

Battle Royale RPG by Robbie Cousineau

As a handfull of people know, Battle Royale is a novel, a movie, and a manga series. The movie is outlawed for sale in the united states, due to violence between highschool students. The manga and novel are still sold as normal. Even though the manga (susposedly) contains nudity, but come on, what manga doesint. After watching the movies several times, i have decided to write this. I felt that the first movie was better, as some people say. and i think they are pretty right. This pen&paper rpg.

I designed portrays characters 15 years old killing eachother. Unlike other rpgs, the players are far from being on eachothers side. Remember, that after three days, there can only be one. Do you think you have what it takes to survive where 42 other students will fail?

GETTING STARTED:

Thing you need to play:

A map of a island (gridded). this can be any island, just as long as there is a island.

Dice (D6). all rolls in the game require D6's. (This game can only be played real-time, so the only online way to play is by chatrooms/instant messenger) A dark sense of humor. trust me, you will need it.

Character Creation:

You play as a version of yourself, pretty much. you start the process with 30 creation points. first off you pick a body type, then you pick some features. then you purchase some skills, maybe get some points by giving your character disadvantages. Please be semi realistic on what you start with as skills (because I doubt a highschooler would be a skilled gunfighter/hacker/ninja/marine). and be sure to put in some sort of backstory.

Step 1: Body type (choose one)

Thin (5p): +1 to rolls that require speed(like running or jumping). but you only weigh around 80-100 pounds, so your pretty easy to toss around (-1 to rolls involving you being grabbed or moved). this type starts you with 30hp

Medium (2p): Your in the middle ground. your not fat, but your not tiny either. You start with 40 hp.

Husky (0p): Your a bit fat, but that means your hard to move, and you got alot of weight to throw around in a punch (+1 in melee rolls and grabbing rolls). Unfortunately, your fat ass cannot run very fast unless you have a bit of muscle tone (-1 to rolls involving running or jumping). you start with 50hp

Step 2: Body features

Beauty (3p): You have that aura of sexyness around you. +1 to rolls trying to persuade other students for something. slicing damage to the face may negate this effect.
Chick/Dudemagnet still works though if you have it

Chick/Dudemagnet (2p, requires beauty): Your that extra step, the oppisite sex just cannot resist you. Your good looks unfortunately may invite other students trying to get into your pants. a extra +1 to persuading the oppisite sex. but at the beginning of the game roll a die, a 4,5, or 6 means that another student has a crush on you, and may try to get to you.

Good muscles (5p): You have worked out for awhile, and you have a superior muscle build than other students, Adding +1 to rolls involving strength

Super Jock (2p, requires good muscles): Your buff, very buff. you can toss around the others like rag dolls (extra +1 to strength related rolls)

Hobby runner (2p): you like to run every once in a while, so your speed is pretty good. This running has made your kicks a bit better too (+1 to rolls involving speed or the legs)

Glasses (-1p): You wear glasses. Losing them means your pretty much borderline blind. (If you lose your glasses, you get a -1 penalty for any action needing you to see. mainly your lack of sight is only a pain in combat, but requiring a well timed jump may need eyesight too)

Shut in (-3p): You lived at home, and never left. you rarely see the outdoors and your eyes hurt in the sun. this effects your speed and strength too. (-1 to speed and strength related rolls. having any of the strength or the hobby runner perk negates their penalty. having both makes this perk un-pickable.

Step 3: Personality type (choose one)

Smartass (1p): your such a little bastard. you seem to know what to do, and when to do it to piss people off. You can see things people may not notice

Badass (5p): Your a bit scary, and you use your strength to your advantage. +1 to influencing somebody by strength. You can purchase the Bezerk skill for 2 points

Emo (3p): Your dark, negative, and you like hardcore music. However, your most likly to kill yourself than other people. +1 to using bladed weapons, but every time you kill somebody(or see somebody die), roll a dice, 6 means that you resolve to suicide.

Gothic (5p): Your dark, but your no pussy. +1 to intimidation, and +1 to using imposing weapons. However, your eyes are used to the darkness, and these bonuses are only available at night

Average Joe (0p): Your "normal". you lived a normal life. but this whole battle royale shit is whacky.

Asshole (0p): Your just a total pain in the ass. pushing them away with harsh language. -1 to rolls involving persuasion. and you have a excuse to be a mean, evil person.

