questions about the background of the demon hunt.

PLAYER ONE, what purpose does this colony serve?

1: Outpost	This base is on the edge of wilderness. What is this unexplored area like?
2: Trading Port	This colony is a center of commerce. What does it trade in and with whom does it trade?
3: Fortress	This large structure is on the edge of hostile territory. Who is the enemy?
4: Mine	This city supports a vital local mine. What material is found in it? Is it magical?

PLAYER TWO, what is the colony made of?

1: Stone	What color is the stone? What style is the architecture?
2: Metal	Is it iron or brass? Are the buildings tall or densely packed?
3: Crystal	This city must be very magical. What color are the crystals? Is there a legend about the people who built the city?
4: Bone	What creature's bones make up the city? Is it one large creature, or many small ones?

PLAYER ONE, what is the colony's unique feature?

1: Floating	How does the colony float? What magic or ingenuity made it possible?
2: Moving	The city can be commanded to move about the wilderness. How does it accomplish this? And why must it move?
3: Subterranean	The settlement is deep in the earth. Why is that? Was there something valuable underground?
4: Magically Hidden	An immense illusion helps keep this place hidden. What were the original builders hiding the city from?

PLAYER TWO, who is the victim of demonic activity?

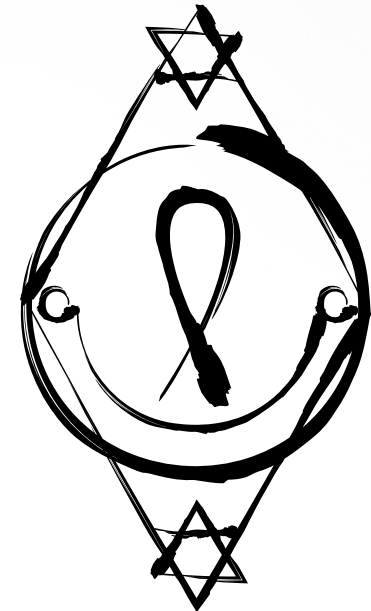
1: Surfs	Laborers and commoners are being hurt. Is there a pattern, such as gender, race, or eye color?
2: Nobility	People important to the Emperor are in danger. Is a particular family being singled out, or one being left alone?
3: Soldiers	The Emperor's forces are being assaulted. Are members of a specific office being targeted?
4: Priests	Holy representatives of the Empire's faith are under attack. Has a high priest been victimized?

PLAYER ONE, what is happening to the victims?

1: Taken	The victims are going missing. Have any bodies been found?
2: Sacrificed	The victims are found at demonic ritual sites. Has the name of a demon been invoked in writing?
3: Eaten	Chewed remains of the victims are turning up. Are they killed in their own homes?
4: Corrupted	The victims are being possessed or driven mad. Is there a visible symptom before victims are under the demon's influence?

PLAYER TWO, who are the demon's agents?

1: Cultists	Evil people willingly serve this demon. What do they look like?
2: Beasts	Strange creatures are at the demon's beck and call. Are they cats, dogs, or even vermin?
3: Ghosts	Spirits are returning to aid the demon. Are they human ghosts?
4: Nameless Shadows	No one has seen the agents of the demon. But when you encounter them, it's up to you to describe them.



ACT ONE: INVESTIGATION

Challenge 1: The Lead. (2 successes needed to move on)

You arrive with a lead on the demonic activity. Roll on the charts below.

PLAYER ONE, where is the lead?

1: Church	Does this church serve the faith of the Empire? Or is it pagan?
2: Busy Streets	What is the city district used for?
3: State Office	Who in service of the Empire is connected to the activity? Why?
4: Abandoned Ruins	An unsettled region of the city is the lead location. Why was this section never reclaimed?

PLAYER TWO, what is the challenge you find there?

1: Physical Barrier <i>Fortitude; Health -1</i>	Something blocks access. A collapsed building, a chasm, a difficult to climb wall? What put it here?
2: Frightening Aura <i>Dominance; Morale -1</i>	The demon's influence here is strong, and you want to leave. But what does your magic sense tell you about this place?
3: Magical Ward <i>Sorcery; Destiny -1</i>	A spell is protecting the area from you. What does the spell do?
4: Tempting Distraction <i>Piety; Soul -1</i>	The demon knew of your arrival. A distraction was planned. How does the demon try to lead you and your partner astray?

Challenge 2: The Evidence. (2 successes needed)

An area deeper within the lead location reveals evidence. What is it? At this point, either PLAYER ONE or PLAYER TWO could be the active player. They roll first on the chart below.

Where will the evidence be found?

1: Secret Chamber	How is the chamber hidden? Who does it belong to?
2: Crime Scene	Recent demonic activity is discovered. Does it confirm your assumptions?
3: Sealed Crypt	A crypt beneath the first location holds the evidence. Is it a colonists' crypt, or something older?
4: Unexpected Party	A secret social event is discovered. Who is attending?

What is the challenge you find there?

1: Ambush <i>Fortitude; Health -1</i>	Something attacks you. Is it bandits? Ancient guardians? Minor servants of the demon?
2: Politics <i>Dominance; Morale -1</i>	An official is blocking your access. Do they not trust you? Are they serving the demon?
3: Obscure Evidence <i>Sorcery; Destiny -1</i>	Eldritch essences are found, but their purpose is unclear. You must perform augury rituals. Where in this place do you find the essences?
4: Dark Knowledge <i>Piety; Soul -1</i>	Ancient occult writings are found. Why are they here? Can you read them without being corrupted?

