

✧ Vikings Having Feelings ✧

ENTER A VIKING WORLD!

Gather around a sturdy surface. Every player needs three 6-sided dice and answers the following prompts:

- ▶ You're a fucking Viking. Describe yourself and your most daring feat.
- ▶ You're also a fucking emotion. Describe your emotion and an example of when it might be felt.
- ▶ Your viking can't (or won't) feel your emotion. Why? What happened?

Make up shit for your vikings to do; explore, fix, build, fight, overcome, hunt, etc.

DOING SHIT

When you attempt something challenging, evocative, or dangerous:

Put your hand palm down on the table in front of you. Declare your intentions to the group and look around the table. You can't do anything until you know how you're feeling.

Someone else at the table has to volunteer their emotion. They place their hand on top of yours, look deeply into your vikings eyes, and explain to your viking what they're feeling and why.

Then MAKE A CHOICE

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- ♥ IT'S SO TRUE: Agree with the volunteer. This is exactly what you're feeling. Take a dice from their pile and add it to your own.
- ⊗ FUCK THOSE FEELINGS: Yank your hand away, fire in your eyes. Remove a dice from your pile and give it to the feeling of your choice. Explain why your viking feels this way instead.

Note: If you don't have any dice in your pile then you MUST accept the offered dice. Some feelings can't be ignored...

Roll all of the dice in your pile and add them together.

HOW DID IT GO?

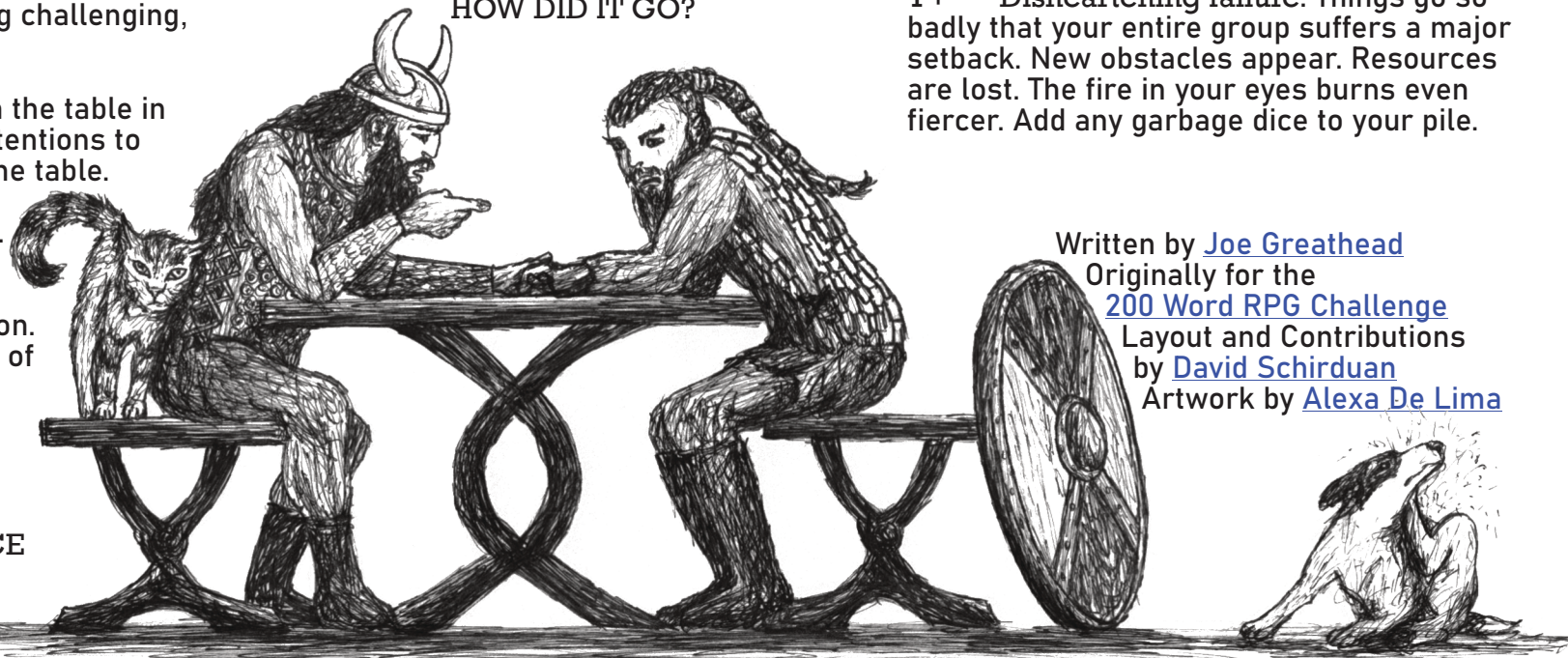
18+ Too Easy! This challenge was clearly beneath your skills. You overcame it without difficulty or issue. Not worthy of a song at all! Throw all of your dice into the garbage...or just set them aside for now.

12+ Victory! You overcome the challenge with some sacrifice. Your emotions burn lower, your strength is sapped. Throw one of your dice into the garbage...or just set it aside for now.

6+ Almost a success, but not quite. You made some progress but fall short of your goal. An existing obstacle grew in strength. Special tools or careful planning are required to move forward.

1+ Disheartening failure. Things go so badly that your entire group suffers a major setback. New obstacles appear. Resources are lost. The fire in your eyes burns even fiercer. Add any garbage dice to your pile.

HOW DID IT GO?



Written by [Joe Greathead](#)
Originally for the
[200 Word RPG Challenge](#)
Layout and Contributions
by [David Schirduan](#)
Artwork by [Alexa De Lima](#)