

Fight Planet!

A Roguelike Tabletop RPG

Kickstarter Sample Rules – Copyright Spiel Knights, LLC (2020)

Fight Planet is a tabletop role-playing game where players gather around a table and use their imagination to play characters (Fighters) in a world narrated by a storyteller (Fightmaster). In a roguelike, characters die at a rapid clip, but you will be able to rise again with a new Fighter to take on the next epic battle. Fight Planet brings roguelike features into a tabletop setting. Toil with your teammates to survive as long as you can on this strange wasteland of a world.

Character (Fighter!) Generation

Step 1: Roll Name.

Roll a *beefy* 12-sided die (d12) three times, in order. Match to chart and mash together for the name. For the feminine version of the name, add “a” or “ia” to the end. * = Your choice.

#	1	2	3	4	5	6	7	8	9	10	11	12
Roll_1	(skip)	Big	Baby	Cool	Hot	Fancy	Lucky	Dirty	Pretty	Sly	Lord	*
Roll_2	(skip)	Val	Tok	Larg	Al	Kr	Cen	Sul	Rol	Dam	Cuf	*
Roll_3	(skip)	erd	ud	ing	og	ut	dan	en	ir	erg	ros	*

Step 2: Roll Traits.

Roll a *wimpy* 6-sided die (d6) four times, in order. These are now your permanent traits in *Guns*, *Fists*, *Butts/Buns*, and *Guts*. These traits help you in both combat and social encounters. When making a roll that uses your trait, roll a *beefy* d12 and add the score for a total result. For example, if you have a *Fists* score of 3 and make a *Fists* roll, you would roll 1d12+3.

Trait	Combat	Social
<i>Guns</i> (G)	Use ranged attacks, hit a bullseye, get real sneaky, escape grapples.	Do a backflip, pick locks, perform spinal surgery, spot that thing far away.
<i>Fists</i> (F)	Use melee attacks, break things, win grapples, jam things down a throat.	Intimidate, lift heavy objects, chase people, run marathons, throw stuff at other stuff.
<i>Butts</i> (B)	Feint, deflect, redirect, and trick your opponent.	Charm, persuade, do smart things, deceive, recall knowledge.
<i>Guts</i> (T)	Survive getting shot, getting stabbed, getting poisoned, etc.	Disbelieve, prevent being tricked, use your intuition.

Step 3: Finishing Touches.

Health: Your Maximum Health (and Current Health when starting) is equal to your *Guts* score. When your Current Health reaches zero you are DEAD.

Honor: Your ongoing reputation on Fight Planet. Your Starting Honor is equal to your *Butts/Buns* score x10. Your Honor will fluctuate wildly during the game. It can go negative. If your Honor ever drops below 10 you are acting *without honor*. If your Honor drops to 0 or less, you have *no honor*. Everyone knows it. It's easier to kill you.

Armor: Your starting Armor is 10. This represents how difficult it is to hit you.

R&D: Starts at zero. Think of it as a conceptual currency to get better equipment.

AP: Awesome points. Starts at zero. AP improves the traits of current and future fighters.

Combat

Barfights

Barfights are the combat filler of Fight Planet; short, little encounters that are typically one-on-one (mostly) and that do not result in fighter death (usually). There is no initiative in a Barfight, you just start doing it. Barfights must be described spectacularly.

Play a game of Rock-Paper-Scissors. Rock=*Fists*, Paper=*Guns*, Scissors=*Butts*.

- If you win with *Fists*, make a *Fists* roll against the target's armor (usually 10). If you succeed, reduce the target's Health by 1.
- If you win with *Guns*, make a *Guns* roll against armor, reducing Health by 1 if you succeed. If you do not have a gun, you can shoot them with a water pistol or your finger. Make a *Guns* roll and reduce their Honor by that amount instead.
- If you win with *Butts*, make a *Butts* roll and reduce their Honor by that amount.

Your action does not necessarily have to be a direct attack on the target's Health or Honor. It can also be an opportunity to make a trait check to do something else. So with *Fists*, instead of dealing damage directly you can flip the table to try to escape (chicken). With *Guns* you can shoot out the lights to really cause some chaos. The many options *Butts* provides is only limited by your imagination, although the default option is usually de-pantsing.

If you provoke a Barfight while *without honor* or if during a Barfight you are acting *without honor*, the audience turns against you and starts jeering and throwing things.

If you have only 1 health remaining or *no honor*, you have lost the barfight. You are knocked out, left whimpering in the corner in shame, shot in the leg, etc. You lose 10 Honor and your Health stabilizes at 1. Survival is **not guaranteed**. The Fightmaster is always allowed to continue the Barfight and kill you instead, especially when fighting while *without honor*.

Show Matches

A Show Match is where the action and ratings are at. This is the more formal version of combat. Keep generating those high ratings, and you'll get the good stuff. You might even live. Maybe.

