

The Minipeople RPG



Introduction

You are half an inch tall. In a world of Humans, their pets, their machines, and many other terrible creatures, you and your little band are survivors. Hiding in the nooks and crannies of Human houses, in hidden minipeople



cities, or deep underground; or high in trees, you make your way however you can; hunting insects for food, or nicking it from Human cupboards. From your earliest days, you were taught to never be seen. The intolerance of Humans was obvious; were your kind discovered, they would surely be rounded up, experimented on, and eventually slaughtered, all in the name of “sigh-yense.”

But for those who dare, the world is full of adventure and wonder. Your kind is curious, and full of the will to explore.

What You Need

Some six-sided dice, some index cards, some pencils. This RPG uses only d6s. Example: 2d6+1 means roll two six-sided dice, add them, then add 1.

Scale

The average miniperson stands about 12 millimeters tall. The average Human stands about 1.8 meters tall; about 150 times taller.

Character Creation

- Stats:** You have five stats: Strength, Agility, Wits, Perception, and Charm. Each of them ranges from 1-5. A score of 2 represents an “average person” in that stat. You get 12 points to put into your stats.
- Skills:** Your character gets a number of skills equal to your Wits. Skills can be Shooting, Sneaking, Climbing, Jumping, Running, Piloting, Fighting, Cooking, Toughness, and any other skills you can invent.
- Name:** Choose a name. Miniperson names are often of the form CVCCVC, where C is a consonant, and V is a vowel (so names like Fellet, Takrop, or Marlow). For females, knock off the consonant at the end (names such as Relli, Verna, or Wyrra).
- Motivation:** What motivates your character to adventure? Food? Rescuing a family member? Curiosity? Self-betterment?
- Height:** Roll 1d6+10 for how tall your character is in millimeters.
- Description:** What does your character look like? Eye color? Hair color? Hair style? Any scars? Freckles? Big nose? Big ears?
- Equipment:** You get 3d6 points of value to spend on possessions. Minipeople don't really have their own currency (except in large cities), but things tend to have relative value to them in terms of bartering. If you pick Bartering as a skill you can get 3d6+2 points of value instead of 3d6.

Item	Value	Item	Value
Bow (6 dmg)	3	Cloth blanket and bedroll	1
10 arrows	1	50 mm thread	1
Crossbow (6 dmg)	4	1 day of food	1
20 crossbow bolts	1	Paper Armor (+1 armor)*	3
Backpack	2	Tinfoil Armor (+2 armor)*	4
Sword (3 + St dmg)	3	Fire Starter (5 uses)	2
Toothpick Spear (2 + St dmg)	2	Tinfoil Shield (+1 armor)	3
Pin Spear (3 + St dmg)	3	Rapid-fire Crossbow**	8
Canteen with sling	1	Bandaging (heals 1 Strength)	1
Biplane	100	Ink Pen and Notebook	2
Airship (light)	150	Bottle of Oil (flammable)	2
Airship (heavy)	200	Automatic Crossbow***	12

* – You get -1 to Agility while wearing armor (except for a shield).

** – Can do 2 attacks per turn (-1 each). Holds 10 bolts in internal magazine.

*** – Requires tripod to set up, and can't be carried and shot. Shoots up to 4 attacks per turn (-1 each). Holds 30 bolts in internal magazine. Pulley system allows automatic fire, takes 1 minute to crank up for each 30 shots.

Doing Things

Whenever you try to do something in the game that has a significant chance of failing, roll a die and add one of your stats (GM decides which one). If the total is 7 or higher, you succeeded. If not, you failed. You *can* adjust this number, for easier or harder tasks, but it is recommended you leave it at 7. If you get 4 or more higher than the required number, you succeed exceptionally.

If you're trying to beat someone else at something, you both roll and add a stat, and whoever gets higher wins (such as rolling Agility v.s. Perception for one character to sneak past another).

If you roll a 1 on the die, and you have a skill relevant to the check, you may reroll. You must take the second result, though, even if it is another 1.



