



The Unofficial Puyo Puyo™ Tabletop Role-Playing Game



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This project is fan-made and all the content made for this media is non-official.

Credits

Puyo Puyo Mystery Dungeon was made by fans for and to fans who want to experience Puyo Puyo outside puzzle battling, through narration and tabletop experience based on Dungeons and Dragons.

This project was created by the following people:

- *Ganbare-Lucifer: Main Concept of Puyo Puyo Roleplay Idea and some mechanics.*
- *Marin: Fleshed out mechanics, tabletop mechanic supervisor.*
- *Schezoroark: More fleshed out mechanics.*
- *Corii: Even more fleshed out mechanics.*
- *Tetriser: This beautiful PPMD Logo.*

This project was translated to other languages by the following people:

-  *English (Original Language) - PPMD Team*
-  *Spanish - Ganbare-Lucifer*

Basic Combat Mechanics

The success of any action depends on the stat difficulty on a fail-success scale.

- 1 is a critical failure.
- 2-5 is a total failure.
- 6-10 moderated failure.
- 11-15 moderated success.
- 16-19 is a total success.
- 20 is a critical success.

Initiative: Initiative is a 1d20+Dexterity roll. It determines the turn order. A DM should reward ambushes and sneak attacks with a +5 bonus to this roll.

Attack Rolls: On your turn, you can make attack rolls! Every attack makes an accuracy roll of 1d20+(Relevant Stat) to determine its success, resisted by the target's defense roll. Your character sheet should determine the damage a given attack does. A Natural 20 (20 not including the modifier) is a critical hit that adds 3 damage. A natural 1 is an automatic failure.

Defense Rolls: When you or an enemy is attacked, they make a defense roll. On any tie between an attack and defense roll, both the attacker and defender take half the damage of the attack. A natural 1 is an automatic failure. There are several different types of defense rolls.

- Dodge Rolls: 1d20+Dexterity
- Block Rolls: 1d20+Constitution

- **Counter Rolls:** Make an opposed attack roll. If you succeed, you immediately make an attack using the counter roll as your accuracy. If you fail, you take double damage.

And a couple of more general rolls for when the above doesn't apply due to the nature of an attack.

- **Physical Resistance Rolls:** 1d20+Constitution
- **Mental Resistance Rolls:** 1d20+Wisdom

Make your intention clear before you make your roll. GMs have the right to void your action if you attempt to roll before stating your intention.

AoE Limitations

For starters, we need to briefly define distance in flexible terms. **5 Feet = 1 vaguely normal-sized character's worth of space.** So if a normal (human) sized character takes up one square, then one square = 5 feet. Adjust as necessary for maps where characters take up multiple squares.

AoEs have a three-stage damage falloff:

Full Damage = The five-foot space an AoE originates from and five feet away from it. You are on or directly next to the AoE.

60% damage (-50% chance of secondary effects) = The next ten feet out (11-20 feet)

30% damage (-100% chance of secondary effects) = Further out (21 feet plus)

Dual Characters

In the event of a dual character (Jay & Elle, Yu & Rei,...) you may either:

- Claim both of them in a single slot. They share XP, but have half the health of a normal character their level and start with 3 spells each.
- Claim only one, and let another person claim the other. They are treated as separate characters each.

Conditions

(Conditions can only be cured once the cause of the condition is removed)



Blind: A character is blind when they cannot visibly see their target, even if they have other methods of knowing they are there. They take a -5 penalty to attack rolls against said target and the target gains a +4 bonus when making attacks against them.



Deafened: A character attempting to cast spells while deaf has a 20% chance of miscasting the verbal component and whiffing the spell.



Energy Vampire: An energy vampire has the following traits: sharper, more pronounced canines for biting with. They gain a temporary spell of the same name that allows you to bite someone and steal their energy. This does 3d8 damage plus 1d8 more per 3 levels and heals the user for the damage done while afflicting the fatigued condition. They feel unnaturally cold when they haven't fed for more than a day or two, reflecting weakness. After 1 week of no feeding, an energy vampire becomes fatigued. After 3 weeks, they become exhausted. After a month, they risk death by starvation. Curing vampirism is DM discretion, however, those born as vampires generally cannot be cured without divine intervention.



