

Office of Santaph
PLATFORMER ^{RPG} PRESENTS

GIZMO & KRASH



=TAG-TEAM HEROES=

(A game for 2 players)

FORWARD:

Gizmo was alone. The blinding suns shone in his face. He groaned. It was as if groaning in surround sound. Someone else. "What the...?"

Krash was also alone, or so he thought.

Gizmo and Krash saw each other. "Ah!" The two exclaimed. They looked each other in the face, squinted, tried hard to remember each other. The memory was ... there, but it was vague.

Gizmo put his hands on Krash's furry cheeks, as if checking to be sure the ursid was not actually a mirage. It all felt very much like a dream.

"Hey, cut that out, would ye!"

Gizmo dropped his gray scaly hands to his sides. "I remember you, somehow," he said. "Then again, I guess I barely remember me."

"You must have taken quite a bump to the head," Krash said.

"Oh?"

"Yeah, I'm still feeling it. And I don't know what happened to me, but I have a feeling it happened to you too."

ADVENTURE DETAILS:

On a desert planet with two suns, a pair of alien teenagers, a curious reptilian and a somewhat irritable ursid, awaken to find that they have vague memories of one another but not much else. As they try to discover what has left them stranded in the desert, they unearth a treacherous secret.

GAME SETUP:

Before beginning play, each player should write down 1 to 3 potential "treacherous secrets" they expect to unearth through play, and these should be kept secret from the other player. In the event that other ideas come to you as the story develops, you may substitute these. However, this basic starting ground will give you a basis for beginning your adventure.

GAME MECHANICS:

This game is based on the core rules of *Platformer RPG*. To play the game, the players will need three eight-sided dice (3D8), and the starting character sheets provided for Gizmo and Krash, along with pencils to adjust stats during play.

The game has players acting as both the Platform Master and the character of their choice. All that is necessary to switch roles with your ally is to declare "Tag", at which point, the player becomes the Platform Master and vice-versa.

Gizmo and Krash is a story-driven game. You can tell the story however you wish, as the Platform Master, so long as the story is coherent and fun for both players. Behind the door there may be an alien monster waiting to get out, or there may be a teleportation chamber ready to take you to another world.

SKILL CHECK

Whatever you imagine, you can do. But whether you succeed is determined on rolling 2 eight-sided dice. (Hereafter referred to as 2D8.) In this case, the 2D8 represents both characters acting together against a target value. The target value is usually 7 or higher for a standard task, 10 or higher for a difficult task. You can climb a wall, jump a gap, swim across a pool, find an important item, detect an approaching enemy, and much more, all with the roll of these 2 dice.

COMBAT

Each character has his own character sheet including wound count, target value, damage, and any additional skills. This section hopes to explain the first 3 areas.

- **Wound Count:** How much damage your character can take before he is KO'd.
- **Target Value:** This is the value an NPC must roll equal to or higher than to damage your character, and lower his wound count.
- **Damage:** The amount of damage your character can inflict on an opponent.

Based on these details, here is how the combat works in *Platformer RPG*.

PHASE 1: Roll for initiative.

The player-controlled character (PC) rolls 2D8. Platform Master (PM) rolls 1D8. If either of the PC's dice is higher than the Platform Master's die, the PCs gain initiative. Initiative comes into play during the last round of combat only. A PC or opponent with initiative doesn't receive damage during the last round of a successful battle.

PHASE 2: At this point, the gameplay works this way. Each round, the PC rolls 2D8 to the PM's 1D8. RESULTS:

If the PM rolls the PC's target value or higher, the PC receives damage equal to the PM's generated *DAMAGE* stat. (For more information on generating stats, see *GENERATING OPPONENTS*.)

If the PC rolls higher than the PM with even 1 die, he inflicts damage. If the PC rolls higher than the PM with both dice, this is considered a critical hit. Weak and standard opponents are KO'd. Tough and Boss opponents receive damage equal to ½ of their starting wound count.

Only the active PC receives damage; when damage is low, it may be considered wise to "tag" your team-mate. At that point, dice are switched, health remains the same as it was at present.

Refreshing your character: When out of combat, the rested character increases his wound count by 1 per round inactive. This starts in the round immediately after "tag" is called, provided the team-mate character battles for at least 1 round. If KO'd, a character's wound count is not restored until after combat.