Combat

- Turn Order:** Turn order is decided by the Gamemaster. Characters who disagree about order can make opposed Agility checks with each other to see who goes first. Usually, going clockwise around the table is best.
- Melee Attack:** To make a melee attack, roll opposed Agility rolls with your opponent. If you roll higher than your opponent, you hit; otherwise you miss. Skills such as Swords or Fighting are relevant to these rolls.
- Ranged Attack:** To make a ranged attack, roll Agility, against the normal target number of 7. Skills such as Archery or Throwing are relevant.
- Damage:** Add your Strength to your weapon's damage. Your opponent must make a Strength roll, adding any armor he or she is wearing. Subtract the result of that roll from the damage, and whatever is left, is subtracted from your opponent's Strength.
- Automatic Rule:** A die roll of 1 on a Strength roll avoid damage, means you lose at least 1 point of Strength, regardless of your Strength or armor.
- Incapacitation:** At 0 Strength, you are unconscious. You die after 1d6-1 rounds (instantly on a roll of 1), unless you are saved by healing (a Wits roll, usually). You heal 1 lost Strength per day, or 2 with a healing roll.
- Cover:** If you have cover from a ranged attack, the attacker must roll each attack twice and take the worst roll, to hit you.
- Unaware:** If you catch a foe unaware, such as in an ambush, you hit on any die roll except 1, and deal extra damage equal to your Agility.
- Example:** Fellet shoots a crossbow bolt at an ant. He roll his Agility, and gets a 4 on the die, plus his Agility of 3, makes 7. He hits. His crossbow deals 6 damage, so the ant rolls Strength, getting a 2 on its die roll, plus its Strength of 3. The result, 5, is subtracted from Fellet's damage. The 1 leftover damage is subtracted from the ant's Strength, reducing it from 3 to 2. Had the ant been wearing any armor, it might have taken no damage.

Advancing

As you adventure, you grow more experienced, and you grow faster, tougher, smarter, or wiser. Each game session gives you 2 experience points (XP). You can spend 10 XP to increase a stat by 1 (up to a maximum of 5), or spend 5 XP to learn a new skill. Or you can “double up” a skill you already have for 10 XP, writing “x2” after it, so that instead of re-rolling 1s, you reroll 1s and 2s. You can “triple up” if you want, but that might be too far.

Character Sheet

It is recommended that you use an index card for your character sheet, formatted as follows:

Name:	Height:	mm	Motivation:
Description:			
St:	Ag:	Wt:	Pr: Ch:
Skills:			
Equipment:			

Bestiary

Human – St 100, Ag 2, Wt 2, Pr 1, Ch 2 – Fist (150 dmg)

Humans are pretty much impossible to kill, or even injure. Avoid them. Hide in places where they can't reach you. Or just don't be seen altogether. Same with cats, dogs, and similarly-sized creatures.

Cat – St 30, Ag 4, Wt 1, Pr 4, Ch 2 – Claws (40 dmg)

Cats treat minipeople no different than any insect. If they see them moving, or running, they might bat at them with their paws. Usually, not moving at all is the best option, and waiting for the creature to pass

Ant – St 3, Ag 2, Wt 1, Pr 3, Ch 1 – Bite (4 dmg)

Ants are common foes of the minipeople; and common prey. They often hunt ants as a reliable source of food; but the creatures can be dangerous in large numbers. Rarely, larger tamed ants are used as mounts.

Mosquitoes – St 2, Ag 4, Wt 1, Pr 2, Ch 1 – Bite (2 dmg)

Mosquitoes are a hazard, but not a particularly deadly one. They usually prefer to feed on larger animals, but, given the chance, they will gladly try to suck blood from a passing miniperson. After a successful hit, make opposed Strength checks with the mosquito. Failure means that it has attached. It gets -1 to dodge other attacks, and each turn you and it make opposed Strength checks. If you lose, you lose a point of Strength; otherwise, you shake it off.

Wasp – St 4, Ag 4, Wt 1, Pr 3, Ch 1 – Sting (5 dmg)

Wasps usually ignore minipeople, but sometimes hunt them, and thus minipeople usually hide from wasps when they are nearby. They can fly, meaning that they can fly, sting, then fly away again, leaving them out of range of most weapons except for bows and crossbows. However, a spear or sword, braced and ready, can be effective.

Wolf Spider – St 4, Ag 3, Wt 2, Pr 4, Ch 1 – Bite (5 dmg, plus Strength roll or be paralyzed for 1 hour)

These hunting arachnids often hunt minipeople. They are dangerous to a lone traveler, mostly because of the paralyzing sting, which leaves its victim helpless long enough to be dragged away and devoured.

