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Game System: Heroes & Extremists

Goal

This report has two sections. Their goals are described below.

Character Creation (Advanced) Playtest Notes Requirements

Playtesting is critical for any game development. During lab, you will be placed into groups to discuss, analyze, and playtest each other's character creation rules. Each member of the group should attempt to make an "advanced" character, utilizing your rules as written. This report documents your observations, notes, and actionable items that come from that playtesting.

You are required to do at least ONE (1) playtest session of around 30 minutes per person. However, you are highly encouraged to do additional playtesting. If you do, use as many of the Optional Playtest Notes sections below as needed.

Influential NPCs Report Requirements

- Write up THREE (3) influential, powerful, or plot-twisting NPCs that you intend to include in your RPG's world setting--one must be beneficial to the world, one neutral (but still influential), and one antagonistic/villain.
- Write up a physical description, short backstory, personality traits and quirks, their primary motivation/challenges and their role in society and/or impact on your world.
- Provide THREE (3) plot hooks for how the NPC can interact with the PCs.
- Include the NPC's full statistics using your RPG system
- Include a picture that roughly corresponds to each NPCs (include URL or accreditation on where the image was found).

NOTE: Integrate, Don't Cut and Paste

You can utilize this information into your P4 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, missing categories; Late turnover of assignment (Instructor discretion)
- **+0%:** Sufficient information and interesting NPC with decent plot hooks
- **+1%:** Very interesting NPC, intriguing motivations, and clever plot hooks

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Playtest Session #1 [REQUIRED]

Date: 4/3/2025

Location: Von-Neumann

Number of Playtesters: 3

Duration: 30-40 mins

Playtest Summary

This was a very good and helpful playtest! I was able to learn a lot about my character creation as to what was good, but also what needed to be fixed. The two largest things I took away from the experience were the order of the skills and the origin section. The order of skills on the character section needs to be changed as when the players were attempting to plug in numbers for the skills, they had to thoroughly search for the skill, as it was originally in alphabetical order. I think seeing someone have trouble with it has made me recognize I should just put the skills in the order of the attributes (C.H.A.M.P.). The origin section also needs to be changed, as the players can get lost as to where to pick their origin, as the section doesn't provide a list of the origins available. A simple mention of the origins available and which page they can be found on should fix the issue. Overall, it was a very helpful playtest as to where I need to go forward with this manual!

Playtest Notes

"Player set-up" in the manual might've been misleading

Liked the "gadget-goo" name

Feels a bit lost on the C/M/H system

Doesn't entirely enjoy the walls of text

Would've preferred the order to be the same as the order of attributes (C.H.A.M.P.)

Reference the origins under "pick an origin"

Shorten the origin names

Origin changes seemed a bit intimidating

Found the "Blow-A Kiss" weapon interesting

Finds it interesting that you can invest 90 AP into health

Ratio of "increase health" is not helpful (+3 for 3 has no advantage)

NPC #1—The Matriarch

Role: Beneficial to the World

Picture



<https://shorturl.at/fxVS8>

Overview

The Matriarch serves as the primary leader of the faction, “The Champions”. In years past, she would lead the champions against conflict, manage relations between the three countries, and serve diplomatically to the people in their time of need. The Matriarch is a symbol and the face of the champions, a faction dedicated to helping those who can’t help themselves. By this definition, they benefit all people in Pulpea. The Matriarch is important as the champions have fallen from their power in the more recent years due to the rise of C.A.G.E. and the decimation of the champions, therefore, her survival is key to providing survivors the courage to take down their enemies in these desperate times.

History

The Matriarch is the leader of the champions because she was the very first champion to be chosen to become more than she was before. Originally, the countries of Pulpea were at war with each other. Overlord City and Horizon fought against each other Arroyo as Xurow attempted to colonize Kubord. The Matriarch was but a simple peasant named Olivia living in Xurow at the time, wishing for more from her life. Upon performing an act of bravery by sacrificing her life for another in battle, she was bestowed the power of a champion and given a message from higher powers to bring peace to the land. From that day forward, Olivia used these new powers to take back the land of Pulpea and bring peace to the factions at play. The more goodness she spread, the more people became champions as well. They would put down their previous lives and follow her into battle. When all was over, a new faction, the champions, stood victorious over the lawless conflicts of Pulpea. From that day forward, Olivia would be known as “The Matriarch” and watch over the people of Pulpea for years to come.

