



## FAMILIARS & FABLES

This is a lighthearted roleplaying game for people who love storytelling, improvisation, and cute animals.

You'll play as a familiar - a small animal gifted with magic powers. You live among humans, secretly protecting them from supernatural threats like witches, aliens, zombies, ghosts, psychic spiders, cyber-squirrels, ninja turtles, and superintelligent raccoons.

Go on silly and fun adventures, use your magic to protect humans and save the day!

### THE SETTING

Much like the wizarding world of Harry Potter, the world of familiars is secret and hidden from regular humans.

Some familiars pose as pets, some live in the wild, but all of them must keep their magic hidden from humans.

The adventures can take place anywhere both humans and small animals can be found: New York City, a small midwestern town (think Gravity Falls), a space station, a human colony on an alien planet, a post-apocalyptic world, a magic school, a pirate town, a fantasy kingdom.

A good setting to set an adventure in is the place where the players live, in the present day. There can be secret magical locations only known to the familiars, and some places may a normal side the humans are aware of, and a supernatural side only familiars know about.

### WHAT YOU'LL NEED

A Game Master (the narrator of the story), 1-5 players (the heroes of the story), 1-3 hours, four 20-sided dice.

The GM needs to prepare an adventure. All you need for that can be found here: <https://rpgadventures.io>

Players need four 20-sided dice and their imaginations.

### COME PLAY WITH US

Come join our Discord community and play with us: <https://rpgadventures.io/discord>



## MAKE A CHARACTER

### DESCRIPTION

What kind of creature are you? Choose one from the list below or make up a small animal of your own.

Cat	Rat	Bat
Turtle	Hedgehog	Owl
Lizard	Spider	Squirrel
Fox	Snake	Bunny
Mouse	Raven	Frog

What is your name, appearance, personality?

What is your motivation (what do you want and why)?

*Fame, freedom, mischief, food, honor, justice, security, independence, revenge, redemption, knowledge, etc.*

### TALENTS

Choose up to 3 talents from the list, or invent your own.

Strong	Nimble	Tough
Cute	Cunning	Fierce
Sneaky	Crafty	Perceptive
Artistic	Empathetic	Helpful
Persuasion	Deception	Intimidation
Insight	Performance	Subterfuge
Technology	Nature	History
Sharp Claws	Keen Senses	Natural Leader

### RELATIONSHIPS

Establish a relationship with another player's character. What do you think about each other? How do you know each other? What do you want from them?

*Favor, forgiveness, friendship, trust, truth about their past, respect, mentorship, protection, help, etc.*



## CREATE MAGIC POWERS

Invent up to 5 magic powers you have, use the examples below for inspiration. Clearly define what your magic powers enable you to do, and the limitations they have.

### Super Strength

You can pick up anything as heavy as a car.

### Illusion

Create an illusory image no larger than a horse in a location you can see.

### Scry

Once per adventure, you can see through the eyes of a creature you touched earlier today.

### Telekinesis

Levitate small objects, no larger or heavier than a bucket of water, within 50 meters, in line of sight.

### Elasticity

You can do what Elastigirl from Incredibles can do.

### Shapeshifting

You can change into any land animal from half your size to twice your size.

### Change Emotions

You can calm or intensify emotions, you can make the target feel happy, sad, angry, smitten, frightened, etc.

### Hypnosis

Once per day, you can hypnotize an animal, making them willing to perform non-dangerous tasks.

### Invisibility

Turn invisible for up to 10 minutes per adventure.

### Healing

You can heal any injury 3 times per adventure.



## PLAY THE GAME

### ROLLING DICE

When you attempt something challenging, risky, or opposed by another character - roll the dice.

If you beat the **difficulty number** (set by the GM) - you succeed, otherwise you suffer a complication or a setback.

When you roll a **20** - succeed in a spectacular way. When you roll a **1** - fail and suffer a severe setback.

### ADVANTAGE OR DISADVANTAGE

If you have advantage - roll multiple dice (up to 4) and take the best result. If you have disadvantage - take the worst result.

**Gain advantage** dice when you:

- Use talents relevant to the action you're attempting.
- Use magic powers or the environment to your benefit.
- Get some help from another player.

**Gain disadvantage** dice for each condition or aspect of the scene that would impede the task you're attempting.

Advantage and Disadvantage dice cancel each other out (if you have three advantages and two disadvantages, you add one advantage die).

### CONDITIONS

If you fail a roll in a dangerous situation, you gain a condition (injured, scared, tired, cursed, tangled, etc.)

Failing at riskier actions leads to more severe conditions. Severity of conditions gradually increases, for example: Frightened → hurt paw → injured → knocked out.

To get rid of a condition, do something that would fix it (use a bandage, rest, cut the entangling vines, etc.)

### CONTEST

Characters are in contest when they **oppose** each other (fighting, chasing, racing, courtship, haggling, dance off).

To win contests, inflict conditions on your opponent. When someone tries to inflict a condition on you, describe how you oppose them. The better your defense is, the higher difficulty number for the attacker will be.