PLANET ★ CRASHERS

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Forward

Planet Crashers is a 48 hour RPG created on October 17th, 2014. It is designed to emulate galactic bounty hunters as they aim to take down an infamous outlaw. The game strives for over the top action and outrageous dialogue as it pits players against the Game master for galactic power.

Planet Crashers draws inspiration from shows such as Space Dandy as well as Gurren Lagann. It also is the first RPG I have ever released, so this is my first real attempt at getting my feet wet in the world of tabletop design.

Introduction

Planet Crashers is a Tabletop RPG which puts players in control of galactic bounty hunters as they try to take down an Infamous outlaw. This game is best played in a group of 2-5 people with one member of the group assuming the role of the Game Master or GM for short. The goal of Planet Crashers it to pit the players against the GM in a comedic and over the top Galactic adventure.

What Do You Need to Play

Required

- Standard Deck of Playing cards (Jokers Removed)
- Pencil
- Paper
- 2-5 Players

Optional

- Poker chips or other Tokens
- Planet Crasher Character Sheet (at back of book)

Session Format

Planet Crashers is intended to be played as a one shot.

Within the game the GM has a stash of **Energon** which he uses to create the obstacles and enemies that the players are faced with. If the players are able to defeat the GM's outlaw they win. But if the GM is able to kill off all of the Player Characters (PCs) then he wins.

The game starts off with players choosing a difficulty (Easy, Normal or Hard), then making one character each (see Character Creation). While the players are making their characters the GM is to create the outlaw who is being hunted (See Game Master Rules). During outlaw creation, the GM takes a portion of his total **Energon** and stores it away within the outlaw. This stored **Energon** acts as the GMs lifeline and the GM can only be defeated by getting rid of it.

The GM's remaining **Energon** can be used to create obstacles and baddies that the players have to overcome on their way to the outlaw. These obstacles make up the first half of the session. It is the players job to use their character's **Tropes,** and **Abilities** to force the GM to spend more **Energon**.

Once the GM's Stash is empty the party comes face to face with the outlaw. This confrontation is the GMs final chance to take out the players.

<u>Character Creation</u>

Each of the Players excluding the Game Master is required to make one Character which they will control for the duration of the game.

Energon Stash

Every character and creature within the universe is just a Collection of Energon. This bundle is known as a character's Stash. Anytime a character wants to

perform actions or use an ability they will have to wager Energon form their stash. If a character fails to overcome an obstacle the wagered Energon is lost.

All Characters Come in to play with an Stash of 10 Energon Tokens

Pick a Suit

Within Planet Crashers each player chooses one of the 4 playing card suits for their character. The chosen suit becomes that character's trump, meaning that for that character all cards from that suit are much more useful than the other suits. Each player also gets a special power depending on the Suit chosen.

Hearts: Recover 3 Energon to the character of your choice

Diamonds: Increase the Hand size of one player by one card.

Spades: Trade cards with a player.

Clubs: During any contest within the game, after cards are chosen, but before they are flipped, make the played cards switch sides.

To activate any of these powers the player must first discard a trump card, and draw a new card into their hand. This action may be performed at **any** time, regardless of turn. With the exception of Clubs, which has a specific time of use.

Choose a Trope For your character

At the heart of a character is their trope. This is the prevailing personality or character trait which shapes who they are and how they act. Tropes within Planet Crashers grant mechanical bonuses to the character when the player's actions coincide with their character's Trope.

Each Player character (PC) has one and only one Trope.

The Witty Side-Kick: Whenever you make a joke, pun or witty remark about the current obstacle, add +1 to the obstacles wage. Increase to a +3 if the group finds the joke funny.

The Grand Captain: Give a short and over the top speech to recover 1 Energon.

The Foreign Prince: Describe action in an accent for a +2 to the obstacles wage

The Mad Scientist: Justify an action using nonsensical technical talk (Technobabble) for a +2 to the obstacles wage.

The Brooding Bad Boy: Even when you lose a contest, the opponent still loses 1 Energon. Describe how you wouldn't let the obstacle get away without a scratch

The Hell Seeker: Recover 1 Energy when you put yourself or your allies in an unfavourable situation.