Exhausted: A character becomes exhausted if they are afflicted by fatigue while already fatigued. Exhaustion represents being brutally, dangerously tired. -6 strength and -6 dex penalty. An exhausted character is incapable of moving faster than a power walk speed. Exhausted is reduced to fatigued after 1 hour of rest.



Fatigued: Fatigue represents the normal exhaustion you might experience after a hard day's work, or if you are drained of energy somehow. A fatigued character moves at only 75% of their normal speed and suffers a -2 Strength and -2 dex penalty. Fatigue can be cured with a full night's rest.



Frozen: A frozen character is considered helpless and suffocating. They can attempt a DC 22 attack roll to free themselves. However, physical attacks cannot generally harm them without also breaking the ice surrounding them. A character can free a frozen character without harming them by succeeding a DC 16 attack roll.



Grappled: When you grapple a character, you, the grappler gain advantage on all attacks against that character.



Helpless: A character is helpless when they are unconscious, asleep, thoroughly bound, petrified, frozen solid, or otherwise completely at the mercy of an attacker. If there is no one able to intervene and protect a helpless character, attacks against them automatically hit and do double damage.



Incorporeal: Incorporeal characters, such as ghosts, are immune to piercing, slashing, and bludgeoning damage. However, they can only interact with the world through magic.



Pinned: A pinned character cannot move or dodge and is also considered grappled by whoever is pinning them.



Prone: A prone character gains a +2 dodge bonus against ranged attacks and stealth rolls, but suffers a -4 penalty to defenses against melee attacks. A character cannot stand back up, move, and attack all in the same turn. Characters without legs are immune to prone.



Stunned: A stunned character is briefly unable to react efficiently. If a follow-up attack targets them prior to their turn, it automatically hits. A character is cured of the stunning condition if they are hit during it and upon their turn.



Suffocation: A character that cannot breathe has turned equal to their CON stat before they suffocate. A character who suffocates first becomes helpless and loses half their current (not maximum) HP. On every following turn, they take 50 damage. A character who has a turn to prepare before being unable to breathe can take a deep breath and gain immunity to suffocation for one turn.



Undead: An undead character is immune to Piercing/Slashing damage, any attack targeting a constitution that would not also affect an object, and additionally takes half damage from all non-energy attacks. They can see in the dark, albeit in grayscale. Healing harms them, and they cannot be risen back into life without first killing them.

Status Ailments

(Status Ailments can be cured by magic or have limited/conditional durations)



Burned: A burned character takes damage equal to half the level of the character that afflicted it rounded up every time they move or make a physical attack.



Poisoned/Infected/Bleeding Out: A poisoned/infected/bleeding out character takes damage equal to the level of the character that afflicted them each turn. (DMs decide for NPCs)



Badly Poisoned/Infected/Bleeding Out: This status replaces the base version status of the same name if one is afflicted by multiple instances of the status at once. The character takes damage as per the base version of the status and must also make a DC 20 con check each turn. Every time they fail, increase the damage they take each turn by 10.



Intoxication: A character exposed to intoxicating substances makes a DC 20 constitution roll to resist them. If they fail, they take a -1 penalty to their dexterity and wisdom scores. If either of these scores reaches 0, they suffer the poisoned status. Intoxication is generally assumed to go away after a full night's rest.



Berserk: A berserk character cannot stop attacking, even if there is no one for them to attack. They prioritize anyone that has previously attacked them followed by closer targets, but will attack allies if no such targets exist, or objects if no others are within range. A berserk character has an awareness range of only 25 feet, though they can chase someone they attacked on their previous turn even if the target exits this range.



