

# GUARDIAN ANGLES

A ROLEPLAYING GAME OF MESSING UP SOME  
POOR SUCKER'S LIFE

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*“And the LORD said unto Satan, Behold, all that [Job] hath is in thy power....”*

--Job 1:12

This game was written for the Reverse Engineer competition, run by Kevin Allen Jr. The character sheet was designed by Jason Dettman.

<http://www.kevinallenjr.com/reverseengineer/reversed.html>

<http://www.kevinallenjr.com/reverseengineer/jason%20dettman.pdf>

Heaven isn't all harps and clouds. When you get right down to it, angels are just like anybody else. Some of them are pretty good, upstanding, decent folk. Some of them aren't.

You aren't.

You're an angel on the make. Of course, you have good intentions -- you're an angel -- but you don't quite have what you need to fulfill them, and you're willing to go pretty far to get what you want. You've fallen in with a crowd of angels an awful lot like you. You've ended up playing one of the games this crowd plays. And you've bet more than you can afford to lose.

This is what angels do when nobody's watching.

## PREPARATION

You'll need several dice of different colors -- maybe three or four d6s, d8s and d10s of each color. Put the character sheet in the center of the table. Write the name of somebody you all don't like on it. This is the Mortal. You are the Angels.

In turn, each Angel declares their Name. Whenever they narrate adding an element to the Mortal's life, they must use their Name in the narration. Names tend to be things like "Fire" or "Bad Luck". Any Name can be vetoed by the agreement of all the other Angels at the table.

Each Angel rolls a d10. The highest roller goes first. He may set the

Mortal's scene however he wishes during his first turn.

## URNS

Each turn, you may place a die or move a die. You will probably be required to narrate an aspect of the Mortal's life, possibly corresponding to one of the categories. After any necessary narration, the turn passes to the left.

## CATEGORIES

The Metaphysical category includes everything to do with the state of the Mortal's soul. Metaphysical topics include sins, forgiveness, immanence, and alienation from God. All the purple lines, squares, and circles belong to the Metaphysical category.

The Social category includes everything to do with the Mortal's relationships with other people. Social topics include friendship, sex, hatred, and alienation from other humans. All the red lines, squares and circles belong to the Social category.

The Mental category includes everything to do with the Mortal's ability to perceive and understand the world around him. Mental topics include brilliant ideas, amnesia, logical reasoning, and madness. All the blue lines, squares and circles belong to the Mental category.

The Physical category includes everything else. All the green lines, squares and circles belong to the Physical category.

Intersections belong to both the categories of the lines that intersect at them.

## PLACING A DIE

Dice are placed in the squares on the Mortal's sheet. You may not place dice in an occupied square. When you place a die, narrate the Mortal receiving a boon, deserved or undeserved, of the category of the square in which you place the die. Mention your Name. If you mention another Angel's Name, you bump him (see below). All placed dice are d6s. When you place a die, roll it.

## MOVING A DIE

Dice are moved along the lines on the sheet to the next intersection. When a die is moved onto an intersection occupied by another die, they collide -- see below. When you move a die onto an intersection, narrate a conflict in the Mortal's life between the two categories of that intersection. When you move a die onto a circle or square, narrate a temporary setback in the Mortal's life relating to the category of that circle or square. Mention your Name. If you mention another Angel's Name, you bump him (see below). Do not roll dice that are moved.

## BUMPS

Being bumped increases your influence over the mortal's life. When you get bumped, you may choose one of your dice and either roll it, keeping either the new result or the previous result, or switch it with a die one size greater with the same number on it. You get bumped when someone mentions your Name in their narration. Also, two Angels may shake

hands at any time. This bumps them both.

## COLLISIONS

When two dice collide, the lower one is removed -- but only after the Angels controlling both dice have received all the bumps they want, and agree to let the collision resolve. If the dice are matching when the collision resolves, roll them both and start the collision over again. While one of your dice is in a collision, you may resort to Angles.

## ANGLES

It's easy to get a leg up on your Angelic opposition if you're willing to do what it takes. During a collision, and at no other time, you may find an Angle. Immediately narrate a bad thing happening to the Mortal, at least some of which has permanent negative effects on him. Mention your Name. The bad thing must relate to a category of the location of the collision. Finding an Angle bumps you. You may only find up to two more Angles than your opponent in the collision.

## ENDING THE GAME

An Angel wins when he has at least one die in a circle and at least twice as many dice as any other Angel. He may immediately narrate a suitable ending to the Mortal's story or life.