



What Remains [Kesh]

An exercise in reincorporation

Gothcon 2023

Kesh is an alien visitor living on Earth, as secretly or openly as she chooses. She has vast and subtle technological powers, limited only by range (about 25 km²) and in that she cannot change others' opinions or feelings.

Kesh can leave Earth at any time. However, she has a human lover, whose perspective she greatly values, and for whom she would risk nearly anything. Humanity is worth saving because her lover would be unhappy elsewhere and because there are probably many other people who love one another this fully and well.

RULES

Speak in a circle, loosely, allowing for direct interactions and enthusiasm.

- One person says what Kesh does and says throughout play
 - Kesh always succeeds subject only to the limits mentioned above.
- Everyone else describes details concerning Earth and human responses and actions.
 - One of them says what her lover says and does, as well as any details about them and their life-style; this is a nice person who is also committed to their relationship.
 - The others describe aspects of humanity's encroaching demise due to ecological breakdown, military destruction, or both.

After everyone has contributed at least once, introduce the following procedure. The person playing "artists and art" draws one card and places it face-up.

When Kesh interacts with her lover, the person playing her draws three cards.

- If any is higher than the face-up card, she succeeds fully and play continues as normal.
- If none is higher than the face-up card, she succeeds fully, but all mention of climate breakdown or destructive warfare must now be a bit worse than it was before. Note: this is not caused by her actions, or if that is logically the case, not directly.
- The four cards are discarded and a new "target" card is drawn.

Do not play "conflict:" sudden upset in conditions, story-climactic resolution, significant rising action, or emergency-level risk to Kesh or her goals. Do not introduce danger, opposition, or crisis for anyone in a scene being played, unless Kesh does it. Do not reduce or subvert the effects of Kesh's powers or her interactions with others.

The story will not end. There will be no conclusion or recognizable outcome.