Confused: A confused character who chooses to fight rolls a 1d20 on their turn. 1: They manage to hurt themselves for 1d12 damage. 2-25: They are too disoriented to accomplish anything. 26-50: They attack the closest target, regardless of allegiance. If it is unclear who is closest, make a randomness roll. 51-80: They act normally. 91-100: They are immediately cured of confusion.



Crippled: A crippled target suffers a -5 penalty on any attacks using the area of their body that is crippled. If their leg is crippled, they can only move 5 feet (1 square) per turn and they use a +0 dodge modifier.



Infatuation: An infatuated character compulsively holds back against the target of their infatuation. They suffer a -2 accuracy penalty to their attacks, do not apply their stat modifier to damage rolls and the target of their infatuation gets a +3 to any persuasion attempts against them. Your character is immune to an infatuation with any genders they aren't normally attracted to, but please be fair and consistent.



Paralyzed: The character automatically fails all dexterity rolls and cannot move.



Silence: Your character is robbed of their voice, whether it be through arcane means or a solid blow to the throat. Renders the afflicted unable to make the incantations normally necessary for casting spells or engage in vocal communication for the duration.



Sleep: A character that is asleep cannot act. If there are things going on around a sleeping character, they get to make a wisdom save with a DC of 20 to awaken each turn. A character that is attacked automatically awakens after being hit. Likewise, a character can be physically roused from sleep as an action.



Terrified: A terrified character stops what they are doing and does everything they can to get away from the source of the status without knowingly hurting themselves. A character that cannot flee may continue fighting, but the target of their fear gets an advantage on defense rolls against them.

Team Attacks

How to perform one: You perform a team attack by announcing your intention to do so on your turn in place of an attack. You must specify who you are attempting to perform a team attack with. After you have done this, your turn ends. Every other person must either confirm or deny their intention to participate on their turn. They can either confirm and pass their turn as you did yours, or deny and take their turns as normal. Once the last person confirms or denies, the Team Attack starts and every person participating

immediately makes their attacks. A team attack cannot last multiple turns, and you start off only being able to know one unique Team Attack.

The Benefit: All attacks made during a team attack have a 50% chance of stunning, causing the next attack in the team attack to auto-hit. Any buff used as part of a team attack has its effect boosted by 20% for the duration of the team attack.

The Cost: Team attacks tires out everyone who participates. Starting with the second team attack, a character becomes fatigued. On the third, they become exhausted. And on the fourth plus, they become helpless for 1 round plus another round for every additional team attack they attempt. Exhausted and Fatigued can be cured as normal. However, if one is rendered helpless, they need a full 24 hours of rest before they can reset their team attack penalties.

Building Your Character

Before jumping into the story, you'll need to have a [sheet](#) put together and checked with a GM before you're in.

Name: ...your character's name goes here. Whether it's a canon character or an OC, it goes here.

Player: Your username goes here unless you're posting at someone's behest for whatever reason.

Species: Human? Demon? What are they exactly? Check the races [here](#)!

Class: This determines any bonus Stat points they'll get.

Warrior Tier

- Paladin - The quintessential knight captains, *your strength not only lies in your sword, but also in your leadership. [+5 Bonus Points Charisma]*
- Barbarian - Fighters skilled in warfare, *you live for the thrill of battle and let rage fuel your power. [+5 Bonus Points Strength]*
- Brawler - *Skilled in unarmed combat, whether it be street brawling or martial arts. Who needs weapons when your own strength can be one? [+5 Bonus Points Strength]*
- Monk - *You're a fighter attuned to your inner aura. These fighters are not only strong of body, but also strong of mind. [+5 Bonus Points Wisdom]*

Magic Tier

- Wizard - *When you hear “knowledge is power”, wizards come to mind. Tireless study of magical texts and incantation are what grant you your powers. [+5 Bonus Points Intelligence]*
- Druid - *Mages attuned to the natural world, your magic comes from the blessings of nature’s might. [+5 Bonus Points Wisdom]*
- Warlock - *A higher being granted you the magic you control. No matter your origins, some deity found you worthy to their powers. [+5 Bonus Points Charisma]*
- Sorcerer - *You were born with it. Sorcerers are natural-born mages who have long awakened to their magical talent. [+5 Bonus Points Charisma]*

