

## The Invasion (A 3-4 Player One Shot) RPG

*The Invasion* is an RPG where players take on the role of elves, defending their forest from the humans. *The Invasion* is designed to be a “one shot” style game where games can be started and finished in a single session. One player takes on The Storyteller (TST) who guides the stories direction and tells the players what is happening to and around them.

### What You Will Need:

- Set of dice (D4, D6, D8, D10, D12)
- Pen
- Paper

### Character Creation:

1. Name Your Character
2. Describe & introduce your character
3. Pick a Class
  - a. Fighter
  - b. Ranger
  - c. Mystical

### Name Your Character

Be creative for this step, that's all i can say

### Describe & Introduce you character

What does your character looks like? What's their story? Let the other players and TST who you are

### Pick A Class

When picking a class, think about the group, having one of each my be beneficial if the group is big enough, if you don't have enough players to have one of each and pick classes that could be utilised to create the best experience.

### Fighter - Health: 15+D12

*Muscle:* +3

*Dexterity:* +2

*Wisdom:* +1

*Damage Roll:* D10

### Ranger - Health: 15+D10

*Muscle:* +2

*Dexterity:* +3

*Wisdom:* +1

*Damage Roll:* D8

### Mystical - Health: 15+ D8

*Muscle:* +1

*Dexterity:* +2

*Wisdom:* +3

*Damage Roll:* D6

### The Story Teller (TST)

This section of the text is to be read by the player taking on the role of The Story Teller.

### Creating The World

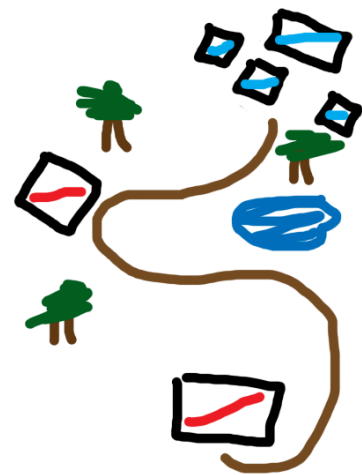
Since the world that the players will experience is a single forest, attention to the greater world doesn't have to be extensive. The detail that you need to focus on is describing the immediate forest that surrounds the players. Draw maps of buildings and other feature to keep track events and peoples locations in the world. Here is a rough example:

### Key:

**Blue** = Elven Structures

**Red** = Human Structures

**Brown** = Main Road



Although it has little detail, a simple map like

this can help structure a game. The lake off to the side could be another place where events could unfold. The Human structures (in red) are the buildings that will have to be defeated so that the forest can be saved. Utilize maps to help structure and create the world.

### Interaction Principles

In *The Invasion*, interaction is as simple as rolling a D12 and the number rolled determines the outcome. Here is the basic principle when rolling D12 to make a move.

**1-4** : The move fails and there is most likely to be repercussions.

**5-9** : The move will partially succeeds however not completely, may have some minor repercussions

**10+** : The move will succeed with flying colours with no repercussions

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## Basic Moves

These moves are what can be conducted by any player,

### Throw Down

When a player wants to engage in melee combat. roll+Muscle

**10+** : Move succeeds, make Damage Roll

**5-9** : Move succeeds, make Damage Roll and foe gets to attack as well

### From A Far

When a player wants to attack from a distance with any weapon roll+Dexterity

**10+** : The attack hits, make Damage Roll

**5-9** : Attack hits, make Damage Roll however will have a drawback.

### Apt

When a player wants to interact with world (e.g. Picking a lock) roll+Dexterity

**10+** : Players action succeeds with ease

**5-9** : Move partially succeeds, but not completely, may have drawback

### Understanding

When a player wants the ask TST questions, roll+Wisdom

**10+** : Player gets to ask 3 questions

**5-9** : Players gets to ask 1 question

## Class Special Moves

### Fighter - To Arms

When a Fighter wants to prepare for a powerful next attack, roll+Muscle

**10+** : Next attack does 2D10 damage

**5-9** : Next attack does D12 damage

### Ranger - Triple Shot

A Ranger an shoot a powerful triple shot at 1-3 enemies, roll+Dexterity

**10+** : Each arrow does D8 damage

**7-9** : Each arrow does D6 damage

### Mystical - Bewitched Bomb

When a Mystical wants to fire magic at an opponent, roll+Wisdom

**10+** : Attack does D12 damage

**5-9** : Attack does D8 damage

### Mystical - Heal Up

A Mystical can heal health if an ally needs it, roll+Wisdom

**10+** : Mystical heals D12 Health

**5-9** : Mystical heals D10 Health

**1-4** : Mystical heals D8 Health

**NOTE:** Players can also heal by returning to their homes, villages etc.

## Creating Enemies

To create an enemy simply describe them and fit they description to a layout:

### Layout One

*Health:* 5

*Damage Roll:* D4

### Layout Two

*Health:* 10

*Damage Roll:* D6

### Layout Three

*Health:* 15

*Damage Roll:* D6

### Layout Four

*Health:* 20

*Damage Roll:* D8

### Layout Five

*Health:* 25

*Damage Roll:* D10

## Death

In the event of a characters death, they have the choice to leave the game or create a new character and weave them into the situation

## Completion & Winning

The game is won when all humans, structures and any evil are overcome and destroyed.

## TIPS & TRICKS

When playing TST here are a few things to keep in mind when running a game of *The Invasion*:

- Describe EVERYTHING
  - Be specific about details, situations, events, environments, people, attacks, actions etc.
- Ideas for drawback and consequences
  - Players be vulnerable to attacks
  - Players are put in a tight spot
  - Players have to work together to escape a bad spot
- Keep the Story alive
  - Be sure to keep the game interesting and not boring, *The Invasion* is designed to be a fast paced RPG
- Keep track of things
  - Use pen and paper to document ANYTHING necessary