Insane (-1p): Your nuts. Your character babbles about things un-decipherable by other people. There may be a methed to your madness, but who knows.

Step 4: Skills

Trained Eye (7p): You have good reflexes, and therefore can block punches faster, perhaps even catch arrows in the air. Your able to spot things that other people may not see, and you get a +1 in blocking/dodging rolls, and +1 in rolls involving fast reflexes

Computer skillz (5p): you spend a good portion of your day on a computer, so if you found one, you could dig around for files.this skill allows you to repair and use computers in the feild.

Uber Haxxor (10p, requires Computer skillz): Your smart enough to hack. in thoery your able to hack the computers used to run the battle royale functions.

Knife man (10p): You grew up weilding a switchblade. roll a die at the start of the game, a 4,5, or 6 means they didn't take your blade and you can use it.

Sly (5p): Your a sneaky guy. you get a +1 to rolls involving stealth.

Unlucky (-6p): Your unlucky, you get -1 to rolls using any form of luck

Pickpocket (5p, requires sly): your able to steal one handed weapons from other students IF they do not see you, they are not in combat, and the item is not in their hands.

Wrestler (3p, requires good muscles, thin characters cannot have this skill): You watch wrestling, and have tryed some neat moves.you get a +1 to moves involving grabbing. and you are able to perform wrestling moves in combat if you grab the enemy.

Bezerker (5p): When angered, your lose it, period. your punches and kicks do more +1 damage, you get a +1 to movement rolls, but you cannot stop to look around so your reflexes suffer -2. thankfully this is only when you get pissed off.

Compulsive (-1p): You have the habit of not thinking before acting. so you can get pretty careless. you may see something and go after it, if it interests you.

Gun experiance (15p): You have a bb gun at home that you practice with. you have honed your skills with guns to a point. +1 with guns. and you do not get a penatly when

under pressure shooting.

Stalker (-2p): you have a desperate crush on somebody. but they either don't like you, or they don't know you like them. You would do anything for this person. they get +2 rolls to persuading you. and you are required to put them in front of any of your needs. if the target of your love is another player, then they do know beforehand they are being stalked. only characters with the "Chick/Dudemagnet" perk may be chosen to be stalked.

Relationship (5p): you have a relationship with another character(player or not). you are required to put this person in priority. these two characters would never attack each other unless they 100% had to. (basically your buying a ally). both characters need this skill to be in love (in the case of both characters being player characters).

Acrobatic (3p, Husky characters cannot get this skill): You get a +1 bonus to jumping rolls. you can cartwheel and do acrobatic moves. including wall walking. shows what a good gym program can do.

Driver (3p): if you find a vehicle, your able to drive it

Trapper (5p): Your clever, and thus your able to use found items to make and set various types of traps.

Herbalist (8p): Herb class paid off. you can use herbs found on the island to create solutions to heal or poison, allowing you to make Healing Salves and Poison Vials. Vials can be applied to darts and various objects, and salves can be used on minor wounds.

Medical Student (10p): You attended several medical classes. you know how to care for peoples wounds if you find the supplies. you can use this skill to heal minor wounds and stabilize major wounds

Scrounger (5p): When searching houses or buildings, you have a much better chance of finding good items, because you know all the good hiding spots.

Medicine Dependency (-3p): For one reason or another, you require a chemical to survive. be it pills or inhaler, without your meds your done for. you have a bottle of your meds, but if you were to lose it, your doomed.

Grudge (-1p): You hate somebody in your class so bad, that you would kill them if you could. you get +1 to rolls against this person. When given a choice to pursue or attack this character, you must try all you can to kill him/her.

Once your character is put together, you will have a sheet

labelled like this

Name:
Age:
B type:
P type:
B features:
Skills:
Backstory:

THE START OF IT ALL

This game requires 2+ players, one of them is the DeathMaster(DM). More players makes the game alot more interesting. This game will require ALOT of NPCs. However, it is NOT needed to make a individual sheet for every one of them. as the DM can wing it for what they can do. but if you feel like it, fine, create a shitload of character sheets. The character system was designed mainly to support alot of characters. That and these are highschool students, not heros.