Stealth Tier

- Rogue - *Fleet of foot and swift of hand, nobody will see your next scheme coming. What’s wrong with pilfering things they won’t know they’ll miss? [+5 Bonus Points Dexterity]*
- Ranger - *Whether it be a bow or with a gun, your aim is always true. Rangers have a keen eye that stay locked on target [+5 Bonus Points Dexterity]*
- Trapper - *You’re one step ahead, and all you need to do is wait for someone to trip up. Trappers are pragmatic and cunning whose ends justify the means. [+5 Bonus Points Dexterity]*
- Spy - *Disappear into the crowd alongside any important thing you get your hands on. Sometimes that important thing is information. [+5 Bonus Points Dexterity]*

Healer Tier

- Cleric - *Devout magi that bring relief through sanctified magic. [+5 Bonus Points Wisdom]*
- Bard - *Rouse the spirits of your allies with your silver tongue or your magical music. [+5 Bonus Points Charisma]*
- Apothecary - *Potions, medicines, you know your way through tried-and-true cures. Your healing prowess is open to even the most mundane. [+5 Bonus Points Intelligence]*
- Shaman - *The blessings of nature be with you and your allies. You’re able to draw out the essence of life to offer succor. [+5 Bonus Points Wisdom]*

Defense Tier

- Knight - *You lead the charge, drawing enemy attention away from your allies. [+5 Bonus Points Constitution]*
- Protector - *You are the stalwart bastion of the party that refuses to let anyone fall. [+5 Bonus Points Constitution]*
- Gladiator - *One-on-one fights is where you thrive, and you make sure you win the duel. [+5 Bonus Points Strength]*
- Blacksmith - *The best defense is...good equipment. You can improve the weapons of your allies to perform better in combat. [+5 Bonus Points Intelligence]*

Hybrid Tier

- All-Rounder - *You've dabbled into many disciplines that make you adaptable to any situation. [+1 Bonus Points to five stats of choice]*
- Spell Knight - *Whether you're a swordsman studying magic or a particularly fit mage, you know both sword and spell. [+5 Bonus Points to Strength or Intelligence, divide to preference]*
- Witch - *You tap into eldritch magics and arcane rituals to get the job done, all accompanied by the patronage of your coven. [+5 Bonus Points to Charisma or Wisdom, divide to preference]*
- Artificer - *Masters of invention, you use ingenuity and magic to unlock extraordinary capabilities in objects. [+5 Bonus Points to Wisdom or Intelligence, divide to preference]*
- Summoner - *You have mastered the arts of crafting obedient beings at your disposal. [+5 To either Intelligence or Charisma, divide to preference]*

Ability: A unique trait your character has that makes them...well, unique. It's usually a passive ability or triggered by a condition.

Weakness: The defects of your character. Must have a mechanical consequence. Can't just be flavor.

Default Weapon: Not everyone has this, but if your character has a weapon they're always carrying, you could list what it does here.

Spells: Or Skills, if your character is more martial than magical. This is your character's main moves. You create your own spells! That's right, you can do the effect of your spells, as long as they are balanced weak on minor levels and balanced strong on major levels. If you have no idea what the effect does, you can always consult your DM for help or suggestions.

You start out with 5 spells, and can gain more as they grow in levels. Spells may grow with the user if so desired, though check in with the GMs for balancing.

Stats: The main foundation for your character. Beginning Points are 24 plus an additional 5 to respective class bonus. These stats are what augment your dice rolls, but modifiers cannot exceed +10. Stat overflow may counteract debuffs, but it's not wise to take more stats than what is allowed. Use them wisely.

