

**KIRBY'S
ADVENTURE
RPC**



AN INTRODUCTION TO DREAM LAND

Dream Land is a kingdom on the planet Pop Star. Dream Land is portrayed as a peaceful little place with a large range of scenery and landscapes. The ruler of Dream Land is **King Dedede**; a wealthy tyrant who is shown to do little or nothing for the his subjects or Dream Land itself. The king often causes trouble here, intentional or not (and sometimes, under the influence of mind-controlling villains like **Dark Matter**), and it's often up to **Kirby** and other heroes to fix it and save Dream Land.

Dream Land features a wide array of both landscapes and inhabitants. Waddle Dee species make up the majority of the area's life, yet many other species live and thrive in Dream Land as well. The majority of the inhabitants and citizens are peaceful and love to dream. However, some of its inhabitants can be rather dangerous and violent.

“On a tiny star somewhere far, far away from Earth, there is a very special place known as Dream Land.”

— Kirby's Dream Land instruction manual

In terms of its locations, Dream Land has many different types of places ranging from high mountains to quiet forests, as seen below. The majority of Dream Land is actually covered in grasslands and plains, and is shown to have only a few large areas of surface water. The rest of Dream Land is made up of forests, deserts, and mountains. The Fountain of Dreams preserves peace in Dream Land and ensures it's inhabitants of a good night's sleep and sweet dreams (and dreams altogether).



AN INTRODUCTION TO THE SYSTEM

The **Kirby's Adventure RPG** system is designed to be light-hearted and light-weight, yet filled with depth and engaging mechanics that make them fun for all ages – just like the Kirby games we are drawing inspiration from. How fitting!

For anything that could be a challenge, the **Kirby's Adventure RPG** system uses a simple and accessible dice pool mechanic, where the size of your pool is determined by the level of one of your **Qualities**.

All characters share the same basic six **Qualities**: **Courage**, **Roundness**, **Toughness**, **Friendship**, **Dreaminess**, and **Exam Score**. There's more to a character than just that, however!

Characters also have **Traits** and **Copy Abilities**. **Traits** describe a quality or aspect, while **Copy Abilities** represent various skills and power.

There is no exhaustive number-keeping of

experience points in the **Kirby's Adventure RPG** system. Instead, whenever a story is completed, each character earns a **Level Up**, which they may spend to develop their character in a variety of ways. Thus, characters always grow alongside each other, and at the pace most befitting the story.

The **Kirby's Adventure RPG** system is designed to handle a variety of different Kirby stories. You can use the system for a traditional game where the players quarrel with **King Dedede** or even **Dark Matter** to save Dream Land, but you can also use it to tell other stories, such as fighting bandits in Cookie Country like a Wild Western, or exploring the ruins of Rock Star in the vein of old-fashioned two-fisted tales! That's the intent of the **Kirby's Adventure RPG** system—to let players tell stories in Dream Land that have never been told before!



CHARACTER CREATION

While Dream Land is a colorful and lively place all on its own, it's the inhabitants and citizens of Dream Land that truly bring out and highlight its beauty and wonder, and among the people of Dream Land, the most important of them all are your characters! Each of your characters is special and unique, with their own ideals and dreams. (Which are very important in Dream Land!)

CHARACTER CONCEPT

The first step to designing a great character is to come up with a compelling and catchy concept. This is a short blurb that describes who and what your character is — for a few examples, “**Feisty Freeloader**”, “**Determined Dunce**”, and “**Cranky Captain**” would all make great blurbs!

(The alliteration is totally not necessary.)

TIME TO BUILD CHARACTER

Your character begins with **ten Level Ups**—yes, ten, wow! — that you spend to create your character. Every character begins with each of their Qualities at Level 1, and with no Traits or Copy Abilities.

CREATURE FEATURE

The first step to building your character is to decide their creature type. To find a list of creature types, refer to the **Creature Index**. To play that creature type, you'll need to start with its Copy Ability and all of its Native Traits (more on that soon). The creature index also includes a suggested stat layout, but this isn't necessary to follow.

CHARACTER CREATION

QUALITIES

Everyone in the **Kirby's Adventure RPG** system shares the same six basic Qualities.

Courage: Standing up for yourself and fighting.

Roundness: Flexibility, movement, and dexterity.

Toughness: Enduring, persisting, defending.

(Toughness also is how many hits you can take in a fight before you are either KO'd or Done For.)

Friendship: Cooperation and kindness.

Dreaminess: Magical powers and other mysteries.

Exam Score: Intelligence, wisdom, and cleverness.

It costs one Level Up to improve a Quality by one Level. All characters start with each Quality at Level 1, and the highest Level any character can have in a Quality is Level 6.

TRAITS

Traits are unique descriptions for your character—for instance, not everyone in Dream Land has tough spiky armor! Stuff like that is a Trait.

