

Introduction

“The People Role Playing Game” is a game of storytelling. Set in the modern world, TPRPG is a collaborative effort between players and a game master to write the most entertaining story ever told. TPRPG is a game of imagination, where you can make anything happen with a little effort, and some a few good dice rolls.

Just like other roleplaying games, TPRPG is based around using dice rolls to determine the outcomes and consequences of your actions. Unlike other rpg's there are very few stats to keep track of in humans and households. Anyone can make a character in just a few minutes and start playing.

In TPRPG each player creates a character to interact with the world. The player characters (PC's) then meet up in game and explore the world they live in. There are an infinite number of possibilities, from joining an inner city cult/ crime conglomerate trying to launch nukes at mount olympus, to being stuck in the middle of a mayoral election between “Stalin”, and “Gustav” while hostile aliens try to take control of earth. The tone and direction of the adventures you embark on are set by your Game Master(GM).

Instead of making a character, one of the players takes on the role of the GM. The GM creates the adventures for the players to embark on, and the hazards placed in their way. The player controls their own characters, and the GM controls the rest of the world, including environments, and non-player characters(NPCs). Because the GM is creating the story as he goes, there are limitless possibilities.

There's no real “end” to TPRPG. Once the player characters conquer one adventure, there's nothing stopping them from remaining in the same world and facing more challenges, or returning to defeat old foes again. Some games last as little as a few hours, while others go on for months.

How to play

Gameplay is a collaboration between the GM and the PCs. Usually the GM starts by describing the world you live in. Once you understand the setting everyone takes a few minutes creating their character. Then your GM gives you more specific details on where you are when the game starts. You could be in a prison, at a mutual friends house, or hurtling through space.

Once you understand where you are you describe what you want to do. Depending on the situation, either one player speaks for the whole group e.g. “We drive to the hospital”, while other times, each PC does something different: one character might distract a guard, while the other sneaks into his the vault for example.

The GM then narrates the results of the PC's actions. Depending on the complexity of the action, you may have to roll a D20 (20 sided die) before the GM tells you the results. A typical exchange could look like this...

Player one: I want to twirl my hair and flirt with the guard. (rolls 18 on D20)

GM: You have the guards full attention.

Player two: I want to sneak into the vault while he's distracted(rolls 7 on D20)

GM: The vault door creaks when you attempt to open it, the guard sees you and draws his baton.

Player one:I run away. (rolls 1 on D20)

GM: You fall flat on your face, and the guard pulls out his walkie talkie to call for backup.

As you can see in this example the players and the GM come together to form the story.

Character Creation

It's important to note that this section is only for characters on earth in the modern day. All of the options can be adapted to other settings, or you can create your own (after running your ideas past the GM).

Nationalities

The first part of building your character is choosing a nationality. Nationality determines some traits, and abilities inherent to your character, as well as the way some NPCs will react to you.

American-Hailing from proud America, American characters are patriotic to a fault. When in groups of 10 or more other Americans, all Americans in the area gain a morale bonus to all their patriotic rolls. This bonus is increased when near American Flags, or bald eagles. Additionally they automatically have proficiency with handguns.

Australian-Those from Australia grew up in a land of constant death and terror. Due to this it is extremely difficult to intimidate them. Additionally all australians have a natural connection with dangerous animals. Up to three times a day, a random dangerous animal will be drawn to australian characters randomly. These animals will be friendly to the australian, but not those around him.

Canadian- Canadians have an aura about them that makes everyone think they are being kind constantly. Because of this they have become extremely bitter to the world. They gain a large bonus to all charisma based checks.

German- The Germans are an extremely efficient people. They are lacking in personal skills, but more than make up for it in their engineering prowess. Germans gain a large bonus on all math, and engineering based checks.

Russia- Those who hail from Mother Russia know nothing but the bitter cold of never ending winter. Over the years the Russian people have evolved far beyond the average man, with the help of some USSR era medical science. Russians gain a large bonus on all strength, dexterity, and intimidation checks. Russians take a small disadvantage to all critical thinking based checks.

Lifestyle

After choosing a nationality you pick a lifestyle. Life style determines the job and hobbies that your character has, as well as a special ability inherent to that lifestyle.

Doctor-The doctor is a well educated citizen who is extremely disciplined. They have the restore one person to perfect health once per day, as long as that person is living.

Police-The law enforcement officers of the world. They have the ability to summon backup once per day. When used, the backup will arrive in 1d10 minutes.

Burglar- The seedy criminal underworld of TPRPG, burglars are the arch nemesis of the police. To aid them with their war on law, burglars have the ability to double their bonus to stealth, for 1d10 minutes, 5 times per day.

Activist- Activist vary from well meaning tree huggers, to insane extremist. One thing they all share is that they have a cause that they support fully. During character creation you pick a cause that you support. Any skill checks made in support of that cause gain a bonus,

Wizard-Brought to this realm by dark magic, the wizard is a very dangerous lifestyle. Three times per day the wizard can call upon the forces of magic to bring about a random magical effect. This effect can be beneficial or harmful, small or large. Each time the wizard uses this ability, he loses a small portion of his health.

Skills

The final piece of character creation is selecting skills. Each character starts with 10 skill points, and can gain a skill point when the GM finds the need to reward a PC. For each point put into a skill, a character gains +1 to any roll involving that skill. there is no limit to the number of points you can put into any given skill.

Skill List

Break

Craft (woodwork)

Craft (metal work)

Craft (mechanics)

Craft (literature)

Dance

Drive

Diplomacy

Disguise

Escape

Heal

Knowledge (world affairs)

Knowledge (popular media)

Knowledge (crime)

Knowledge (religion)

Knowledge (nature)

Language

Learning

Lie

Listen

Mathematics

Meditate

Parkour

Perform (dance)

Perform (music)

Perform (acting)

Perform (literature)

Pray

Reading

Search

Spot lie

Stealth

Tame animal

Threaten

Thievery

Use technology