

# One page RPG

## Trouble in Luthadel City

### Players 3-4

#### Classes:

- **Lurcher:** Allows users to pull on metals and this can be used in a multitude of ways. It can help with reaching high places by pulling on metals that are being tossed into the air. If there is a metal that is above a player they could focus on that metal and pull on it to lift themselves up into the air. If the metal that the player is pulling on could be moved by them physically the metal will be pulled toward them instead of helping them lift into the air. The GameMaster must determine if when the metal is pulled on it will stay in place or be moved toward the user. metal: iron
- **Coinshot:** Allows users to push on metals and this can be used in a multitude of ways. It can help with reaching high places by pushing yourself off a metal to launch yourself onto a surface that is high above. You can only push something and actually move it if the target could be physically pushed by you. It is up to the GM on when a player could push on something and actually move it. metal: steel
- **Tineye:** enhance senses of a user allowing them to sense where metals are via a transparent line that directs them towards it. The farther the metal is away the less visible the line is. Smelling, sight and hearing are all enhanced as well. If there is an area that has light in it the person burning tin may be blinded as their sight is overwhelmed. metal: tin
- **Pewterarm:** enhances physical abilities and makes someone more resilient to when they take damage as they do not feel the pain as much. metal: pewter
- **Rioter:** Inflames emotions to make people become angry and rageful metal: zinc
- **Soother:** Soothes emotions to make people calm and more accepting of others suggestions. metal: brass
- **Smoker:** Blocks the knowing of when allomantic powers are being used metal: copper
- **Seeker:** Knows where allomantic powers are being used and who from. This is blocked when a Smoker is using their ability metal: bronze

#### Narrative:

You and your party are about to infiltrate/raid/demolish a noble house within the city of Luthadel. How you go about this mission is up to the party. The main goal is to reach the safe that contains the rare 11th metal. The party must be careful of the various enemies that they may encounter during this time as using the powers of allomancy might not always work.

#### Game Mechanics:

- Players burning there metals
- Players burning there metals more rapidly to enhance the ability more
- Players will be assigned 3 attributes in the game (Physique/Intelligence/Charisma)
- Distribute 7 points among these attributes(An attribute value can not be higher than 5)
- **Physique:** strength, dexterity, endurance
- **Intelligence:** wits, perception, investigation
- **Charisma:** guile, charm, performance
- Players taking stress/mental/physical damage from over using their abilities especially when enhancing them
- When the outcome of an event/act is in doubt the GM will determine a difficulty for the challenge. The challenge range can be from **1 to 8**(1 being super easy and 8 being almost impossible) Players roll a number of d6s equal to their attribute number based on the situation. Other players can add their own dice if they feel like they can help in the challenge. A success is when a d6s lands on a **5+**
- If there is an act or situation that the players believe their class can come into play they can decide to burn their metal to make the dice roll be more in their favor. If the player burns the metal normally they can add a **+1** to the roll and roll an additional die for any 6 that was rolled. If a player decides to enhance the metal they are currently burning they can add

a +3. Additionally if players are enhancing their metal burning they can roll an additional dice for every 5 or 6 they rolled the first time without the modifier.

- Burning metals and enhancing them especially does not come without cost though. If a player burns a metal normally they add **1** to their **exhaustion meter**. If a player enhances the metal they are burning they must add **3** to their exhaustion meter. Moreover if a player enhances the metal they are burning back to back they must add an additional point to the exhaustion meter on top of the 3 points. If a player reaches or goes over **20** on this meter they are out of the game as they have extended the limits of their abilities so far that they can no longer physically function. For both burning and enhancing a burn players must also take the lowest rolled die when doing the challenge and add that number to their exhaustion meter. If the players roll all success then only one additional exhaustion point is added to their meter
- If players overcome a challenge that does not require them to burn their allomantic powers, take the lowest rolled d6 during the challenge and add that number to the exhaustion meter. For example you roll 4d6 to try and successfully complete a challenge 2 encounter. You roll 5, 6, 4, 2 so you would then add 2 to your exhaustion meter. If more than one player is helping in this instance all players rolling take the lowest number rolled.
- If a challenge fails due to there not being enough success players can roll again until they succeed while still taking exhaustion or stop the challenge and try something else. This might lead to another challenge that is easier like running away from guards after trying to take them down but failing. If the players roll all success then only one exhaustion point is added to their meter

#### GameMaster:

- Some guidelines to follow when creating the narrative
  - The design of the heist is entirely up to you. You can shorten or lengthen the experience for the players depending on what everyone is up for
  - If players happen to beat a challenge difficulty that you intended to be impossible just go with the flow and allow players to be creative with their ideas so that you don't remove some of their agency.
  - There should be many different ways to tackle this heist for the players meaning that not even a single fight could take place which is totally fine
- Enemies the GameMaster can use
  - Non allomantic users
    - **Normal guards:** Shouldn't be too much of a challenge
    - **Hazekillers:** a lot more challenging for players as they train to counter the ways of allomancy as everything they wear and use contains no metals. They use wooden shields and swords/batons to attack allomancers with
  - Allomancers user
    - **Allomancer:** can be one of the classes that were listed previously so the challenge can vary for these enemies depending on what kind of metal they can burn. Note that an allomancer can only burn one type of metal and only that one
    - **Steel Inquisitor:** only put this enemy in the game if you feel it is necessary. This enemy should be almost impossible to defeat as there is no way for the players to affect the inquisitor with their allomantic powers. It will take some serious acts of ingenuity and creativity to take out a steel inquisitor. You only need one and you can set its challenge to 10 or whatever feels right at the moment.
  - You can also make your own enemies if you do not want to be constrained to the options above

#### Game Materials:

- Six sided Dice (d6) could be an online rollers as well
- Writing tool
- Some paper to keep track of exhaustion meter for each player

### Playtesting and Discussion:

What I was aiming for in this RPG was to have a satisfying and engaging encounter system. One of the main things I enjoy in tabletop games is when a dice roll can be manipulated or added onto. This can range from getting doubles in monopoly allowing you to roll again for movement or in D&D where there are various features that allow the player to make the dice roll go more in their favor with modifiers and rerolls. The game space that I created for this RPG is supposed to allow for creativity for both the Game Master and the players. The Game master can make any space they so choose and the players can interact with the space in a multitude of ways.

When it came to playtesting I got a little lucky with the group I ran it with. All of them were comfortable working with a more interactive game where the rules are minimal and at all times you have to use the theater of mind. I can see how this RPG might be a little more challenging to get into with groups that are less accustomed to making stuff up on the fly. Something else I took away from the playtesters was how they enjoyed the cooperative mechanics of play. That being where players can add up their dice to overcome a much more difficult challenge. This is exactly what I wanted as the game lends itself more to cooperative play rather than every player doing things solo.

#### Changes:

- Some changes I made after the playtest was to increase the exhaustion meter from 15 to 20 as players were getting knocked out very early on in the game. The number might need to be higher but I didn't want it to get to the point where enhancing a burn would feel inconsequential.
- I also added additional on rolls of 6 when normally burning a metal as previously it was just a +1 added to the roll. I did this to make burning a metal normally still have a somewhat substantial impact before enhancing it.
- I did not account for when players might roll all success as well so implemented a rule that only one additional exhaustion point is taken if all d6 are 5+.