ACT TWO: THE SOURCE

Challenge 1: Travel. (2 successes needed)

The evidence points to a focus for the demonic activity. Where is it, and how did the evidence lead to this conclusion? At this point, either PLAYER ONE or PLAYER TWO could be the active player. They choose a location chart to roll on below, or default to the one that matches the colony you are investigating.

Outpost Colony Source Location

1: Wilderness	Outside the main city is where the demon resides. Is anything new discovered there?
2: Sacred Mission	A church claiming to serve the Emperor is the source of corruption. How far from the colony is it?
3: Port	The very place all colonists arrive is where they are first exposed to the demon's hex. How has the demon hidden here?
4: Prison	A jail for treasonous colonists is focusing the demon's power. Did inmates summon it? Or were guards involved?

Trading Port Source Location

1: Mercantile House	The wealthy of the city are somehow involved. Are they being exploited for their influence, or aiding the demon for their own reward?
2: Orphanage	The cities bastards and orphans are in grave peril. Is the housemaster to blame? Is the demon hiding among the children?
3: Port	The very place all colonists arrive is where they are first exposed to the demon's hex. How has the demon hidden here?
4: Tavern/Inn	One of the flophouses in town is the demon's stronghold. Does the owner know? How have the guests been affected?

Fortress Source Location

1: Port	The very place all colonists arrive is where they are first exposed to the demon's hex. How has the demon hidden here?
2: Barracks	The soldiers themselves are caught up in the demon's plans. How did this come to pass? How high does the corruption go?
3: Ramparts	The walls of the city are in the demon's dominion. Was it summoned in a misguided attempt to secure the city? Is the city under siege by the enemy when you arrive?
4: Prison	A jail for treasonous colonists is focusing the demon's power. Did inmates summon it? Or were guards involved?

Mining Settlement Source Location

1: Mercantile House	The wealthy of the city are somehow involved. Are they being exploited for their influence, or aiding the demon for their own reward?
2: Mine	The source of the cities riches is also the source of its corruption. Can the mine be saved, or is it intrinsically linked to the demon's power?
3: Noble's house	One of the Emperor's family members is hosting the demon in their mansion. Are they held under a spell, or trying to ascend the throne?
4: Tavern/Inn	One of the flophouses in town is the demon's stronghold. Does the owner know? How have the guests been affected?

What is the challenge you find there?

1: Demon's Agents <i>Fortitude; Health -1</i>	The more powerful agents of the demon attack you when you arrive. What form do they take?
2: Unruly Mob <i>Dominance; Morale -1</i>	Colonists heard rumors of the corruption and formed a mob outside the source. Can you peaceably disperse them before fighting the demon?
3: True Witch <i>Sorcery; Destiny -1</i>	A powerful sorcerer has a pact with the demon and attempts to kill you. Who are they?
4: Hostile Souls <i>Piety; Soul -1</i>	The demon has summoned tortured spirits to guard against you. In what way do they distress you?

Challenge 2: Things get worse. (2 successes needed)

Just as you are about to overcome the demon's resistance, something goes horribly wrong. At this point, either PLAYER ONE or PLAYER TWO could be the active player. They roll first on the chart below.

What goes wrong?

1: Collapse <i>Fortitude; Health -1</i>	The location is destroyed and you must escape intact. What causes the collapse?
2: Emperor's Agents <i>Dominance; Morale -1</i>	The Emperor's arbiters arrive and attempt to arrest you. On what charges? Are they valid? Did the demon set this up?
3: Ancient Magic Awakens <i>Sorcery; Destiny -1</i>	Elder powers that reside in the city are raised to the demon's aid. What form do they take? How are they stopped?
4: Sudden Possessions <i>Piety; Soul -1</i>	Spirits under control of the demon attempt to invade your soul. How are the spirits warded against?

ACT THREE: BANISHMENT

Challenge: Facing the Demon. (3 successes needed)

After surviving all odds, the demon is revealed. At this point, either PLAYER ONE or PLAYER TWO could be the active player. They choose a chart to roll on below. Note, this round is special. After each success, the demon chooses a new form, meaning you reroll on the chart. If you roll a form you just defeated, re-roll.

What form does the demon take as you battle it?

Increase Defense Pool penalty by 1 after each success, totaling minus -3 in the final round.

1: Monstrous <i>Fortitude; Health -1</i>	The demon physically manifests and attempts to kill you. How does it look? What happens when you defeat this form?
2: Profane <i>Dominance; Morale -1</i>	The demon takes a mocking visage and insults you and your cause. What does it say? How do you assert your authority?
3: Eldritch <i>Sorcery; Destiny -1</i>	The demon conjures corrupted magic and assaults you. What does the form look like? What does its magic do?
4: Seductive <i>Piety; Soul -1</i>	The demon wants to bargain. How does it try to turn you against your cause?

EPILOGUE: YOUR SCORE

If you banish the demon, there could still be horrific effects. Add up all your points remaining in your Defense Pools, not counting any from a hunter that left the game. At this point, either PLAYER ONE or PLAYER TWO could be the active player. Consult the chart below and narrate the end of the story.

4-10: Catastrophe	The demon is banished, but it unleashes chaotic forces that destroy you and the city. The Empire is protected, but all else is lost.
11-25: Martyrdom	Banishing the demon requires the sacrifice of both your lives. What heroic actions do you take to save the city?
26-34: Arcane Sacrifice	The demon cannot be fully defeated unless something important to the city is channeled and consumed. What important element do you burn to defeat the demon?
35-42: Perfect Success	The demon never stood a chance, and is easily banished. What honors does the Emperor bestow upon you for unflinching service?