

MLP FIM IRL RPG thing...

my little pony friendship is magic in real life role playing game thing

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Section one, the basic summary

the basic idea or back story of this game was inspired by the idea of “the new lunar republic”. The basic idea is of a war between Luna and Celestia, each representing a distinct team. The lunar team will in theory be more cunning and subtle; while in contrast the celestial team would be more brave and honorable (these traits are only for thought appeal, and should not define gameplay)

And in each team there are the three unique classes, with distinct abilities, each representing the three races of ponies as warriors. The race and representation goes as follows; earth ponies represent strength and are to be thought of as more offensive; unicorns represent magic and are to be thought of as more defensive; finally, pegasi represent the middle ground and possess traits from both classes, but they represent speed and agility as is their nature. I have thought through and made the classes as evenly matched with their own distinct advantages and disadvantages

The actual gameplay I have made as simple as possible, while keeping it complex enough to be entertaining. The basics are: each team as a headquarters/base, each class is unique but equal, each player contributes, and the team with the highest score wins.

Also each team has a leader, and it is the responsibility of each leader to keep order, settle disputes over rules, and has power to remove someone from the game if they are not following the rules. There will be a system in which a player caught cheating will be given a “strike” after a predetermined amount of strikes the player would be removed from the game. It is vital that the team leaders are chosen well; they are required to be the only form of referee and must be fair. In actual gameplay the leader has no actual advantage over normal players, thus to keep the game fair. Both leaders should stay in contact outside of the game to communicate and/or discuss rule changes and so on...

(Side note: none of the rules and requirements are concrete, they are only guidelines; you can feel free to change anything you need to in order to best fit the game you want.)

Section 2: classes and abilities

As stated above there are three classes; in short they are magic, agility, and strength. Each class has an offensive and a defensive ability. Magic, located more to the defensive side of the spectrum, has a more “powerful” defensive ability; in contrast to magic is strength, which is based on being more offensive, has a stronger offensive ability. And in the middle ground you have agility which takes the weaker abilities of both magic and strength and add a little twist to them.

(Basically, when visually represented it would look like this...)

	<u>magic</u>	<u>agility</u>	<u>strength</u>
<u>offensive power</u>	1	2	3
<u>defensive power</u>	3	2	1

That is only a basic representation to give the basic idea and does and only represents the general idea.)

Representing each ability is an “ability card” more detail in section 4: ability and life cards. But the necessary to know for now is that the player must draw the necessary card and display it in order for him to use his ability.

Now the finer details of each ability, and its class.

Magic:

offensive ability

“telekinesis”- allows the player’s tag to count anywhere on his enemy’s the upper body (defined as anywhere on the shirt, arms, and head)

defensive ability

“shield”- the player holds up his card representing a shield lasting until the card (the player can no longer attack but is can no longer be tagged anywhere other than his back)

Agility:

offensive ability

“rush”- allows the player to tag anywhere on his enemy’s body

defensive ability

“dodge”- when displayed it renders the enemy’s tag harmless, the player can tag his enemy while using this ability

Strength:

offensive ability

“berserk”- player is allowed to use two tags simultaneously (once player has used one of the two tags he is no longer allowed to use two tags, one in each hand)

defensive ability

“block”- when displayed it renders the enemy’s tag harmless (however, the player cannot attack while using this ability)

(Side note: again, these are not set in stone, Feel free to change them to best suite your needs.)

Section 3: damage and Health

Basically each player gets three health points, and loses one whenever he gets tagged. When he does get tagged, the player leaves the tag on to display the health he has lost. (Exception: the player does not lose health if he plays an ability protecting him from it, either by blocking it or rendering it harmless.)

For a tag to count it must be stuck in the appropriate area, anywhere else and it does not count. The designated area is the chest, waist, and back. This area is defined as the anywhere on the players shirt excluding the sleeves. The boundary, when available, is the seams separating the sleeves from the rest of the shirt. (Exception: when using an ability that changes the area that can be tagged)

Attacking or “tagging” an enemy is simple, there is one rule; players can only use one tag at a time. The player can only draw a new tag when he is no longer holding one. Also, if an ability is used rendering the players tag harmless he must discard his current tag before drawing a new one. (Exception: player uses an ability allowing two tags to be used at once.)

