

Mighty Ones

a fantasy RPG about the players themselves

*Written by Koszper Gábor.
Written and completed in 24 hours.*

Introduction

What if the characters would reach the one thing that they ha to strive that much for? What if their characters would get the almighty power of God without deserving it? What would they do with such a power?

In the "Mighty Ones" RPG the player characters are more powerful than any other character. Nothing and noone is able to stand in their way. Their abilities are only limited by their own personality.

What adventures are possible in this scenario? Maybe it could seem boring at first, but after a closer look, the most interesting adventure is to discover what would the character and through it a player do with this might and what adventures does the party create for themselves.

You need only a traditional (6-sided) die to play beside paper, pencil, the players and to know what is an RPG.

Character Creation

There are three different **identities** in this game, though if the players think, they can come up with their own. The three different identities have different abilities and different requirements of behaving. The abilities depend on fulfillment of the requirements by the characters.

For the creation of the character you have to choose one of the identities after reading their descriptions. Then the player fills out the character sheet: you have to write a **6** after the chosen identity and write a **0** after all the other identities.

If the party chooses, tha characters identity values can be any whole number from **0** to **6**.

Identities

Artist

Ability: To create. The artist is able to create anything, even whole universes. Although the artist's creatures cannot reach the level of a player character.

Requirement: The artist has to tend, care for his/her creatures for them to stay in his/her sphere of influence. The uncared creatures leave the artist, can even revolt against their creator.

Tyrann

Ability: To manipulate the flow of the world using that wich is called by some "magic" or by influencing other characters. Although the tyrann cannot create or destroy directly and he/she evades it even indirectly.

Requirement: The tyrann needs followers for the use of "magic". He/she is free to use the other ability to gather followers. There is only problem, if there aren't enough people to follow or the followers would get destroyed.

Dragon

Ability: To destroy. The dragon is albe to destroy anything, even whole universes. Beside this he/she is able to travel from universe to universe and can take anyone and anything with himself/herself.

Requirement: The dragon is travelling all the time. If he/she settles somewhere, the ability starts to decline.

Character Change

Throughout the game there is the possibility to change the identity values. These can even added when character creation to get experienced characters. These values only change if the character's behavior justifies it. Golden rule is that **the outside world has no influence on the character's abilities**, but these changes depend only on the character's own mentality.

Every player character has equal great power they just have other abilities. This doesn't change even if the sum of the three identity values rises above **6** thanks to the resolution mechanics. The power of the character is stated by the greatest identity value.

Evolving New Abilities

If the character does anything that is more typical to any other identity and if the game master decides it is important enough, he can grant the character plus **1** point to the new identity. This doesn't mean much at first, because the greatest identity values dominates the character, but the growing values are distorting the greater ones. If the new identity value has reached **6** the game master can choose instead to decrease the original identity value.

Repressing Abilities

I can imagine that some players don't want their characters abilities to get distorted. In this case the character has to repress the original ability leaving the required behavior aside. This has many drawbacks and the result is that the game master can allow to decrease this identity value by **1**. This means that the player character's overall ability can decrease with the identity value if it is the highest of the three. But for exchange in the moment that the identity value reaches **0**, another identity value jumps to **1**. This is because a character whose every identity value is **0** has no immunity against the outer world.

Resolution Mechanics

Might Values

Beside the identity values there are another three numbers. These are the might values. These numbers represent the real values that are left from the identity values. (Like brutto and netto.) These are smaller values than the identity values if the character doesn't accomplish the identity's requirements.

The might value of the **tyrann** is low until he/she doesn't have many followers. **1** means following a smaller cult, **5** means the greatest empire of the world.

The might value of the **dragon** is low if he/she stops journeying or defends a place instead of going on a campaign. **1** means a lowly serial killer, **5** means global disaster.

The might value of the **artist** is another question. He/she has to distribute the might points among his/her creatures. Remember: the identity values mean exponentially growing power, but the distributable points mean linear power distribution. The game masters dicades how small might the player divide the might points. **1** means the ability of creating the monster of Frankenstein, **5** means the ability to creat a multiracial, selfpreserving biosphere.

Die Rolling

Every time a character uses an ability belonging to one of the identities, he/she has to roll a die. If the rolled value isn't greater than the might value of that identity it is a success. In the case of a success you have to check if that same value that rolled under the might is higher than the other identity values. If it is not higher than every other identity values, than the success becomes distorted. The game master decides what is the result depending on wich identity values are higher

than the rolled number. (*For example if the artist makes a creature and by doing it rolls under the dragon identity value, then the creature will cause destruction somehow.*)

If the might value is smaller than 6, then the game master has to restrict the possible feats of the ability. (See "Might Values".) The game master can decide to appoint modifiers to the roll, but a might value of 6 always succeeds fully.

Disputed Cases

Use these rules if the player characters face other characters.

If the opponent is a non player character, than the player has the mastery. No expectations. The rule is: **the player characters are mightier than their surroundings, nothing can oppose them and nothing have no influence on them.**

If player characters face each other, than the chronological order of their deeds always comes like this: **dragon, tyrann, artist**. If there are more characters from the sam identity, the order is decided by rolling dice for each characters from the sam identity. The roll has to subtracted from the identity value and the higher comes first. You have to use always the dominant identity (highest identity value).

No player character can harm any other player characters. At last opportunity the dragon can destroy the whole universe and then leave the other player characters there. This is avoidable by the game master and the players.

Worlds

Any world can be used as the setting of the game. The biggest challenge for the players is to start in the big nothingness, tha Chaos etc. This way the artist character has to create the world.

The dragon character can choose to leave the universe for another anytime. This can be played anyhow. (The game master can choose to let the dragon seperate from the rest of the party or he/she can decide that the player characters are somehow linked together and if a dragon character changes world the other player characters are drawn with him/her.) It is certainly a possibility to discover universes of existing RPGs or a version of the real world.

The appearence of the player characters are decided by the players and the game master together. I prefer that they assume in every world the shape of a native. Certainly there are reasonable shapeshifting possibilities using some abilities (the dragon surely can assume a dragon's shape when doing great destruction), but shapeshifting in itself isn't the ability of any of the player characters. It can only happen as part of using an ability.

Summary

The question can arise: what is the motivation of the player characters after having this kind of power? For example the Holy Grail of the mighty ones: to use more abilities without them to distorting each other.

Or there is the possibility that the world of another RPG is not only a facade for this game, but the rules of this game is used on the mightiest ones of another RPG.

I hope you enjoy it.

MIGHTY ONES CHARACTER SHEET

IDENTITY	VALUE	MIGHT
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Dragon	_____	_____
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Tyrann	_____	_____
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Artist	_____	_____
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VISITED UNIVERSES (DESTRUCTION MADE)

CREATURES (USED MIGHT POINTS)

FOLLOWERS, EMPIRES (GRANTED MIGHT POINTS)