Traits have two 'tags'—**Native** and **Improvable**.

Native Traits are ones that some races naturally have. For example, all Bronto Burts fly, so they have the Native Trait **【Flight】**. When you start the game, you pick what kind of creature you want to be by referring to the **Creature Index** further in the book—then, to play that creature, you must start with all of its Native Traits. Using the Bronto Burt example again, its only Native Trait is **【Flight】**, so as long as you have that, you're good!

Native Traits can only be bought at the start of the game, and creatures that don't have that Native Trait can't have them—that's what Native means.

Improvable Traits are simply Traits that you can spend more Level Ups on to make better!

If a Trait doesn't have the Native tag, that means anyone can buy that Trait. And if a Trait doesn't have the Improvable tag, it means it's passive—it has no room for improvement. Simple as that!

COPY ABILITIES

Copy Abilities are special! Copy Abilities are the magical essence of a creature, describing all of his or her potential skills and powers. Whereas Traits are your character's description, Copy Abilities are your characters special powers!

To determine what Copy Ability your character starts with, refer to the **Creature Index** further in the book. Then, to play that creature, your character must start with that Copy Ability.

Not every creature starts with a Copy Ability, and that's okay! Creatures that don't have Copy Abilities are described as 'Neutral'. Copy Abilities can also be a liability, too—for instance, a creature with the Copy Ability **【Fire】** would be weak to a creature with the Copy Ability **【Water】**, whereas those without Copy Abilities are weak against no one! Every character still has Traits to draw on to describe their unique talents—for example, nobody would say that Waddle Dee is no help to Kirby. In fact, Waddle Dee is one of Kirby's best friends!

The Copy Ability you choose to start the game with is the Copy Ability you'll have for the rest of the game. You cannot get any more in the future. (At least, not normally.) So choose wisely!

If you want to play a normally Neutral creature with a Copy Ability, talk to your friend running the game! Remember, **Kirby's Adventure RPG** system is about telling new stories—and those include new characters!



CHALLENGES AND CONFLICT

Whenever a character tries to do something they could fail at, they face a **challenge**. Not everything that a character does with a chance of failure is a challenge, though—it has to be **dramatic**, too.

To overcome a challenge, use the Quality that makes sense. For example, if your character is jumping very far, then that would be Roundness. Some challenges require **two Qualities at once**. If you were also scared out of your wits, though, **both** Courage and Roundness are challenged! When this happens, use whichever Quality is **lower**.

After figuring out which Quality to use, roll as many six-sided dice as your Level in that Quality. Then, look at how many dice show a 4 or more. That's how many successes you got! The person running the game will have decided the challenge's **difficulty**. If you got less successes than that, you failed. If you tied or got more, you did good!

KIRBY FIGHTERS

Sometimes, two characters will want to fight each other. In that case, the character with the higher Roundness will roll to attack with either Courage or Dreaminess, then the other character will roll to defend with either Roundness or Toughness. If the attacker got more successes, they hit the defender once for each success more they have.

Then, the roles switch— the slower one attacks, the faster defends. And so on, until one character is either **KO'd** or **Done For**.

Characters are KO'd when they have the same or a few more hits than their Toughness. However, if they have four or more hits than Toughness, then that character is instead Done For. KO'd Characters get better at the **end of the scene**, while characters Done For **never get better**.

CREATURE INDEX



(Creature description goes here.)

BONKERS

Suggested Qualities

Courage: 3(+1)

Roundness: 1

Toughness: 2(+1)

Friendship: 1

Dreaminess: 1

Traits:

【Large】 - Native

【Hammer】



TRAIT INDEX

FLIGHT



Native

One of the most popular dreams in Dream Land is to be able to fly—and lucky for you, you were

born able to! By flying, you can navigate over some obstacles others couldn't, avoid dangerous terrain, and stay out of range of grounded foes.

LARGE



Anyone can be big, but you have to be born that way. **Large can only be bought at the start of the game.**

Large-sized creatures have some weight to throw around, and are given an a bonus Level in Courage and Squishiness to represent the above-average condition they would have to be in order to support their girth. Of course, finding a fitting suit is a pain, and being big is not always what it's cracked up to be.

(And so on and so forth.)

COPY ABILITY INDEX



FIRE



LEVEL CHART

LEVEL 1

The ability of each Level goes in these here text boxes.

LEVEL 2

Copy Abilities will generally follow the template of being an ability that calls for a Quality to challenge to use a special ability or skill.

LEVEL 3

This Quality, for magical and elemental attacks, would most likely be Dreaminess. For other stuff, it is just whatever fits.

LEVEL 4

For instance, Hammer and Sword are Courage, Jet and Wing Roundness.

LEVEL 5

Copy Abilities are thus differentiated from Traits by being **skills that you activate and call for a challenge**, rather than just **passive modifiers**.



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CREDITS

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