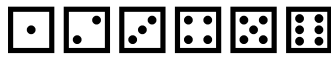


Power Creeps

Player's Guide



Character Creation:

Choose something to be: A vampire, a werewolf, a superhero, a skeleton or anything really.

Write down two things you rock at and one thing you suck at. If you write down another thing you suck at you can write down one more thing you rock at.

Decide on your health (HP) and armour (AP). You get 6 points for that. High health and low armour makes you take many hits but you are also more likely to take these hits. Low health and high armour means that you can only take a few hits but are also very unlikely to be hit. Both have a point maximum of 5.

Decide on three supernatural powers and add three tiers to them.

Tier 1: Utility. At this tier your power is a tool you can use for a bunch of stuff.

Tier 2: Combat. You can use your power to hit people or influence them in some way.

Tier 3: Limit Breaker. The power can be used to destroy house sized targets.

Examples

Tier 1: Utility	Tier 2: Combat	Tier 3: Limit Breaker
Light campfires, illuminate the surroundings	Throw fireballs or go full flamethrower	The clouds in the sky flare with red light and it starts raining napalm
You can lift things with your mind	You can lift enemies with your mind and slam them against the walls	You crumble the bones of all your opponents

Playing the Game

There is the whole usual roleplay stuff that can you can read up on everywhere so let's get to the juice.

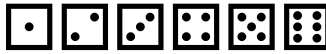
Whenever you do something that you won't automatically (like breathing, walking, eating, jumping over a puddle) succeed on (like jumping over a canyon, lifting a massive rock, persuading a woman to go on a date with you) you roll 2d6 and need to roll higher than the difficulty the GM gives you on at least one of them. If you rock at something you roll 3d6 instead. If you suck at something you roll 1d6 instead.

Determine turn order by rolling 4d6s. When fighting the difficulty is the enemy's AP. You deal one damage for each success you roll. So if you rock at punching people and you punch John (AP: 2) by rolling a 3, a 5 and a 1 you deal two damage. Using your power to fight makes no difference, other than range, unless the GM thinks its cool. (Set people on fire and let them BUUUURN) Similarly when an enemy tries to hit you the difficulty for him is your AP.

If you are reduced to zero HP you roll a d6. On everything higher than 1 you survive but are unconscious and vulnerable to any and all attacks. On a one you die and on a 6 you get to use one of your limit breakers before falling unconscious.

Power Creeps

GM's Guide



Set difficulties

The higher the difficulty the higher the target number you give your players. Easy.

Making enemies

Make enemies like players. Minions and Hordes should have very few points for armour and health, big bad evil guys should have a limit breaker and higher points than players.

Advancing characters

Players that complete an objective, train a lot or are simply badass are sure to get stronger. Reward them with an additional point for armour or health, tokens they can trade in with you to roll another d6 for a task or other boons you can come up with.

Against the Wise Guy

Some players might think taking really, really specific things to suck at (“folding paper into the shape of the Eiffel tower while balancing on an iron egg on a monkey.”) and thus making his character stronger is a real neato idea. Those players are cheeky cunts. You have three cheeky cunt tokens for these characters. Give one to them whenever they seem smug about someone else's failed roll and from that moment on they will suck at that very thing.

Players that rock at very, very broadly defined things (“Everything”) are to be treated with an unlimited amount of cheeky cunt tokens.

Advanced Character Builds:

The Glass Cannon – You add an additional d6 to all your rolls but have only 3 points for armour and health.

The Mighty Glacier – You have 5 health and 5 armour but don't rock at anything nor have you more than one power.

The Gambler – You roll a d6 for AP, HP, amount of things you rock and suck at and amount of powers.

Example Boons (to hand out like cookies):

You are already dead, kid – You kill a non-player enemy that is not the big bad evil guy.

Little did you know that I already stripped you off your armour this morning – An non-player enemy that is not the big bad evil guy loses his armour rating.

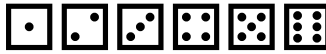
Luckily I have just the right dingus in my pocket – The player just happens to have something that takes tension out of the situation.

Yesterday I said I would do it two days after the day I was born – The player undoes one action in the past and reality changes accordingly

It was the dog all along – You blame an innocent person/object or animal on one of your misdeeds. The mobs attention is immediately diverted.

Power Creeps

Collaborative Settings



Settings in other games are often built with meticulous care. Not so in the average Power Creeps game. Here rules the kitchen sink! The GM first creates an area where the adventure starts. He does so with the following loose guidelines.

Name: Places usually need names.

Condensed Description: This is everything! The condensed description should not be longer than 5 words and have to completely encapsulate the nature of the place. Examples: Necromantic Dead Marshes, Crumbling Jungle Theocracy, Hellfire Kingdom, Mammoth Tundra, Basically Blade Runner, Underground Dwarf Illuminati and the classic Here There Be Dragons.

Inhabitants: Who lives in this place? What races, jobs and kind of people are especially prevalent.

Notable Wild and Plant Life: What kind of strange and unique creatures and plants grow and dwell there? Is there perhaps a legendary monster or a flower that cures a rare disease?

Notable Locations: If this is a country, what are its important cities and sights in nature? If this is a village or city what tavern, which theatre or wishing well is off special importance?

Notable Products: What is produced here? Are there many sheep that give wool or many cows for milk? Perhaps magical items are being forged here.

Notable Believes: Who is worshipped here? What kind of folklore is widespread? Which religion is forbidden and why?

Once that is done it might actually be a good idea to let the characters add all kind of places to the map with the same guidelines. This makes for the creation of settings that are amazing kitchen sinks.

Addendum:

This game was heavily inspired by Henrik Dithmar's "Surprise, Fucker" and John Harper's "Lasers and Feelings". Both of these games are worth checking out if you have the time.

The world building guidelines were inspired by "The Only Fantasy Map You Will Ever Need" by eotbeholder which can be found Deviantart and "Ryuutama – Natural Fantasy Role-playing Game" which are just as the above totally worth checking out.

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