The Dandy: Recover 1 Energy when your focus on looking good hinders your character.

The Seductress: Make a sexual innuendo about the current action to increase the obstacle's wage by 2

The Wizened Mentor: Give advice to a character while they are trying to overcome an obstacle to raise the obstacles wage by 2.

Abilities

Abilities represent any noteworthy aspect of your character, this is a broad catch all category for skills, equipment, tools, and attributes. Upon character creation each character chooses a species and 3 skills from the following list. Though players are also allowed come up with their own unique and fun abilities, once they are familiar with the system. If it is something that can help you overcome an obstacle, then it can be ability.

When trying to overcome an obstacle a character can invoke an Ability by increasing their wager by one. This in turn forces the DM to increase the obstacles wager by two. When invoking and Ability it must make sense for that

Ability to aid your character in overcoming the challenge, If it doesn't make sense the group can veto its use. Multiple Abilities can be invoked on the same obstacle but the same Ability cannot be invoked more than once on a given obstacle.

Species can be used just like regular abilities, the only difference being they are just categorized separately.

Sample Species List

- Puny Earthling
- Primordial Ooze
- Vaporous Gassling
- Thick Shelled Arthropod
- Beast With Too Many Tentacles
- Plant Based Lifeform
- Bucket of Bolts
- Small Furry Creature
- Cold Blooded Reptilian
- Stone Golem

Sample Abilities List

Skills and Attributes

- Ace Pilot
- Gear Head
- Book Worm
- Weightlifter
- Light on their Feet
- Master of Galactic Kung-Fu
- The Smolder
- Intimidating Glare
- Tech Geek
- Catch Phrase: "_____"**

- Attractive Appearance
- Practiced Doctor
- Ex-Pirate

Possessions

- Sexy Laser Pistol
- Beam Katana
- Needlessly Expensive Space Suit
- Jet Pack
- Cloaking Device
- Hover-Bike
- Galactic Atlas
- The Largest Gun I Could Afford
- Cybernetic Enhancements

Alien Powers

- Psionic Powers
- Acidic Blood
- Bile Spewer
- Mental Barrier
- Razor Sharp claws
- Telekinesis

**Must state catchphrase out loud to invoke.

Character Name and Description

Once you have figured out your character's Species, Trope, and Abilities it is now time to come up with a name and a short description of your character. The description should give a visual description of your character as well as a description of who your character is.

Character Creation at a Glance

With a characters species chosen character creation should be complete. Please confirm that you character consists of the following

- Name and Description
- Energon Stash of 10 tokens
- Suit (Hearts, Diamonds, Spades, or Clubs)
- Trope (Chosen from List)
- Species
- 3 Abilities

Once all of that is complete your character is ready to hunt down some alien scum!

<u>Mechanics</u>

Each Player Including the Game Master will start the game with a hand of 5 standard playing cards as well as a stash of Energon Tokens.

Solving a conflict

Whenever there is an action occurring in which failing would make the game more interesting or fun, the action is then modelled as a contest. Within a contest the two opposing parties, most likely the GM and a player, wager one Energon Token on their victory. Both sides then draw a card and play one card from their hand face down on the table. These cards are then revealed simultaneously and the person who played the higher card wins the contest.

When winning a contest the winner's wager returns to their stash, while the losers wager is discarded, or sent to the GM's Energon stash if the loser was a player

.

Card Value

When comparing cards it is important to understand how a cards value compares to other cards. In most cases you look at the number written upon the cards face and look for which ever card has the higher number. The notable exceptions to this rule are the face cards which are valued at 11-Jack, 12-Queen, 13-King as well as aces which are treated as the highest cards within any given suit with a value for 14.

It is also important to take into account whether any of the cards played are trump cards. Trumps are looked at with regard to the person who played them as there may be a different trump suit for both sides of a contest. Cards within a trump suit out rank all other non-trump cards and only comparable with other trump cards.