- **HP: Health Points.** *If this hits 0, you're down. You don't want that. HP is determined by character's Level. Characters start with 50 + Constitution HP.*
- **Strength:** *Your character's physical might. Typically used in heavy physical activity such as martial arts, carrying heavy objects, swords, etc.*
- **Dexterity:** *Agility, balance, coordination and reflexes. Typically used to evade attacks or perhaps give chase to a fleeing foe.*
- **Constitution:** *Endurance, stamina and good health. If your character is particularly hardy, they could use Constitution to shrug off damage or keep enemies in an iron grip.*
- **Wisdom:** *Self-awareness, common sense, restraint, perception and insight. Typically used to measure mental fortitude against mental assault or may influence the healing arts.*
- **Intelligence:** *Deductive reasoning, knowledge, memory, logic and rationality. Influences the arcane and the ability to learn or recall known information.*
- **Charisma:** *Force of personality, persuasiveness, leadership and successful planning. Influences the character's ability to influence with words whether through rapport or intimidation.*

Transformation

A transformation is like a full second character your character can transform into, however you can feel free to simplify it however you so choose. A costume is a minor "transformation" that includes no mechanical changes other than perhaps a different weapon.

Death

No king rules forever...

Positive HP: You are fit to fight. Unless otherwise stated below, you must have positive HP to take any actions including moving.

0 or less HP: By default, you are helpless and dying. It is your choice whether you are conscious or not. Players lose 1d(Their own level) HP per turn or six seconds that passes unless stabilized. You can stabilize yourself by making a 1d20+Constitution to resist death, with the passing DC being 80, each turn. Any magical healing received automatically

stabilizes you, even if it does not bring you back to positive HP. A stabilized character that remains at negative HP cannot fight or engage in rigorous activity without taking 1d20 recoil damage each turn they spend doing so, however they can move at a non-strenuous pace. If they are damaged by an attack or status while stabilized, they resume dying.

-100% HP: When your HP drops so low that you have taken twice your maximum HP in damage, such that your negative HP matches or exceeds your maximum HP, you are dead. Now you must be revived within 600 turns.

Finishing Blows: A finishing blow is a full-round action that expedites death. To make a finishing blow, you must be within melee distance of the target without having moved on the same turn and they must be helpless. Anyone else in melee range of the target gets to make counter rolls to stop you, and if any of them hit, you fail. Finishing blows deal double damage when successful, and the target must make a 1d20+Constitution roll where the success DC is the damage they were just dealt to not die.

Madou Crystals: Madou crystals and other similar items can only revive the target if it has been less than 1-2 turns from their deaths as they lack the capacity to bring their soul back once it has departed. They do not work without a body, and cannot revive those that lack souls or those whose soul is unable to return for some reason, usually because it is trapped.

Revival Spells: Any spell wielded by a player falls into this category. Revival spells only work if the character has been dead for less than 10 minutes per the caster's level. They do not work without a body, and cannot revive those that lack souls or those whose soul is unable to return for some reason, usually because it is trapped.

Reviving Soulless Characters: A character who lacks a soul requires more expert care to bring back than generic revival methods can provide, usually the intervention of someone with the abilities required to create such a being in the first place. For example, a doppelganger may require a wizard capable of creating doppelgangers to repair them. This is because their closest equivalent to a soul is their body, which is damaged during death, complicating the process of healing them. If their body gets destroyed however? That's it. Only the Seraphim Orb can help them now...

Destroying Souls: To destroy a soul is an evil act without equal. It pollutes the very fabric of the universe with evil, leaving stains upon the souls of not only the destroyer but all who witness such a profane act. These stains can never be removed, and are visible to anyone with the ability to read magical auras. Do such things at your own peril, as while there is considerable power to gain from doing so, you will inevitably attract very powerful enemies.

Other Situations: Players are not permitted to wield power greater than that described above to bring back the dead for reasons of godmodding. DMs are free to bend the rules, but it is asked that they do not break them for sake of lore integrity. Only long-dead gods and the Seraphim Orb canonically have resurrection powers greater than described above.