How the game starts:

All of the students are on a bus, on the way to a highschool graduation trip. Characters may talk for a bit. after 5-6

minutes, the bus goes into a tunnel. everybody is knocked out by gas. one or two players may wake up shortly after the gas knocks everybody out. they walk around for awhile and question the new shiny necklace on their neck, untill a soldier in the bus knocks him/her out.

Then everybody wakes up in a classroom. Soldiers stand gaurd. after a little talking and discovering their necklaces, a teacher walks in. this teacher may have a negative history with the class (like in BR1), or a psuedo positive one (like in BR2). the Dm may choose that a few students break some sort of rule and the teacher kills them somehow. . after awhile the teacher shows them

the video (from BR 1), laying down all the rules and such. (To DMs, make sure not to have any of the players be one of the first 10 to leave the class). Some of the students may be with or against the game, so remember that it's ok if NPCs group of nicely while others will charge at players in a bloody rage.

After the players leave the school with their kit, they may choose to check out their weapon at any time. For the game has begun, and in 3 days, who will still be alive?

Misc Rules

How weapons are chosen. each player rolls a series of dice rolls to discover whats in their kit. the first dice determines the class of the weapon. the next two dice rolled together determine the actual weapon. meaning 12 weapons for each catagory.

- 1: Joke
2. Exotic
3. Blunt
4. Bladed
5. Small Arms
6. Imposing

JOKE CLASS

1. Fire Extingiusher: Medium Sized blunt weapon, can fire retardent to disrupting enemies. can possible knock out a guy if you hit him on the head hard enough
2. Fan: Can cool yourself if your hot
3. Squirt Gun: If your a lucky shot, you can make a girl wet.

4. Styrofoam Finger: Cheer your favorite team! useless for combat though.
5. 2-liter of soda: Atleast you have something better than water
6. Hairspray: If you have a match you got a makeshift flamethrower
7. The Bible: Not even I can make a joke about this.
8. Rope: Hang yourself, loser.
9. Megaphone: we threw it in for kicks
10. Boxing Gloves: Kick some ass. allows you to throw punches with more force without risk of personal injury.
11. Pot Lid: Atleast it is metal, thats something
12. Fork: It has SOME use.

EXOTIC CLASS

1. Bulletproof vest: This will make you a bit harder to take down.
2. Tracking Device: This can locate other students. use this to get the drop on somebody
3. Grenade: With a supply of these, you can make pretty booms.
4. Cyanide Powder: A weapon of the traitor. lethal if injested.
5. Bokken(Wooden Sword): A nice weapon, can leave some good bruises.
6. Maze: Can temporarily blind somebody
7. Tazer: Shocking, isint it.

8. Shurikens: With a supply of these, you can be your own ninja.

9. Metal Stake: Sharp and deadly

10. Crossbow: Silent, Deadly, and you get a nice supply of bolts to fire

11. Spear Gun: Basicly, a faster to fire Crossbow.

12. Nunchaku: Metal, and freaking Dangerous.

BLUNT CLASS

1. Hammer: A common household hammer

2. Baseball Bat: Knock em out of the park.

3. Lead Pipe: Pain in a tube

4. Fighting Staff: You can hurt somebody with this, if your good with dual handed weapons.

5. Cudgel: it's basicly a hardened stick

6. 2x4: it's a large plank, used to hurt people or make houses

7. Fiberglass Lightsaber: Go sith on their asses

8. Large Wooden Mallet: Smash them good.

9. Shovel: Dig in, it's a fun hole to dig

10. Large Metal Pipe: Smack people in style

11. Billey Club: Enforce your own law

12. PVC pipe-staff: The weakest of the three staffs, but still painfull

BLADED CLASS

1. Machete: Cut them down to size

2. Katana: Go samurai on them all!
3. Combat Sickle: If there's a rpg based on battle royale, there is legelley required to be a sickle in it.
4. Screwdriver: Fix them good
5. Large Serated Knife: Cut steak or cut your freinds
6. Hatchet: I'm a lumberjack and i'm ok
7. Dagger: Stab em in the back
8. Short Sword: Somebody has to get medieveal on them
9. Cleaver: The Butchers best freind
10. Backhoe: A tool of mass doom
11. Combat Knife: A standard issue bowie knife used by the armed forces.
12. Gnarly Assassination knife: A gnarly looking long knife used to slit a persons throat in style

SMALL ARMS CLASS

1. Colt 45: Standard issue pistol and a few clips of ammo
2. Uzi: A gangsters favorite
3. S&W Revolver: Cowboys weapon of choice
4. Colt .357 Revolver: Colts old revolver
5. S&W M19: A smaller revolver by smith and wesson
6. Beretta M92F: Another populer handgun
7. Sig Sauer Pistol: A light, dangerous handgun
8. Paintball Marker: For some reason you found a paintball gun

and a few pods in your kit. rock on.