Resolving Ties

In the event of a Tie, both parties get their wagers returned to their stash and the obstacle is considered overcome

Raising the Stakes

Before choosing a card to play, both sides can choose to invoke abilities or use their Trope to increase the wagers.

All Abilities when invoked cause the character to increase their wager by one, and forces the obstacle to increase it's wager by two.

Trope increases may varies, read trope description for the effect.

Group Obstacles

There will be times when all of the players will be required to overcome the same obstacle. Rather that treating them as multiple separate challenges, this obstacle can be combined.

This is done by the DM only playing one card but having multiple wagers on the outcome..

Ex.

Four Hunters have to climb up a mountain. The GM can choose to pay four Energon as the base and challenge each of the players, creating 4 separate wage 1 challenges all driven by one card. Players then have to meet his wager of 1 each. They can then choose to invoke Abilities, and each pick 1 card to play. Each of the played cards are compared to the GM's card and victories are determined on an individual basis.

Aiding an Ally

If your character isn't directly involved in a contest, but would be able to help out with one of your Abilities, you can aid the target. This is don't by explaining how your character aids in the challenge, then invoking an appropriate ability towards the challenge, pitching in one of your Energon to raise the stakes. Upon winning that Energon returns to you.

Busting

When any character or creature has zero Energon Tokens they are considered busted and are written out of the game.

If all of the players Bust then the group is never heard from again and the GM Wins.

GM Busting

When the GM's Stash runs dry, the GM busts and the next encounter has to be the outlaw.

Recovering Your Stash

To prevent yourself or others from going bust, players are able to discard a card from their hand to shrink their hand size. Doing so will recover a small amount of tokens depending on the discarded card. This action may be performed at **any** time, regardless of turns.

Card Category	Energy Recovered
Number Card, Non-Trump	1
Face Card + Ace, Non-Trump	2
Number Card, Trump	3
Face Card + Ace, Trump	4

You are also able to help out another character by recovering their stash. But all of the recovered Energy must go to the same person, no splitting it between characters.

Characters with the Heart suit are also able to use their suit power to recover Energy without shrinking their hand size.

Hand Size

Although all players start with a hand size of five cards this is liable to change throughout the game. This is because a player/GM has the choice at any time to discard a card, without drawing a replacement to recover some Energon. A player's hand size is also able to increase by invoking the Diamond suit power.

Combat

Initiative

If time is a significant aspect of the scene and it is important who gets to act first, an Initiative Draw can be called. In this draw each participating player chooses one card from their hand to reveal to the rest of the group. Once all participants have chosen their cards, they are revealed simultaneously and the player who reveals the highest card, including trump, goes first. Turns then progress in descending order from there. Once all turns are concluded, another Initiative Draw is done and turns are reassigned. This is done until the end of the scene.

Players can also choose to not reveal a card and go last in the turn order.

In the result of a tie, the person with the largest Energon stash goes first.

Turns

When initiative is invoked character actions are broken up into short turns. Within a turn a character can perform any actions as they so wish. But they are only able to do one contest on their turn, once this contest is over, the game moves to the next person's turn.

The GM's Turn

During Initiative Draws, the GM only reveals one card, giving the GM one turn, on the GM's turn he is able to frame one contest for each creature that is in the scene. If the GM doesn't have any creatures on in the scene he is still able to create one obstacle for the players.

The GM can also hold a creature's turn; this allows him to give that creature more Energon from his stash.

Winning the Game

The players win when the GM's outlaw run's out of Energon and is defeated.

Game Master Rules

Within Planet Crashers the Game Master is tasked with creating a notorious Galactic outlaw for the group of players to capture or subdue. But the goal of the GM is to have their alien reign supreme in the cosmos. To achieve this the GM must use his Energon Tokens to generate perilous obstacles and creatures for the players to overcome. The GM is also tasked with adding flavour and interesting information to the world he is creating.

The GM Stash

At the Start of a game the GM will be given a large pool of Energon Tokens which he uses to create all of the baddies and obstacles which face the players. The amount of Tokens the GM starts with is determined by the number of players, and the agreed difficulty of the game.