The Fightmaster determines if there is a surprise round. This typically only occurs if the group put in some good effort to get a jump on the enemies, or if you missed that security camera and the enemies are about to get the jump on you. The surprise-ers get a free round.

After the surprise round, have one Fighter roll a *beefy* d12 for the party. That's your initiative.

When you are trying to deal damage, attack rolls are made using the appropriate trait score and compared against the enemy's Armor. A direct attack to an enemy's Honor is called an "honor takedown" and is also checked against the enemy's Armor. When you are doing something that's different from direct damage or an honor takedown, the fighter and enemy make opposed rolls using their applicable trait scores.

But while goons typically have 10 Armor, most bosses have impossible Armor ratings of 20, 30, or even more. Are you screwed? No! You can take down huge Armor ratings, but only if you band together and make the most of the skills that you have. During your group's turn, huddle together and figure out what you can do *as a team* in this combat round to launch a mega-attack against the boss for huge damage and amazing ratings.

When you attack as a team, make your rolls and add them together for a total result. The Fightmaster may require opposed trait rolls before the combo as they deem appropriate in order to successfully set up the combo attack. If the opposed roll wins, then that result will count towards the attack.

Example: Razgoth the desert yeti has an impossible 30 Armor rating that no fighter could beat alone. Hot Krerg has a live missile but no missile launcher. Last round Baby Cendan and Lucky Valenia were able to grab onto Razgoth's fur, and now the combo attack can begin. Cendan and Valenia will make Fists checks to open Razgoth's mouth, Krerg will roll Guns to toss the missile in, and Fancy Alud will roll Butts to sneeze, prompting Razgoth to say "bless you," thus crunching the missile in his mouth and causing it to explode for massive damage.

If the enemy has *no honor*, all attacks *go nuts*. Each Fighter rolls 2d12 and keeps the highest.

Damage

- Equal or beat the enemy's Armor when dealing damage: the enemy loses 1 health.
- Additional health lost for every 10 points exceeding Armor on the combo roll.
- Honor takedown: lead fighter makes a *Butts* roll and reduces Honor by that amount.
- If the honor takedown exceeded Armor by 10 or more, you also deal 1 health of damage. This is called *getting owned*, it's very embarrassing, and it can happen once a fight.
- You can recover 1 point of health with a good night's rest, but no more unless you get back out in the world and keep doing stuff. This usually leads to fights, but deal with it.

Fightmaster's Corner

Life on the Fight Planet! world

While the default terrain on Fight Planet is deserted wasteland, a variety of terrains exist on Fight Planet. Some of them are wildly out of place, like they shouldn't even be there. Grungy towns exist on Fight Planet too. Fighters in a town will want to buy weapons, they'll have no money, and they'll want to fight the weapon vendor to get weapons. Allow them to do this.

Speaking of which, there is no money on Fight Planet. Teeth serve as currency for small purchases, but larger purchases are on the barter system. Teeth pulling from the fallen will usually pay for food and water, but little else. Drop pods can be small enough to deliver just a few items, or large enough to hold new fighters. When a Fighter dies, have the player roll a new Fighter. The Fighter can then show up by drop pod later, sometimes during the same fight.

As new Fighters come crashing down, they read a "Controller's Log," which tells the Fighter about the fighters that died before them (the player's previous characters). The log will also tell the Fighter what the current mission is. Fighters know that completing a mission results in good loot falling from the sky. Maybe it gives them purpose too, as they have no historical memories. Fighters intuitively know that they are on a "team" and can tell by looking at the other fighters on the team (the other players). This assumes they're not disguised or horribly disfigured.

Award or take away Honor for things players do as they play the game, usually in increments of 1, 2, or 3. Good roleplaying earns Honor. Honor gains/losses get really big in Show Matches.

Enemy Design

Enemies use the same traits and stats as Fighters. You can roll them on the fly or you can plan it out. The *Guts* score will be the most important in determining how long the fight will be. Goons will have 10 Armor, maybe 15. For bosses, an Armor score equal to the number of Fighters x 10 makes for a tough challenge, but adjust as needed for smaller (or more epic!) fights.

If players do a really awesome attack against a boss but miss Armor by 5 or less, grant them a bonus such as reducing Armor for the rest of the battle or otherwise create a useful benefit their attack could logically generate.

Equipment & Rewards

Equipment has a variety of uses, much of which is practical. Game mechanically, they might absorb a damage or deal a damage or recover a health, bring up a bad trait (an axe grants Fists 3 if you only had Fists 1 or 2, plus you can cut down trees), or allow a *wimpy* d6 to get added to a certain roll sometimes. Equipment should not permanently increase Armor or trait scores.

For these rules, award 1-3 R&D to each Fighter for winning a show match. Award 1 or 2 AP per game session. Get a bonus AP if the Fighter died *with honor* and was doing something cool. R&D and AP stay with the player (Controller) even after the Fighter dies. 10 AP= +1 in a trait.

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