

# Colorful Imps!

Colorful Imps is set in the modern world, but with a twist. Magic is real. Magical creatures are real. The only problem is that most people can't see it, especially grown-ups. Most of the magical world hides from humans on purpose, but some creatures just can't resist. Our story begins when a mischievous imp decides to cause trouble by leaving magical crayons for some children to find. Children like you...

## What you need to play

One game master, one or more players, a different crayon for each player, a stack of index cards, a few sheets of blank paper, and six or more d6s.

*Note: Text like this is for the GM. At the start of the game, hand each player a character sheet, 5 index cards, a sheet of paper, and let them pick a crayon.*

## Character Creation

You are child between the ages of 6 and 12 who found one of the magical crayons left by the imps. To create your character, start by drawing a picture on your sheet of paper to get into character. It can be anything you want. Try to think about what your character might draw. Once you are done with that, pick a name and decide on your drawing skills.

*While the players are drawing, take the opportunity to start a discussion with them as a group. Ask leading questions to get an idea of each characters' personality and relationship with the other characters. Have the players write anything important on their character sheet in their description.*

## Drawing Skills

In this game, you will be using your magical crayon to make drawings that become real. Instead of conventional attributes that describe you, each character has drawing skills. A drawing skill is a category of drawing that your character is good at such as: *Gadgets, Weapons, Vehicles, Creatures, or Magic*. When drawing something from this category, you get an advantage for each point you have in the skill. You get 6 points to spend in 2 or more skills. Spread them out however you like. The only limitation is that you cannot put more than 3 points in any skill. You may want to take the drawing you already made into consideration.

*Drawing skills are up to GM discretion. Try to make sure they aren't too broad.*

## The Story

Surprise! The drawing you made during character creation is the first drawing you made with your magic crayon, and now it has come to life. That could mean dragons bursting out to rampage, a princess who wants to be friends, or an awesome spaceship. Whatever it is could be the start of a whole adventure or just a fun surprise, but the role-playing starts now!

*Try to take advantage of the first drawings, but feel free to lead the story in any direction. Remember that there is a whole world of magic ready to explore and now the children's eyes are open to see it. Whether it be exploring a spooky forest that cropped up overnight, stopping a witch who has kidnapped some children in town, or flying to investigate a mysterious magical shadow creeping over the face of the moon, there is no end to the kind of challenges these children might face, or ways in which they will try to overcome them.*

## Player Rules

You and the GM will be collaborating on telling the story of what happens to the children after they find these magical crayons and what they choose to do about it. Along the way you will use your magical crayon to bring drawings to life, and use what you create to overcome obstacles.

## Imagination Cards

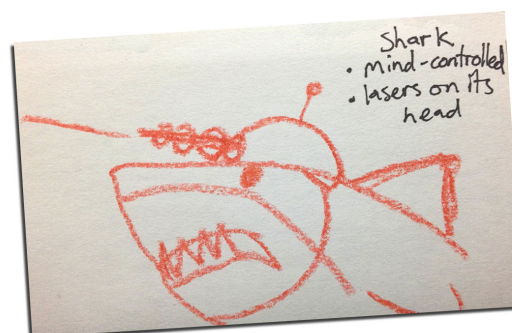
The crayons each child found is magical, but it also creates a connection with them and draws power from them. This power requires intense imagination, the kind only a child is truly capable of. In the game, you will use index cards to represent the amount of imagination energy your character has. Players start the game with 5 imagination cards. Each time you make a drawing, you have to use one of your cards to do it. Getting hurt by magical creatures or forces will also reduce your imagination cards.

## Rolling

There are three different types of scenarios that will require rolling: making new drawings, resolving "mystery qualities", and performing actions. For each of these types of rolls, a 4, 5, or 6 is a success, while a 1, 2, or 3 is a failure. For mystery and action rolls, the specific number matters as well.

## Drawing

With your magical crayon, you can draw a picture and make it real. To make a new drawing, use an imagination card and draw whatever you want to make on it. Then, in the top right of the card, write what it is (just the noun) and optionally one or more qualities in a list underneath. For example, if you wanted to make a mind-controlled shark with lasers on its head, that would be the noun "shark" at the top with the two qualities below it, "mind-controlled" and "lasers on its head".