Easy –   10 Energon/Player

Normal -   13 Energon/Player

Hard -   17 Energon/Player

Every time the GM loses a contest the tokens he wagered are discarded, but if a player loses a contest then the GM absorbs their lost tokens into his Stash. GM's can also shrink their hand size to recover Energon (See Recovering Your Stash)

Creating your Outlaw

With the GM's Initial Energon Stash figured out, the GMs first Job before any real play occurs is to create his Outlaw. This creation runs very similar to the player's character creation, but with one key difference, Outlaw Creation occurs on point buy system using the GM stash.

1. **Give your Outlaw a Name and some flavour text**

It may be helpful to also think of where your outlaws is right now and what is he doing. This will give you some ideas what other obstacles you can throw at your players.

2. **Choose a Suit for your outlaw.**

Choosing a suit for your outlaw works exactly the same way as it does for players. The chosen suit affects everything you throw at the players as it will act as the GM's trump for every contest within the game. The GM also gains access to the use of the suit's special power.

3. **Choose a Species for your outlaw**

This species is chosen from the same list as it is for character creation. It doesn't cost any Energon to choose a species.

4. **Purchase Abilities and a Trope for your outlaw**

The GM is able to spend Energon to make their outlaw stronger and more versatile. Abilities can be purchased at a cost of 1 Energon per ability. And a Trope can be purchased for 5 Energon. Purchasing a trope is not required, but it is recommended.

5. **Set the Outlaws Energon Stash**

With your outlaw all figured out, give him his own Energon stash to work from. This can be any value you want and giving your outlaw your Energon occurs at a one to one conversion rate.

Framing Obstacles

It is often a good idea to create some obstacles which the players have to overcome to get to your outlaw. These obstacles can take any form as long as they meet two criteria.

1. The characters must be able to overcome the obstacle
2. Failing to overcome the obstacle must increase tensions or fun for the players.

With these two criteria being met an obstacle can be given to the players. This is done by framing the obstacle for the players, describing it to your players. Once framed, you set a base wager of 1 Energon, and treat it as a standard contest.

Ex.

GM: "Your crew approaches the planet, but gets caught up in it's asteroid belt. What do you do?"

Raising the Base Wager

The base wager of obstacles can be increased by stating more facts about the obstacle. For each layer of information you add, you can increase the base wager by 1. When a player tries to overcome an obstacle they have to meet your base wager before they can Invoke skills or Tropes.

Ex.

GM: "Your crew approaches the planet, but gets caught up in it's asteroid belt. What do you do?"

Base 1

"These asteroids are massive…"

Base 2

"...And they also seem to have a magnetic field to them, threatening to pull the ship in"

Base 3

Sample Obstacles

- Asteroid Field
- Ship's Engine Breaks Down
- Navigate Through Thick Jungle
- Decipher lost lore
- Climb Mountain

Creating Creatures

Another way the DM can hinder his players is to send monsters and aliens after them. Creating these creatures works on a much more simplified version of Outlaw Creation. Creature creation occurs in two steps.

1. Determine the creatures Energon stash
2. Assign the creature Abilities at 1 Ability/Energon

*When Creating Multiple copies of the same creature, 1 Energon gives an ability to all of the same creature.

Additional Rules

Character Progression

Although Planet Crasher was designed for Oneshot use, it is possible to have a crew of hunter continue from session to session, with each session revolving around a different Outlaw.

If you wish for Crew members to progress and advance you can give each character 3 experience points per captured outlaw. These points can be spend in the following manner.

1XP -   +1 to base Energon Stash

2XP -   Add another Skill to a Character

5XP -   Add another Trope to a Character

The GM's base Energon stash also increases by 1x[the number of Players] per session.

<u>Appendix</u>

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Cambria (heading) - Microsoft

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PLANET CRASHERS

Name: _____

Description: _____

_____

_____

Energon Stash

☐ ♥ Recover 3 Energon to a character of your choice

☐ ♦ Increase hand size by one to player of choice

☐ ♠ Trade cards with another Player

☐ ♣ During a contest, but before cards are flipped, make placed cards switch sides

Trope

Species

Abilities