

1st Edition

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500 Words

There was recently a request on the rpg.net forums for roleplaying games that were 500 words or less. There were three requirements:

- There must be two dice, which aren't added together
- There has to be a token that sometimes the character has, and sometimes they don't
- There has to be some sort of countdown mechanic

In Fuzzy Space, the two dice requirement is satisfied by the Task die and the Meteor die, which are never added together. The token is a meteor necklace which gives certain advantages, but also has certain drawbacks, so sometimes the character will want to wear it, and sometimes they won't. This is kept track of on the character sheet. The countdown mechanic is the reduction of the character's Fluff as they take damage.

It was further requested that there be a hint of setting... that the rules weren't just generic.

The title page, this explanation page, and the character sheet aren't included in the word count, as they aren't part of the rules proper. The rules themselves are exactly 500 words. Enjoy!

A.M.

Twilight Alley Games

<http://www.twilightalleygames.tk>

Character Creation

In the soft glow of a star-filled night, a meteor crashed into a stuffed animal factory, giving them sentience. You are one of the newly awakened.

Type

Is your character a teddy bear? A stuffed dinosaur?

Level

All characters start at Level 1.

Stats

Characters are composed of four stats:

- Fluff: Strength
- Determination: Intelligence
- Spring: Speed
- Command: Influence

Roll a d12 five times and drop the lowest roll. Assign the remaining rolls to the stats you want.

Bonuses

Refer to the chart below to determine the bonuses for your character's stats.

Stat	Bonus
1	-5
2	-4
3	-3
4	-2
5	-1
6	0
7	0
8	+1
9	+2
10	+3
11	+4
12	+5

Tasks

Often your character will need to perform tasks that will require a roll to see if their actions succeed.

The Dice

Roll 1d12 and 1d8 together. The d12 is the Task die, and the d8 is the Meteor die.

Rolling for Tasks

The Game Master (GM) will choose a difficulty number (DN) to represent the challenge of the task. He'll roll 1d8 and add the result to the DN. This is the task number (TN) you have to equal or beat.

Choose which stat is going to be used for the task, then make a Task roll. Add the stat bonus to the d12. If the result is greater than or equal to the TN, your character has succeeded.

Wild Meteor

When making a Task roll, if the d8 comes up as 8, make another Task roll. Add the result of the d12 to the previous Task roll result. Keep making Task rolls as many times as the d8 comes up as 8.

Combat

Fighting is handled similar to Task rolls.

Range

Weapons have ranges: Close, Medium, and Far. To attack, your target must be in range.

Actions

During combat you can attack or move one range.

Combat Roll

Everything has a Total Defense (TD). For characters, this is armor defense + Spring.

Make a Task roll, add your Fluff bonus, and your weapon's damage. If the result is greater than the target's TD, it takes damage equal to the difference between your result and its TD.

The Meteor die can trigger additional rolls, just like when rolling for tasks.

Damage

Damage is subtracted from Fluff, which also effects your Fluff bonus. When Fluff reaches 0, your character falls into rags.

Meteor Necklace

Necklaces can be found with chips of the meteor in them. When worn, some of them give special powers or bonuses, like bonuses to stats.

If the Meteor die comes up 8 while wearing, roll d8:

1 – 6 Nothing

7 – 8 Grow extra appendage, resulting effect is up to GM

Advancement

When you play well, you get experience (XP). Every 10 XP gains a level. At each level gain, a stat may be raised by 1 permanently.

Items

Item	Range	Damage	Defense
Fist	Close	1	
Cork gun	Medium	2	
Canvas			2




Fluff Sheet

Name _____

Level _____

Type _____

Experience _____

		Bonus	Current Fluff
Fluff		<input type="text"/>	<input type="text"/>

Determination		<input type="text"/>
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Spring		<input type="text"/>
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Command		<input type="text"/>
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Items _____

Meteor Necklace

Wearing Powers _____

Weapon _____

Damage

Fluff Bonus + Weapon Damage

Total Attack Bonus

Armor _____

Armor Defense

Spring + Armor

Total Defense