Personality & Quirks

The Matriarch is very wise. She is kind but intimidating when necessary. She is rather introverted to someone of her power, however. She likes to keep to herself in her superintendent and will spend large amounts of time monitoring the people of Pulpea. When she is out and about, she likes to spend time with her bodyguard, Stu, whom she cares for deeply as he’s been by her side for many years now. She is also quite humorous for someone so elegant as her.

Motivations, Goals, and Challenges

The Matriarch's primary purpose in life has always been to accomplish what the higher powers gave her through her powers and through the message, which is to bring "peace to the land". The Matriarch feels she must do this as it's been so many years since she went by the name "Olivia". This life is all she has now. The Matriarch's methods of achieving peace have good intentions but can be controversial. For instance, the superintendent that she and the other champions built can monitor EVERY human being in Pulpea. This kind of power is a lot to be given to just one person who could exploit it at any point ever. The Matriarch's dark secret is that she yearns to live a normal life again, a life simple and free of the many responsibilities she now has.

Physical Description

The Matriarch has moved past her early years of flashy pulp costumes and gadgets and instead has returned to her inner child of Xurow-style outfits. She wears high-class Xurow clothing decorated with the rags of a poor man's clothes. She does this to reconnect with her origins, but to be strong enough to be humble and walk among the less fortunate in their rags. She keeps trinkets along her side pouch, some are used for powers, others are memorabilia. The Matriarch doesn't show her face anymore. After the great decimation, it is said that Matriarch wept for so long that her eyes are consistently red now. Only her nose and mouth can be seen when speaking to her, except on rare occasions when she has to sleep or trusts someone enough to show them.

Plot Hooks

- **Hook 1:** The players are bestowed a message from the Matriarch when they are chosen to be champions.
- **Hook 2:** NPC pedestrians spreading rumors of the Matriarch being dead or that she was sighted recently.
- **Hook 3:** Stu finds the players and strongly recommends that he take them to see the Matriarch.

Game Statistics

Default Health: 120C/120M/120H

Movement Class: Maximum

Upper Hand: 12

Weapons:

Xurow Blade: 35C/40M/60H (Below Average Reach)

Abilities:

Has access to all hero class abilities

NPC #2— Charlemagne

Role: Neutral / Self-Interested

Picture



<https://shorturl.at/jKUc7>

Overview

Charlemagne is a lone vigilante whose actions have grown a following belief known as the “cleansing”. He resides in the wild country of Kubord, where he acts as something of a champion against C.A.G.E., but even against champions if provoked. He serves as a faction or a force that believes neither in the peace that the champions wish to restore, nor the control and tyranny of C.A.G.E.. He’s important as he represents the “in-between” of both contrasting factions and serves as a new and different political belief for the people of Pulpea.

History

Born and raised in Kubord, Charlamagne had a dark upbringing. His mother and father were murdered before his eyes by the invasion of Xurow. He was forced to be a slave for Xurow until the champions rose to power, and watched as what were once his saviors fall from grace by the rise of C.A.G.E. It left Charlamagne bitter for the people in power of Pulpea. One day, he took up his sword and swore that no faction was meant to rule Pulpea, and that the only true path to peace is no rulers or our extinction. This belief became known as the “Cleansing”.

Personality & Quirks

Charlamagne speaks to no one out of volition. He only speaks when asked questions. When he speaks, it is soft and tender but can be rough and hoarse when in combat. His words are not his own, but the “cleansing” gives him the words he needs to speak. He is silent, deadly, and walks within the shadows.

Motivations, Goals, and Challenges

Charlamagne’s belief and goal are what he calls the cleansing. The cleansing is a belief that no political power should take or have control over the body of people and that every person has their sovereignty to govern themselves and their families. The cleansing states that for true peace to begin, those who are in power must give up what they reap or be “cleansed” on the path for true peace. Charlamagne does not wish to kill every member of C.A.G.E. nor the champions to achieve this goal, but will attempt to do so if that is what the cleansing requires of him.

Physical Description

Charlamagne is decorated with ancient Kubord armor from before the colonization of Xenow. He covers his face always, never allowing others to see a face marked by the cleansing. He’s wrapped himself in thorns over his arms as a sign that he must endure the pain that he carries with him always. He carries a sword that was his father’s, forged in the ancient volcanoes of Kubord.

