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**A Role-Playing Game by Derek Howard**

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# RULES

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## Player Introduction: (read to players)

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Hello fellow role-player(s), and welcome to doomed planet!!!! This is a role-playing game where you try to stop the Armageddon! In this RPG there is no randomness. You just spend points to do what you want, but the GM can cause disasters making you spend points to save yourself.

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## What You Need:

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- ♦ a brain
- ♦ role-players
- ♦ a pencil

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## Character Creation:

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All players start at level one and have 100 life. Players may choose to be evil or good. Give the role-players character sheets so they can remember items, life, and points. Good and evil are opponents

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## Point Mechanic:

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When I use “you” I mean “The Game Master” because you are the Game Master right? This goes for the rest of the document except in the player introduction.

Every round all players replenish their points depending on level. Level one characters get 100 points, level twos get 150, threes 200 and so on.

When players want to do an action they say what they want to

do and you decide how many points it should cost. You tell them the amount of points it costs, then they decide if they still want to do it and how many points to spend.

In order for a player to critically fail he/she has to spend 11 or more less than needed to succeed. A normal fail is if a player spends 10 or less less than needed to succeed

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### **Disasters:**

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At anytime you can cause a disaster that effects all players such as an earth-quake,eruption,riot,etc. then you decide how many points the players need to spend to save them selves.

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### **Rage:**

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Whenever a player fails three times he/she can choose to go into rage mode where the player gets 50 more points and resets his/her health to 100. However the player also loses his/her next turn.

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### **Healing:**

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If a player is low on health he/she can choose to heal for his turn. For every turn spent healing the player gains 30 life.

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### **Items:**

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Players can pick up objects in the enviroment. When they You decide what it would be used for and assign it a point bonus. When ever the player uses it for an action that it would be used in it gives them its point bonus to that action. Example:Jimmy finds a chainsaw and wants to cut down a tree.GM decides 5 points to do it. GM also decided that the chainsaw gives jimmy +5 points in destruction related actions. Jimmy decides to spend 3 points on cutting it down and to use the chainsaw. Then Jimmy's 3 points are worth 8 with the chainsaw and he succeeds

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## World Creation:

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Even though this game is designed to be played on earth you can use other planets or create ones with your players.



# DOOMED PLANET!!!!

<b>Human Name:</b>	<b>Character Name:</b>

<b>Circle One:</b>	<b>Life:</b>
Good / Evil	

<b>Level:</b>	<b>Points:</b>

# DOOMED PLANET!!!!

<b>Human Name:</b>	<b>Character Name:</b>

<b>Circle One:</b>	<b>Life:</b>
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