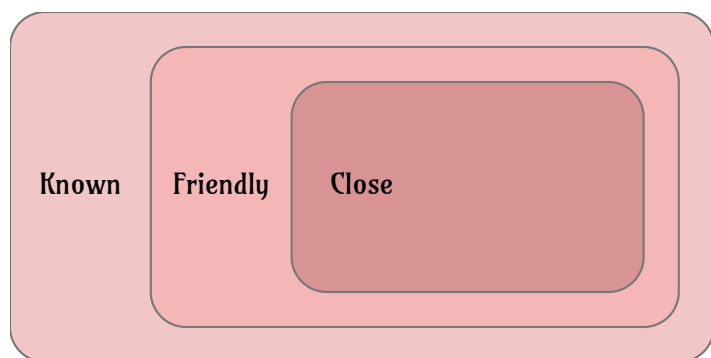


Ships of Theseus

(jcreed, 2023)

Premise

In **Ships of Theseus**, we tell the story of Theseus and their evolving — and sometimes troubled — relationships to the people in their life. There are three circles these characters can be in: **Known**, **Friendly**, and **Close**.



A **Known** character is an acquaintance. Theseus has met them and knows their name, and something about them.

A **Friendly** character is someone Theseus has met many times, with intention. There is cause to like and trust them.

A **Close** character is someone Theseus cares about deeply. Perhaps they have been through adversity together, or owe one another a debt of gratitude; perhaps they are lovers. Only a profound betrayal or misunderstanding could sever such a bond. However, these dramatic turns seem all too common, all too familiar...

Setup

Each player invents a character, giving them

- a name
- a one-sentence description of the character
- a one-sentence description of how Theseus came to meet them and the character is placed in the **Known** circle.

Play

Play proceeds with players taking turns. Here is what a player does on their turn:

The player rolls a d6. If the number is greater than the number of characters in all circles, then the player invents a new character as above, and adds them to the Known circle. Otherwise, let that number pick out one of the characters in alphabetical order by name. That is, if a 1 is rolled, then the character with the alphabetically first name is chosen, etc. The chosen character moves up one rank if possible (**Known** to **Friendly**, **Friendly** to **Close**) but if they are already **Close** with Theseus, they are **removed from the game**. I'm sure they did something to deserve it.

In either case, the player rolls a d6 on the following table of themes:

1	Romance
2	Work
3	Interests
4	Family
5	Money
6	Beliefs

and describes an event related to that theme, which caused the relationship to develop or collapse.

End

The game ends when all of the characters that were created during setup are no longer in play. Players may speculate on the fates of those whom Theseus has banished from their life.