

Student Name: Ty Stanley

Goal and Requirements

Ideally, a game's core mechanic can cover any all circumstances. The goal of this brainstorming report is to look at likely scenarios the PCs would find themselves in your game and to see if the core mechanics covers them or if additional rules and mechanics are necessary.

These are broken down into several different categories that are commonly found in RPGs. You should fill out anywhere from 1-3 paragraphs for each category. This is meant to be a brainstorming and planning document, so you are not under any obligation to use every idea you come up with.

Remember that RPGs are wildly different in terms of what rules are necessary. For example, your game may not have "combat" per se and thus does not include weapons, armor, and traditional adventuring gear, but should still include mechanics and rules for characters to handle "gear." Conversely, combat-oriented games should still include rules on how to handle social situations (they ARE "roleplaying" games after all).

NOTE: Integrate, Don't Cut and Paste!

You can utilize this information into your P2 working document. DO NOT merely cut-and-paste what you write into your draft and be done with it—it will still require editing, massaging, and formatting to integrate.

Rubric

This, like other weekly reports, is not considered a separate grade, but affects your overall final grade.

- **-2%:** Not Submitted at time of grading
 - **-1%:** Insufficient information and/or analysis; Late turnover of assignment (Instructor discretion)
 - **+0%:** Sufficient information and analysis
 - **+1%:** Very detailed information and/or analysis
-

Project 2: Other Mechanics Brainstorming

Your RPG System Title: Heroes & Extremists

Genre: Pulp-Adventure, Sci-Fi/Fantasy(early 20th century), Noir

Environmental Effects

I think in a setting such as Pulp Adventure, I would guess that most players would be dealing with fire, falling, and difficult terrain. Any additional environmental effect would probably add too much realism or mechanics to this cinematic-focused experience. For fire, I would say that if someone takes fire damage, it's a 2-round length of a player or enemy taking a flat 2 damage on their current health tier either until they succeed in a remedy skill check, or the 2 rounds are over. Targets wouldn't receive damage unless they failed the remedy check. If a player wanted to extinguish the fire from a teammate or maybe an enemy for another enemy, I would think that it would cost an attack/heal action card to extinguish the fire.

Falling would be kept simple for players as a precaution, so they don't fall off a building or something and there's no system set up for it. I think for enemies, depending on the height, it would be an instant death but if it was a height like falling off a catwalk to a floor that enemies or players could be on, then the GM would draw a card and the number on the card would represent the damage. This would apply to players as well and the height would determine how many cards are drawn for damage. (Minimal Height = 1; Average Height = 2; Above Average Height = 3; Maximum Height = Death) If a player were to fall off a maximum height location (without any ability to avoid falling), they would likely be knocked out and be teleported back to the location, so they don't have to find a way to scale an entire building. If a player wanted to avoid falling despite being in that state, they could use a movement action card during their turn to avoid falling if their movement class is equal to or above the height class (Slugger falls from below average height; Movement is Average; Can use a movement card to save themselves from falling). If they don't have a movement card on that turn, they fall and take the damage.

Difficult terrain would be kept as simple as possible, using the movement class system I set up. If they're in difficult terrain, their movement class is dropped to a lower tier (Average to Below Average; Below Average to Minimum) for their turn until they are outside of the difficult terrain. If their class is at a minimum, it can't go any lower than that. The length or size of a difficult terrain can be determined using the movement class as well ("How large is the mud?"; "About Average Tier; You'll need Above Average to avoid it or move twice to get through it")

Social Encounters

Social Encounters would mainly be dictated by either skill checks or roleplaying the scene out loud, but mainly skill checks. The main skills that would be used are Disguise, Flatter, Perform, Trick, and Wits. These are skills found in each character so they would work like skill checks where players attempt to extract information or charm NPCs for their benefit and the GM sets a threshold check for them to meet like "drawing at least one spade card" or tougher checks like, "must draw a king card". Other than that, NPCs having attitudes could be useful like it is a spectrum that can decrease, or increase based on the player's interactions with them and such, but it'd probably be kept to a minimum like "hostile attitude" or "neutral attitude" and change either on success or fail.

Impairments

I think for impairment, I would keep it at a minimum of stunned/charmed, Hypnotized, and poisoned. Stunned/Charmed would work where the target would discard one of their action cards for that turn. The effect would likely only last one round unless an ability said otherwise. Hypnotized would allow the attacker to take an action card from the target's hand and force them to use it however they want to (Slugger gets hypnotized; Attacker takes movement card and makes them move backward towards a ledge). Certain abilities might allow for a player or enemy to steal an action card and use it themselves that round. Hypnotized would generally only last one round as well unless an ability from a player or enemy extended the duration. Poisoning would be a sustained effect where the player or enemy's upper hand modifier drops by 1 for a few rounds and they can't perform double-carded actions. Enemies would likely have to keep that effect until it wears off, whereas players have the option to remove it by performing a Vigor check.

Gear & PC Economics

Gear is important in a way that it's your means of attacking enemies, but I don't think there should be any form of "armor" to the game. I think a large aspect of Pulp Heroes is that they're able to take the hits or avoid damage in abstract ways. Having some kind of armor system where a leather jacket somehow protects a literal bullet would bog down the cinematic experience and doesn't even really work in my game since there's already a "defend" action that is an option for negating damage. Weapons/Gadgets would matter though, as they are how heroes attack. I think gear would be incredibly class/origin-specific. It would be less about finding new gear and more about beefing up your character either through upgrading your starter equipment or replacing it with more class-specific gear. Because of that, I think the game would either have a very simple economy of getting single coins or doubloons that can be used to purchase upgrades OR it would all be entirely leveling-based where the gear changes as the hero does.

Other

The most I would add for other mechanics would likely be simple mechanics for vehicles as vehicles would likely be prevalent in a setting such as Pulp Heroism. I'd likely keep it minimal though, no vehicle would likely have space travel capabilities as I have no desire to make this a Space RPG. Most players would be interacting with vehicles are car chases and spaceships that are like hovercrafts from John Carter or something. They would likely have some large pool of health that uses the tier system like the PCs and NPCs, and some might have weapon capabilities depending on the context. I probably wouldn't let players fall off them though, but I've already explained what falling does in a situation like that.