Dragonfly – St 3, Ag 5, Wt 2, Pr 5, Ch 1 – Bite (4 dmg) – Flies

Those rare few who have managed to tame dragonflies, say they are mounts like none other. A few elite minipeople guardians have learned to ride these creatures in battle, raining arrows on their foes below them.

Robot – St 3, Ag 1, Wt 1, Pr 2, Ch 1 – Jolt staff (4 dmg)

On the rare occasion that minipeople are captured by “sigh-entists,” they are often guarded by these tiny, mini-person sized robots. They are humanoid, about 14 millimeters tall, and, while not very bright, can communicate with each other almost instantly, making escaping from one of these horrible places to be quite a challenge indeed.

Mouse (or Vole) – St 10 Ag 3 Wt 1 Pr 4 Ch 1 – Claws (11 dmg)

Mice are occasionally hunted by minipeople, though it usually takes at least a dozen hunters to take one down, often with traps or poison.

Minipeople NPCs

Miniperson Hunter – St 2 Ag 3 Wt 2 Pr 3 Ch 1 – Bow (4 dmg) – Sword (5 dmg) – Skills: Tracking, Stealth

Miniperson Pilot – St 2, Ag 3, Wt 3, Pr 3, Ch 1 – Dagger (3 dmg) – Crossbow (4 dmg) – Skills: Pilot, Spot, Navigation

Miniperson Guard – St 3, Ag 2, Wt 2, Pr 3, Ch 1 – Sword (6 dmg) – Crossbow (6 dmg) – Shield (+1 armor) – Skills: Swords, Spot

The World

It's not safe out there. Minipeople meet with death all the time; at the hands of insects, of Humans (usually unknowingly), or from many other hazards.

Cities

Anywhere Humans do not go, minipeople consider settling. Deep in the thick grass, they build villages, towns, even walled cities. Ironically, a place so close to Humans is one of the safest for minipeople, as few Humans dare to cross the highway to get to them. Remote forests are also popular for cities.

Average Miniperson – St 2 Ag 2 Wt 2 Pr 2 Ch 2 – Fist (2 dmg)

Transportation

Most minipeople get around on foot. However, small airships and even biplanes are rare but effective means of transport. Larger airships, equipped with ballista, are sometimes used in war.

They work similarly to creatures in combat, but they have no Wits, Perception, or Charm score, and require a crew.

Biplane – St 10, Ag 4, Crew 2 (one pilot one passenger / gunner)

Armed with automatic crossbow (see Equipment)

Light Airship: – St 20, Ag 1 – Crew 6 (plus up to twenty passengers)

Ballista deals 30 damage, light airship holds 3 of them.

Food

Minipeople often subsist off of moss farming, food stolen from Humans, or hunting. They consume insects regularly, considering them to be no different than how Humans consider such delicacies as crab and lobster. Sometimes a larger group of hunters takes down a slightly larger creature, such as a mouse or vole, but this is rare, and larger prey is never hunted.

Regudai

The evil Regudai are rogue minipeople, the most cruel and ruthless members of their kind. They usually raid in bands of a dozen or fewer, though organized tribes can raise armies of up to several thousand. Sometimes they march on miniperson cities, killing many, and usually taking the city for themselves.

They generally dress in dark green, maroon, or gray. Often they wear masks over their mouths. They are relentless, and manufacture their swords with barbs and spikes to leave horrid wounds; lost Strength from a Regudai blade, wielded by a Regudai, takes twice as long to heal. “Regudai” is pronounced “RAY-goo-die.”



Regudai Warrior – St 3 Ag 2 Wt 2 Pr 2 Ch 1 – Sword (6 dmg)

Regudai Archer – St 2 Ag 3 Wt 2 Pr 3 Ch 1 – Crossbow (6 dmg)



Only the largest Regudai armies use airships; when they do, it is terrifying to behold. They ships will dump huge buckets of burning oil from the ship's hold onto the city below, scathing it with fire.

Regudai Air Sloop – St 25, Ag 1 – Crew 20, carries ten ballistas (30 damage).

About the Minipeople

This concept of a world secretly inhabited by tiny people comes from the author's childhood imagination. It has been described as best as could be remembered in this document. Written by tenduril@gmail.com