Next, the player must roll to see how well the drawing turned out. First, determine if this drawing fits into any of the drawing

skills that your character has. For example, the laser shark example might use "Animals". To make the roll, use 2 + skill points dice. A character with 2 points in "Animals", for example, would roll a total of 4 dice to make the laser shark. You need at least one success (4, 5, or 6) to keep the noun part ("shark") of your description. For each additional success, you get to keep a quality starting at the top. For each quality or noun that you do not get to keep, write a "?" next to it. It is now a "mystery quality" that may not have turned out as planned. It will have to be resolved before it can be used. To improve your chances, you can spend additional imagination cards. For each additional card spent, roll 1 extra die as part of your drawing roll.

Items vs Creatures *Drawings can be broken into two categories: items and creatures. Items are something that characters use - they do not act on their own, e.g. a tool, a weapon, vehicle. Creatures are anything that thinks or acts for itself. Animals, monsters, and intelligent robots would all be considered creatures. The GM controls all creatures, but if there is a reason for it to listen to a character, it will.*

A note on qualities *Avoid qualities that use absolute words like "anything", "everything", or "nothing".*

## Mystery Qualities

Mystery qualities do not always get resolved right after they are drawn. They remain a mystery until used. In the case of a creature, resolve them immediately because the creature will act immediately on its own. For items, mystery qualities should not be resolved until the character actually tries to use them.

To resolve the mystery qualities on a drawing, roll dice equal to the number of mystery qualities. Line them up next to the qualities, highest to lowest. For each success, keep the quality. If it is a 4 or 5, the quality is kept, but at a reduced ability. For each failure, cross out the quality and add an additional negative quality. The lower the number, the more negative the quality should be. The GM will decide what the reduced or negative qualities are.

Allowing the chaos of the magical world to complete your creation also restores your imagination. For each mystery quality that is resolved, your character gains one imagination card up to your limit of 5.

## Actions

When facing a challenge with an unknown outcome, such as a battling a monster or wearing a face-transforming mask to fool a guard, the players will have to roll dice to determine if their plans are a success. By default, you roll a single die to determine the outcome, but additional modifiers can increase your dice pool.

To take an action, first describe what it is you're trying to do. Include in your description how you might use any items or creatures to help you. Next, with the help of the GM, you'll need to figure out what advantages and disadvantages you will get to modify your roll. For each drawing which makes the action easier, add a bonus die. If any of the drawings have qualities which help, add an additional bonus die. These are your advantages. For each negative quality that may hinder you, or

advantage of the opponent, add a penalty die. These are your disadvantages. Advantages and disadvantages cancel each other out until there is only either bonus or penalty dice. These are added to your pool for the roll. If you had any bonus dice, pick the highest as your outcome. If you had any penalty dice, pick the lowest as your outcome.

As with mystery rolls, in addition to success and failure, the specific number rolled has a meaning. A 6 is a perfect success, exactly as you intended. If you are rolling bonus die and get multiple 6's, then you will get an additional benefit. A 4 or 5 is a success with a minor complication. Rolling a failure means getting a major complication, with the lower the roll increasing how bad the complication is. Additional benefits and complications will be determined by the GM, but can include loss of imagination and destruction of items and creatures.

*It is important to note a few things regarding actions. First is that the GM never takes actions or rolls dice. If a character attacks, they roll to see the outcome. A minor consequence could mean a loss of an imagination, while a major consequence could be two, or the destruction of a drawing (or something more devious). If a GM controlled entity wanted to do something to a character, the character would roll to defend. Also note that a way of adjusting difficulty is to make a more powerful opponent or difficult scenario lead to more penalty dice. Finally, remember that these magical crayons do not have absolute power. You may decide that some qualities have no affect on a powerful creature or obstacle.*

## Running Out of Imagination

If you run out of imagination, your mind has been worn out, losing your connection to the magical world and ability to make new drawings easily. You can no longer see anything magical, just like a grown-up. Magical creatures will mostly try to avoid you, and magical items, if are somehow able to get a hold of any, will not work for you. At this point there is only one option - drawing a doodle. Doodles pull from your unconscious and let the imagination out, tapping into magical energy around you.

To make a doodle, take a new imagination card from the pile, and do your best to draw without planning first. Then write down a noun and qualities based on what the drawing looks like. Finally, skip the roll step, and mark everything as a mystery, including the noun. The doodle can now be a source of imagination cards by resolving the mystery qualities using the normal rules.

## The Ordinary and Magical Worlds

To understand how the magic and ordinary collide, it is important to remember a few rules. First, most people cannot see anything magical, especially grown-ups. That means they won't be able to see the flying car, but they will be able to see the child inside. While most people cannot see magic, the magic will still interact with the world. An invisible rampaging dinosaur is still destructive. Beware, if the magical world becomes hard to deny, the glamour will start to fail. Remember that there are some very powerful magical beings who don't want that to happen!