Languages

Your race indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign. With your GM's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as thieves' cant or the tongue of druids.

Some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another.

Worlds

Puyo Puyo contains many different worlds to explore, each one having its own gimmick setting!

Why not check a tour through the lands [here](#)?

Other Rules

Changes to character's abilities are permitted, including major ones. However, no major changes to characters can be done in the middle of sessions you are currently attending. They must be made in-between sessions. If a session you're not attending is happening at a time you want to make changes, that is allowed. Some exceptions are permitted, such as minor edits or fixing mistakes. Consult a GM in such cases.

This list will be updated as more rules need to be enforced.

EXP Table

Level	HP	Progression	EXP Required
1	50	-	0
2	60	1 Stat Point	50
3	70	1 Spell	200
4	80	-	525
5	90	1 Skill Proficiency	1050
6	100	1 Stat Point & Spell	1800
7	110	1 Max Team Attacks Known	2800
8	120	-	4100
9	130	1 Spell	5750
10	140	1 Stat Point	7800
11	150	1 Ability OR Transformation	10,300
12	160	Spell	13,000
13	170	1 Skill Proficiency	16,950
14	180	1 Stat Point	21,200
15	190	1 Spell	26,200
16	200	-	32,200
17	210	1 Max Team Attacks Known	39,450
18	220	1 Stat Point & Spell	48,200
19	230	1 Skill Proficiency	58,700
20	240	-	71,200

Items and Weapons

Can be seen [here](#).

Enemy Bestiary

Can be seen [here](#).

Campaign Modules

[Here!](#)

Possible Update Features:

Skills

Skills are what your character is able to do in certain specific situations, throw a dice of $1d20+[$ Relevant Stat $]$. The success depends on the stat difficulty on a fail-success scale. Characters can have proficiency on a skill, allowing them to have another fail-success scale with favorable results, you are only allowed to have 1 proficiency per stat at the beginning of level 1, you will gain an additional proficiency through a determined level up.

- 1 is a critical failure.
- 2-25 is a total failure.
- 26-50 moderated failure.
- 50-74 moderated success.
- 75-99 is a total success.
- 100 is a critical success.

With a proficiency on a skill, the fail-success scale is changed to:

- 1 is a critical failure.
- 2-20 is a total failure.
- 21-40 moderated failure.
- 41-70 moderated success.
- 71-99 is a total success.
- 100 is a critical success.

Strength

- Heavy Lifting
- Swimming
- Leaping
- Misc Athletics

Dexterity

- Stealth
- Sprinting
- Acrobatics
- Driving Vehicles
- Riding Animals
- Sleight of Hands

Constitution

- Cold Tolerance
- Heat Tolerance
- Pain Tolerance
- Resist Illness
- Resist Fatigue
- Resist Injury

Intelligence

- Knowledge*
- Willpower
- Courage
- Discern Lies

Wisdom

- Perception
- Listen
- Insight
- Survival

Charisma

- Diplomacy
- Intimidation
- Deception
- Performance*

***Special Skills**

Knowledge

Knowledge is split up into separate skills for each field of knowledge. As a rule of thumb, fields of knowledge should be about as specific as a college degree, representing a particular field of study. Some examples of knowledge fields include:

- Knowledge (Arcane Magic)
- Knowledge (Taboo Magics)
- Knowledge (Divinity)
- Knowledge (Mythology)
- Knowledge (Engineering)
- Knowledge (Robotics)
- Knowledge (Physics)
- Knowledge (Nature)
- Knowledge (Medicine)
- Knowledge (History)
- Knowledge (Nobility)
- Knowledge (Martial)
- Knowledge (Linguistics)

Performance

Like knowledge, performance is split up into separate skills for different types of performances. As a rule of thumb, performance fields should fit a certain archetype.

- Dancing
- Singing

- **Acting**
- **Comedy**
- **Oratory**
- **Keyboard Instruments**
- **Percussion Instruments**
- **String Instruments**
- **Wind Instruments**