Noughts & Crosses

You are a Nought but you're also a Cross for another player. In the game Noughts are plagued by another voice, Crosses, this could be an ancestral spirit, a symbiote or something else that fits the setting.

In the setting Noughts will have one goal and Crosses will have another. Each side of the coin should be equally accomplishable within the plot.

e.g.
Noughts are sent to rescue hostages from a mad man but for every innocent saved, your Cross demands another sacrifice to balance the death accounts.

Both types of character are described by a couple of words e.g. Armed Policeman or Demonic Ice Spirit. Crosses should have a few extraterrestrial powers that can help the Nought you’re inhabiting so remember that in character creation.

Tests use a deck of playing cards.

With Simple tests draw one card and if your description could be helpful with the task, take another. The same if your Cross is helping.

In a Control test over the Noughts body. A Nought draws cards the same as a simple test and the Cross gets a card for each time they’ve helped.

Player with highest card wins. Default difficulty is 5.