Upon loss of all of a player’s health the player immediately leaves the conflict. If the conflict or “battle” is already finished the player gives his “life card” to the player who was responsible for the final tag. If the conflict is not over, and the other player is still in battle, the dead player leaves his life card in a close and easily visible location for the other player to pick up later whether he is dead or alive. After the transfer of the life card is completed, the player missing his life card is now considered a “ghost” and should immediately return to his home base, taking extreme care to not interfere with anything. This means no communicating with still “living” players and no snooping around and/or spying. Upon returning to his home base the player can acquire a new life card and return to the game.

(Also: tags are kept in the players pockets!)(Also tags are big circle stickers I found online, or post-its if you don’t want to spend a few extra bucks)

(Side note: the base and/or “spawn” location should be kept secret to prevent “camping”)

(Alternate rules: tags could be moved to the player’s bandanna to be kept in a single place)

Section 4: ability and life cards

Both ability and life cards will be kept for convenience and display in the player's bandana which is tied to the player's upper arm. The reason for this is so that; one, other players can distinguish the player's team, what class they are, what abilities they have or haven't used, and if they are in play or a ghost.

Life cards- kept out of the way and tucked mostly in to the bandanna to keep it secure, the presence of a life card means the player is alive and can fight, if there is no life card then the player is designated a "ghost". Life cards also represent the point system, the team with the most of the opposing team's life cards wins, or the team that runs out loses. In these cases the life cards are unique to each team; however, if a tug of war type game is wanted then the life cards would be universal and reusable. Upon acquiring an enemy's life card, the player puts it in a safe place (like his pocket) and deposits it at his home base when it is convenient.

Ability cards- serve the purpose of representing the use of a player's abilities and their individual class. Each of the three classes has a unique color ability card thus advertising their class. There is one ability card for offense and one for defense; the said cards have an O or a D on them respectively. The cards kept tucked in a little in the top of the player's bandanna where they are easily reachable, with their colored side out so they are easily identifiable, this is the "ready" position. To use the ability the player draws a the card from his bandanna, displays it then (when he is done with it) returns it facing the other way tucked more in the bottom side of the bandanna, this is the "used" or "recharging" position.

There are several different ways you can play to tell when you can reset the abilities from the used position to the ready position; you can wait a predetermined amount of time, or you can reset them only when you are out of combat and out of sight of enemies, or you can only use them once per life, or only if you are in a predetermined safe zone like your base. All of these different sets rules are only suggestions and have their own faults. (I would love if you guys came up a more effective system.)

Also, ability cards always stay with their owners and do not move around like life cards, except when the player changes their class.
(After note: players can only use one ability at a time)

Section 5: team details and extras...

Headquarters- each team has a headquarters or home base area. The headquarters could be either a secret location or a location both teams agree upon. The headquarters will serve as a safe house, and a meeting center. Here are some basic rules about headquarters; enemies cannot enter your headquarters, it is a safe area for resting and making "battle plans", it is where a team's stock of life cards and other supplies are kept, and finally it is where "ghost" players go to get new life cards.

Basic team uniforms, anything really is optional past the bandannas and cards, but keeping in mind that both teams should be distinct to stop confusion, this is what I recommend.

-Team colors- each team needs its own distinct set of colors, this is based on Luna vs. Celestia, and so the colors should match the teams appropriately. For the lunar team I suggest black, purple, and dark blue. For the celestial team I suggest yellow, white, and gold.

--bandannas, the colors should match the respective team of its owner.

--clothes, basic casual wear; I suggest T-shirts and jeans, T-shirts should be one of the teams color, and jeans should either be light or dark respectively.

--life cards should be unique, while ability cards should be colored to match their respective races. (I suggest: purple for magic, blue for agility, and red for damage; feel free to improvise!) (Sorry about the shopping list, but it's the only way I figured I could make it work)

Strike system, when a player is breaking rules or showing bad sportsmanship the team leaders can decide to give him a strike. After a predetermined amount of strikes both the team leaders can decide to kick the player from the game.

Also, this game is designed to be very large scale and to take place in a large area where teams can strategize, to make this as fun as possible; I suggest you use a large area consisting of many different unique places. This game can also be played for a long amount of time. It is completely necessary that all players take the game seriously while having fun, without order this game would completely fall apart.

On a final note I would like to say it would be more fun if each team acted and strategized like the Celestial or Lunar armies would. I think that once it got to that level of realism, the game would just be a blast! But this game is meant to be very malleable so that anyone can customize it to have the most fun when playing it.

Good luck and have fun!