



TiGGR: Tiny Game for Generalized Roleplaying

GAME RULES

Components: 2d6, pencil and paper, LLM optional but encouraged.

Players: 2-5 (1 GM, 1-4 players).

Playtime: 30-45 minutes.

INTRODUCTION

TIGGR is a fast, flexible roleplaying game for any genre—fantasy, sci-fi, comedy, horror, whatever you vibe with. Pick a genre, build characters and (sometimes) vehicles, set a goal, and dive in. It's all about quick setup, wild stories, and zero fuss.

CHARACTER CREATION

Pick a Genre & Spark a Setting: Choose a vibe—Fantasy, Sci-Fi, Time-Travel Thrift Store. Together, sketch a 1-minute microsetting:

Scene: Where are you?

Goal: What's the win condition?

Factions: Who's causing problems?

Check out the “Build a Microsetting” guide if you want a full template. Or grab one of the examples and run.

Stats: Body (physical power and agility), Mind (smarts), Charm (social finesse).

Assign Points: Spread 3 points across your stats (e.g., 2/1/0 or 1/1/1).

Choose a Role: Pick a role tied to the genre (e.g., Fighter, Hacker, Lady, Rocker).

Craft a Special Ability: A +1 bonus to a stat roll in specific situations (e.g., “Rocker: +1 to Charm when performing”) or a narrative effect (e.g., “Investigator: Reveal a hidden clue”).

Pick a Signature Piece of Gear: A +3 bonus to a stat roll, once per session.

HP: You start with 5 HP. At zero, you're knocked out, bonked, fainted from the scandalous aspersions, stars-in-eyes. Pick it back up in the following scene.

VEHICLE CREATION

For genres with big gear—mechs, cars, magical assistants—add a vehicle:

Stats: Use the same 3 stats as players (Body, Mind, Charm), assign 3 points.

HP: Vehicles get 10 HP. Non-vehicle weapons (e.g., fists, pistols) deal 0 damage unless GM says it's heavy enough (e.g., rockets).

Gear: One signature item (e.g., “Cannon: +1 damage,” “Fan: +1 to Charm rolls”), can be used once per scene..

CORE RULES

Core Mechanic: Roll 2d6 + Stat vs. Difficulty (Easy: 6, Medium: 8, Hard: 10).

Success: You nail it (hit a foe, charm a lord, dodge a drone).

Failure: GM throws a wrench (you miss, the lord snubs you, the drone zaps).

Combat Roll to Hit: 2d6 + Body vs. 8.

Defend (Main Characters Only): 2d6 + Body vs. 8.

Damage: 1d6, plus any applicable Special Ability or Gear bonus.

Zero HP: Knocked out, fainted, stars for eyes, pick it back up next scene.

Players: 5 HP, Goons and minions: 1-3, no defense rolls.

Vehicles (mecha, spaceships, special sidekicks): 10 HP

Special Abilities: 1 use per scene. Boosts a stat roll or triggers a cool effect.

Gear: +3 to a roll or damage (usually once per scenario).

Roleplay: Narrate your action. If it's not risky, you just do it—no roll.

GAMEPLAY LOOP

Setup: Pick a genre, make characters (and vehicles if needed), set a goal (e.g., “Solve the mystery,” “Play the gig”).

Turns: Each player goes: Move, then Act (attack, interact, roleplay). GM runs enemies and narrates.

Goal: Win by hitting the objective, lose if everyone’s at 0 HP (Total Party Knockout)..

PROGRESSION: NO CAP, ALL VIBES

TIGGR lets your character grow through the stories you tell—no grind, just vibes. Here’s how:

Carry ‘Em Over: Bring your character to new scenarios. That Rocker from the Sprawl gig? They’re crashing Spacemalls next.

Tweak Stats: After a big moment—say you outsmart a corp drone or tank a hit like a champ—the group can agree to shift 1 point between your stats (e.g., drop Body 1 to boost Mind to 2). Max one tweak per scenario, keep it chill.

Evolve Your Special: Redefine your Special Ability based on what’s happened. Used your “+1 Charm when performing” to hack a sound system? Maybe it’s now “+1 Mind when jacking tech.” Pitch it, group nods, done. Still once per scene.

How It Works: No dice, no tallies—just talk it out with the GM and crew after a scenario wraps. Did your Fighter dodge drones all night? Swap a point to Dexterity. Did your Lady unravel a scandal? Her “Reveal a clue” might turn to “+1 Charm to pry secrets.” Keep it tied to the story, not the rulebook.

Example:

Start: Rocker (Body 1, Mind 0, Charm 2, Special: +1 Charm when performing). Rocks a cyberpunk dive bar.

After: Pulls off a heist by charming a bouncer-bot. Group agrees: Charm 2 to 3, Body 0 to -1 (nah, kidding—Body 1 to 0). Special shifts to “+1 Charm when conning bots.” Ready for the next gig.

Pro Tip: If the table’s stuck, recap the wildest thing you did—growth flows from there.

GM TIPS

Keep it snappy—default Difficulty is 8 if unsure.

Encourage narration—only roll for risky stuff.

Scale it—more enemies or higher Difficulty for a tougher gig.

Vehicles are tough but not invincible—let players lean on them ‘til they crack. Stuck on flavor—ask an LLM: “What’s a ghost barista’s unfinished business?” “Name a punk band’s worst gig?” Grab one weird idea and run.

Build Your Own Microsetting

TIGGR thrives on fast, fresh stories—here’s how to craft your own turf:

Pick a Genre: Choose one vibe—Sci-Fi, Fantasy, Horror, Romance, whatever clicks. No need to overcomplicate it.

Set the Scene: Nail down a tight spot—space freighter, haunted manor, dive bar. Make it vivid, not sprawling.

Give a Goal: Set a clear win—steal the cargo, unmask the ghost, win the crowd. Keep it snappy.

Add Factions: Sketch two quick groups—use the same 3 stats (e.g., Body, Mind, Charm), 1-3 HP, one Gear (+1 to something). Think “Pirate Crew” or “Nosy Locals.”

Toss in Hooks: Add two twists—narrative bits or rolls (Difficulty 6-8). Like “cargo’s rigged to blow (Mind 8 to disarm)” or “locals spread rumors (Charm 6 to quiet).”

Gear Up: Pick one standout item—+3 to a roll or damage, usable once. Say “Laser Key” or “Silver Tongue Pin.”

Optional Vehicle: If it fits, make a ride (3 points across stats, 10 HP) with its own Gear. Like “Salvage Skiff” or “Phantom Coach” or “Cyber Corgi Bodyguard.”

Pro Tip: Draw from a fave story or real-life spot—your corner store could be a spy hub. Or ping an LLM: “What’s a smuggler’s secret on a freighter?” Twist it, own it.

Example:

Genre: Noir

Scene: Rain-slicked spaceport bar

Goal: Find the snitch before the ship docks

Factions: Dock Thugs (Str 2, Dex 1, Mind 0, 4 HP, Knuckle-Duster: +1 damage),

Shifty Barkeep: (Body 0, Mind 1, Charm 2, 3 HP, Fake ID: +1 Charm roll)

Hooks: Jukebox crackles a coded tip (Mind 8 to crack), thug tails you (Body 6 to ditch)

Gear: Smoky Shades (+3 Mind roll once)

Vehicle: Beat-Up Shuttle (Body 3, Mind 0, Charm 0, 10 HP, Smoky Shades)