9. Walther PPK: A tiny gun with a big punch

10. Saturday Night Special: A cheap, back alley aquired gun

11. Colt 1861 Navy Revolver: A old revolver, but somehow kept in good condition

12. BB gun: A light BB rifle that lacks punch. but makes up for it by amount of ammo.

IMPOSING WEAPONS CLASS

1. Scythe: Weapon of the reaper. people get a little scared when seeing this.

2. SPAS shotgun: Rock and roll, shotgun style.

3. Chainsaw: We all need more chainsaws in our life.

4. Thompson machine gun: Chicago brought to your in dual handed machinegun form

5. Reaver Handgun: it's imposing because it's custom-made with a bladed handle, giving it's melee a alot more danger.

6. Claymore Sword: Smite them with the smiting sword

7. Claymore Mines: Set a trap and squeel in joy.

8. Flamethrower: If you love somebody, set them on fire.

9. Molotov Cocktails: Burn them with the healing power of booze

10.

10. Cattleprod: The big brother of the tazer, with more voltage and more shocking power.
11. AK-47: The terrorist weapon of choice, imported by the casefull from russia.
12. Suicide Bomb: Not just for suicide, you could possibly use it as a dangerous trap.

DANGERS OF BR

The Teacher: at the third day, the teacher may be confronted soemhow by choice of the DM. The teacher MAY die without worry

Non induced deaths: The dm may kill off NPC students at his will, but it would be good to keep fatalitys under 5 per period. exept the start of teh game, which probably has about 7-9 kills.

Danger zones: Depending on deathtolls, the teacher may get mad and assign MORE deathzones. standing in a deathzone is (dur) death. be nice, and don't place the zones right onto the players with less than a hour to move.

Story students: The DM may select a few students and have "Meanwhiles" and "intermissions" to focus on NPCs a little (like mitsuko and her encounters in the movie, or Chigusas moments from the movie).

How does it end?: There is only one way to win. be the last survivor. However, through a bit of craft, the players may learn

how to turn off the collars. a hacker is needed generally. Note:

it is un-known what actually happens to winners of BR. Maybe they do live on, maybe they continue to play BR untill they die or come of age.

ROLLING

Rolling in the game for actions is super simple. Say a player with a character named Miku wants to seduce a guy named Sam. she has "Dudemagnet", so she gets +2 to the result of the roll. she rolls a 4 but dudemagnet bumps it to 6. it's considered a total success. generally, a 4 means a barely success, doing min damage or effect, a 5 is a basic success, doing it's normal effect. and a 6 means the action is perfectly done.

RESIST ROLLING

Say sam doesnt want to be seduced. he can make a -2 roll without bonus to subtract from mikus roll. he rolls a 4, with the -2 that makes it a 2. that 2 is subtracted from mikus total of 6, yanking it back to 4

When your attacked or a roll is made against you, you can resist the roll. this is used mainly in combat. The skill "Unlucky" also adds it's penalty to resist rolls.

DAMAGE

When a hit is sucessfully made, the DM considers the type of hit, and teh type of weapon. obviously, a guy hit with boxing gloves

to the shoulder would take almost no damage (1 hp). while a guy shot in the heart would flat out die. Hp is really just a rough estimate of how much fight is left in the character. take wounded limbs and more to cosideration. You don't have to use Hp.

THIS GAME?

I made this after watching BR and BR2. Alot of it was made up

exept for many of the weapons, taken from the movie. This game has nothing to do with the creators of the movies. and it's a product of a highschoollers love for violent foreign movies. Don't steal this and claim it for your own. Any questions? email me at robbiemackmeed@yahoo.com Be sure to title your emails "BR rpg" or something like that so i don't think it's spam. feel free to chip in.