TAG-TEAM MOVE

In combat, if all 3 dice roll the same value, this is considered a critical hit. All opponents are eliminated. This only works on a natural roll. You cannot use a bonus or substitute die to achieve it. In addition to this, each player gains a level point.

Combat with Multiple Opponents: 1D8 is rolled per opponent. The characters are treated as attacking all opponents in the combat sequence. In this event, only 1D8 initiative roll is needed to represent all opponents. When different opponents have different damage stats, roll 1 die at a time to determine how much damage is received.

EXAMPLE 1:

In their travel, Gizmo and Krash confront a series of opponents. At the start of combat, Gizmo is the PC.

Players roll initiative.

Gizmo rolls an 8, 5.

The opponent rolls a 7.

Because Gizmo rolls higher, he gains initiative.

Players begin combat.

Gizmo's current target value is 5. Gizmo rolls 6, 3.

Opponents roll 7, 5, 2.

Gizmo misses the first opponent. This opponent achieves Gizmo's target value, damages Gizmo. Gizmo hits the second opponent. This opponent also achieves Gizmo's target value, damaging Gizmo. Both of Gizmo's dice are higher than the last opponent's roll. As a result, he achieves a critical hit on the opponent. Because this opponent's roll is lower than Gizmo's target value, and because Gizmo has initiative over it, it doesn't damage Gizmo.

To refresh his character, Gizmo calls a "tag". Players switch dice, and combat continues. Krash continues the battle for 2 more rounds, while Gizmo's wound count is increased by 2. Krash notices his health getting low, and so tags Gizmo back in.

During the final round of combat, Gizmo rolls 8, 2. Opponent rolls a 5. However, as Gizmo has initiative, the opponent goes down before damaging him.

EXAMPLE 2:

The characters have reached a vital point in their journey, and a boss opponent arrives on the scene, along with a standard minion.

Players roll initiative.

Krash rolls 3, 1.

The opponent rolls a 6.

Because Krash rolls lower with both dice, the opponent gains the initiative.

Players begin combat.

Krash has a current target value of 6. Krash rolls 4, 2.

The opponents roll 6, 7.

It is determined that the boss rolls the 6. His roll is higher than Krash's. He hits hard, dropping Krash's health significantly. The minion's roll KO's Krash.

On a KO, the team-mate is immediately tagged in.

Without Krash to tag in, Gizmo doesn't fare much better. He manages to KO the minion, but the boss gains the victory.

IS THE GAME OVER?

CHECK POINTS

CHECK POINTS should be established in play as respawn areas for characters. When a character respawns at a CHECK POINT, all obstacles remain the same. Opponents are in the same locations where they were when the PC was KO'd. And the PC will likely have to face these opponents again. However, opponents KO'd in combat may be removed from play at the players' discretion.

As an alternative, when fighting a sentient being, perhaps you awaken in enemy custody and must figure out how to escape.

DAMAGE DONE OUTSIDE OF COMBAT

When taking fall damage, for example while climbing or missing a jump, your character receives $\frac{1}{2}$ D8 damage (round up). Outside of combat, both characters restore wound count at 1 point per round. This means that in the event of falling into combat, you may start combat with slightly decreased health.

THE BOTTOMLESS PIT

The classic platformer games on which this role-playing game is based featured a bottomless pit, or a pit so deep that the damage received results in a KO. In play, the PM may create bottomless pits. In so doing, a failed jump check will result in returning to a check point.

FIRE HAZARD

Perhaps you plan to do some exploring in a lava pit. Naturally, falling into that pit would be very dangerous. You may determine whether falling into a fire hazard is treated like a bottomless pit or damage is received as described above.

DROWNING

In the event that you fail a standard (7) swim check, you may make a difficult (10) swim check immediately to make up for it. If not, return to the check point.

GENERATING OPPONENTS

To generate an opponent, roll 2D8. Treat the highest value as the opponent's wound count. Divide the lower value by 2 (rounding up). This value determines the opponent's damage.

"TAG": AN OPTIONAL RULING FOR EARLY LEVELS

When declaring a tag, roll 1D8. On a value of 1, an opponent appears. Just what sort of opponent is up to you, but it should fit the story being told. Because tag may be called during a combat, an additional opponent may even be added mid-battle.