Plot Hooks

- **Hook 1:** Party encounters Charlamagne during a combat encounter in Kubord.
- **Hook 2:** Party overhears the people of Kubord praising the “cleansing” and the acts of justice Charlamagne carries out.
- **Hook 3:** Charlamagne ambushes the players as a means to question what they truly believe in when it comes to the fate of Pulpea.

Game Statistics

Default Health: 35C/45M/60H

Movement Class: Above Average

Upper Hand: 8

Weapons:

Father’s Blade: 25C/30M/45H (Minimum Reach)

Abilities:

We Rise!

If activated, goon may take the top card on the GM’s discard deck and use it for their turn. Ultimate allows for the goon to choose two cards from any of the player’s discard piles. (If there is not a discard pile, draw from the deck instead)

Snake’s Bite

If a player is within below average distance, a goon can use an ability card to apply poison to them! Ultimate allows for the poison to last 3 rounds. This ability cannot be stacked.

The Power Within (Passive)

When this goon is attacked, if they use a defense card against it, they steal the player’s attack card and can use it for their turn. Can only use once per round.

NPC #3— Odon

Role: Antagonistic/Villain

Picture



<https://shorturl.at/qjbZZ>

Overview

Odon serves as the primary leader of the Confederation of Autocrats, Gangsters, and Extremists, or C.A.G.E. for short. He rules Pulpea with an iron fist, keeping the people separated and in line while the ruler's profit from their suffering. He is the founder of C.A.G.E. and has ruled the confederation for multiple decades now. He was one of the very first champions to defect from the Matriarch and caused what was known as the "Great Decimation".

History

Similarly to the Matriarch, Odon was born and raised in Xurow as a child. He came years after the arrival of the champions and managed to live in a time of peace and prosperity. However, the peace wasn't all-consuming as the champions were becoming stretched too thin as Pulpea continued to grow. This is where Odon came in and joined Xurow's local security force that was monitored by a champion. Here, Odon was chosen through an act of vengeance after losing his lifelong friend to a low-life autocrat. Upon joining the champions, Odon felt he could make an actual difference with these newfound powers he had acquired. However, he felt the champions weren't efficiently stopping conflict as fast as having governments that had their security forces to quell issues. This on top of his disagreements with the Matriarch and her methods of using the superintendent to monitor the people, Odon secretly defected from the champions, taking a handful of followers who idolized him as well. From there, he began slowly but surely forming C.A.G.E. and would soon begin wiping out the champions. After the great decimation, Odon stood victorious with Pulpea at his grasp and began sectioning parts of each country to divide and conquer the weak.

Personality & Quirks

Odon is intimidating to be around. Most members of C.A.G.E. never get to see him cause he's constantly negotiating terms with rulers or enjoying the high life of ruling Pulpea. He's cold and ruthless when he must act. Kills with no hesitation. Fail to meet his demands? Kills you and moves on to the next.

Motivations, Goals, and Challenges

Odon wishes to see a world that is entirely free of conflict and is nothing but control. He wants this because he felt, even as a champion, he couldn't bring the peace that he wanted for Pulpea and instead wanted to take the matter into his own hands. Fortunately, the indomitable human spirit has stopped Odon from total control as small factions all around Pulpea rise to resist the tyranny of C.A.G.E. To crush these resistances, Odon must find the source of inspiration, the champions.

Physical Description

Born in Xurow, Odon likes to wear the “weird-sci-fi” clothing of the land, except it’s custom-made by his personal tailor. His clothes are a mix of armor and high noble clothing, representing his position in power and that he’s always ready for a fight. He carries a sword and a custom pistol on his left hip, a gift from the autocrats of Horizon. His hair is short and he keeps his face cleanly shaven at all times.

Plot Hooks

- **Hook 1:** C.A.G.E. guards capture the players and take them to Odon for questioning
- **Hook 2:** The matriarch talks about Odon and how he was before the rise of C.A.G.E.
- **Hook 3:** A village in Kubord is razed to the ground by C.A.G.E. in the name of Odon.

Game Statistics

Default Health: 80C/70M/90H

Movement Class: Maximum

Upper Hand: 10

Weapons:

Xurow Blade: 55C/45M/50H (Below Average Reach)

Pistol: 30C/35M/45H (Average Reach)