"TAG" MAYHEM: AN OPTIONAL RULING FOR HIGHER LEVELS

When declaring a tag, roll 1D8. On a value of 1 or 2, one or more opponents appear. Just how many? Roll 1D8 and divide by 2, rounding down. 1's are treated as exploding dice, adding 1 opponent and rolling again.

SKILLS

Jump – Determines your character's ability to reach distant points by leaping through the air.

Climb – Determines your character's ability to ascend or descend along walls, cliffs, etc.

Swim – Determines your character's ability to move through pools of liquid without drowning.

Balance – Determines your character's ability to keep his stability while traversing narrow or treacherous surfaces.

Ride – Determines your character's ability to travel aboard a mount.

Move Object – Determines your character's ability to move obstacles such as boulders.

Perceive – Determines your character's ability to discern details about his surroundings.

Initiative – Determines your character's starting in combat.



Pilot – Determines your character's ability to control large vehicles.

Use Computer – Determines your character's ability to gain information through interfacing with a computer.

Mechanics – Determines your character's ability to repair objects. Gizmo treats this skill as unlocked.

Charisma – Determines your character's ability to gather information from NPC's met in travel, to intimidate opponents, etc. An opponent who is intimidated may become less effective in combat, for example, decreasing his damage by 1 point, or fleeing from combat. Krash treats this skill as unlocked.

Stealth – Treated like an initiative check, success in a stealth check allow you to avoid a combat. Requires a roll of 15 to succeed.

LEVEL POINTS

At the start of each level characters receive a Level Point (LP). You may spend level points immediately, or save them to purchase other items.

Level points can be used to buy the following.

Increased maximum wound count: 1LP=+1 to maximum wound count.

Skill bonus: 1LP=+1 to a skill of your choice. Cannot exceed 7.

Skill unlock: 2LP=Unlock a skill.

Bonus die unlock: 1LP/2LP/3LP=Adds an additional bonus die that may be rolled at the start of a gaming session. The first bonus die may be purchased for 1LP; each new bonus die costs +1LP.

Second Wind: 3LP=Always enter battle with full wound count.

Target value increase: 3LP=+1 to target value.

Damage increase: 4LP=+1 to damage.

LEVEL LENGTH

Though this is determined by the players, remember that a classic platformer game's level lasted about 4 minutes. While it is not reasonable to say the same for a pen & paper RPG, consider keeping levels short, perhaps 15 minutes to a half hour in game time.

TRIPLE THREAT: ADDING A 3RD PLAYER

Adding a 3rd player can be done relatively easily. Print the character sheet twice, and taking one of the stat-blocks, replace the character's name and unlocked stat with one of your choice. In this case, all players will then control 1D8. All rules still apply. In the event that both players have increased points on the same skill, use the skill bonus of the higher player.

In combat, the PM's character is taken out of the equation. Instead, the two PC's will tag each other to switch who receives damage and who is being refreshed.

OTHER ROLEPLAYING GAMES BY IFFIX Y SANTAPH

PLATFORMER RPG – The base game that launched *Gizmo and Krash*. Platformer RPG was designed to be able to play games similar to classic platformer video games on your tabletop with your imagination as your guide.

Dwarf Star – Based on the Dwarf Star series, this game is played in a distant galaxy where a series of aliens aligned to return Snow White to her rightful place as queen.

For more information, please visit: www.iffixysantaph.deviantart.com

Cover-Art by Yanisa Bumroongrachahirun

Please visit the artist's webpage: www.ratchetmario.deviantart.com

CHARACTER NAME: GIZMO

SKILLS	
Jump	
Climb	
Swim	
Balance	
Ride	
Move Object	
Perceive	
Initiative	
Mechanics	
LOCKED	
Pilot, Use Computer, Charisma, Stealth	

Wound Count

Start	5
Max	Current

Target Value

3	
Start	Current

Damage

1	
Start	Current

BONUS

DICE

POINTS

Acquired	Used

CHARACTER NAME: KRASH

SKILLS	
Jump	
Climb	
Swim	
Balance	
Ride	
Move Object	
Perceive	
Initiative	
Charisma	
LOCKED	
Pilot, Use Computer, Mechanics, Stealth	

Wound Count

Start	5
Max	Current

Target Value

3	
Start	Current

Damage

1	
Start	Current

BONUS

DICE

POINTS

Acquired	Used