

MOSSY MECHANICS

A TABLETOP RPG ABOUT PLANTS

4TH EDITION OF
PLANTED TRPG
BY SINTA POSADAS



MOSSY MECHANICS IS A MICRO-TRPG

A MICRO-TRPG IS...

AN EASY-TO-PLAY TABLETOP RPG THAT
USUALLY RUNS FOR 2-3 HOURS. IT'S A
GREAT WAY TO INTRODUCE NEW PEOPLE
TO THE HOBBY!

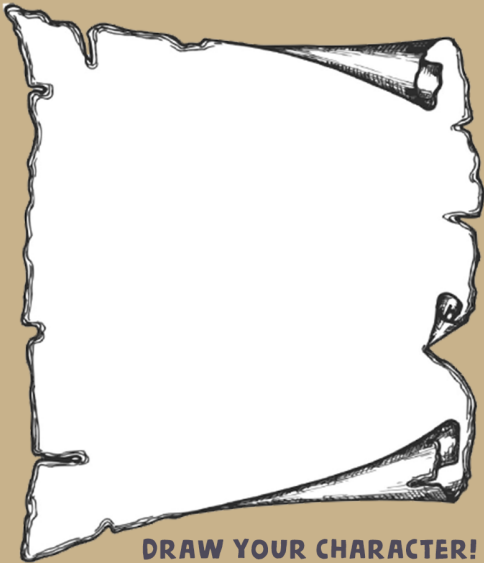
THE SYSTEM IS RULES-LIGHT!
SO, JUST JUMP INTO IT!

YOU ARE MOSSY MECHANICS

... AND YOU HAVE BEEN AWAKENED FROM SLUMBER BY THE "OTHER MOTHER"

YOU USED TO JUST BE A CLUMP OF MOSS UNTIL THE "OTHER MOTHER" WAVED
HER HAND AND GAVE YOU SENTIENCE... BUT ALAS YOU HAVE SEEN THEIR
PLANS FOR WORLD DOMINATION. WILL YOU FIGHT AGAINST HER WILL?

MAKE YOUR MOSSY MECHANIC!



DRAW YOUR CHARACTER!

NAME:

HP: ○○○ ROT: ○○

RESIST: ○○○○○○

RAW MAGIC: ○○○○○○

MY DARK SECRET IS:

.....
.....

MECHANIC FORMS

TANGLED MOSSY MANIFESTATION. ALL MOSSY MECHANICS THAT USE THIS FORM START AT 1 RESIST AND 3 RAW MAGIC.

ARMED AND LEGGED. FAST-MOVING. YOU CAN DO TWO THINGS ON YOUR TURN. YOU CAN ALSO CLIMB MOST SURFACES.

ROLLED UP AND READY. YOUR MAIN FORM IS BALL-LIKE. YOU CAN STORE ITEMS WITHIN YOUR FORM AS LONG AS THE NUMBER OF OBJECTS IS LESS THAN YOUR RAW MAGIC POINTS.

A MOSSY TAKEOVER. ALL MOSSY MECHANICS THAT USE THIS FORM START AT 3 RESIST AND 1 RAW MAGIC.

SUIT UP. YOU CAN CHOOSE TO TAKE IN THE HOLLOW INNARDS OF AN OBJECT AND THEREFORE PROTECT YOURSELF BETTER. WHILE IN THIS FORM, YOU CAN ROLL TWICE FOR RESIST AND KEEP THE BETTER RESULT.

MANIPULATORS. YOU SLIP INTO A FORM THAT CAN EASILY MANIPULATE EVERYDAY OBJECTS. WHILE IN THIS FORM, WHENEVER YOU TRY TO DO TASKS THAT INVOLVE INTERACTING WITH ITEMS, YOU MAY ROLL TWICE AND KEEP THE BETTER RESULT.

MECHANIC MODS

FLEXI MODS

QUICK-SWITCHING GEARS. WITH THIS MOD, YOU DON'T NEED TO WAIT A DAY TO SWITCH BETWEEN MODS AND FORMS.

FAST-GROWING PROJECTILES. YOU GROW AND EXPAND FASTER THAN MOST WHICH ALLOWS YOU TO USE PARTS OF FORM TO LAUNCH AS PROJECTILES WITHOUT DAMAGING YOURSELF. ROLL RAW MAGIC TO HIT.

BERSERKER MODS

DEFENSE-UP! YOU CAN USE YOUR FORM TO BOLSTER YOUR RESIST! ADD +1.

BREAKTHROUGH. WHEN ATTEMPTING TO DESTROY SOMETHING, ADD +1 TO RAW MAGIC

GRENADIER MODS

TICK-TOCK. TWICE A DAY YOU CAN CREATE AN EXPLOSIVE PIECE OF MOSS THAT CAN LAY MOTIONLESS IF UNDISTURBED FOR AN AMOUNT OF TIME THAT YOU DECIDE.

REMOTE-DETONATION. TWICE A DAY YOU CAN CREATE AN EXPLOSIVE PIECE OF MOSS THAT CAN EXPLODE ON YOUR COMMAND.

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PLAYERS, LOOK AWAY!

THIS PAGE IS FOR GAME MASTERS ONLY

HELLO, “GARDEN MASTERS”!

HERE IS A PAGE CONTAINING THE GENERAL MECHANICS, RULES, AND OTHER KNICK NACKS YOU MIGHT NEED TO RUN THIS MINI - RPG. HAVE FUN!

WHAT YOU’LL NEED

- 1.) 6-SIDED DICE
- 2.) PENCILS
- 3.) ERASERS
- 4.) CRAYONS (OPTIONAL)

HOW DO THE DICE WORK?

WHENEVER A CHARACTER MAKES AN ACTION THAT INVOLVES USING THEIR RESIST OR RAW MAGIC SCORES, THEY HAVE TO ROLL 1D6 AND DO THEIR BEST TO ROLL A SCORE LESS THAN THE NUMBER OF FILLED IN DOTS ON THE CORRESPONDING STAT.

WHAT DO THE STATS MEAN?

HP = HEALTH. THAT WAS EASY.

ROT = THIS IS OUR ‘PUSH’ MECHANIC. WHENEVER A PLAYER DOESN’T SUCCEED AT SOMETHING THEY WANT TO DO, THEY CAN FILL IN ONE OF THE ROT COUNTERS TO AUTOMATICALLY SUCCEED.

IF A CHARACTER FILLS UP THEIR ROT, THEY IMMEDIATELY TAKE ONE DAMAGE, BUT TO REWARD FOOLHARDY BRAVERY, THEY GET TO ADD A DOT TO EITHER RESIST OR RAW MAGIC, AS IF THEY WERE GETTING STRONGER OR BETTER AT THEIR MAGIC.

RESIST = WHENEVER A CHARACTER MIGHT GET HURT, WHETHER BY AN ATTACK FROM A BUG OR FALLING FROM A HEIGHT, THEY USE RESIST. ON A SUCCESSFUL ROLL, THEY DON’T TAKE DAMAGE.

RAW MAGIC = WHENEVER A CHARACTER WANTS TO USE AN ABILITY OR WANTS TO DO SOMETHING DIFFICULT (LIFT SOMETHING HEAVY), THEY USE RAW MAGIC.

HOW DOES COMBAT WORK?

COMBAT BEGINS WITH A GAME OF ROCK, PAPER, & SCISSORS BETWEEN THE GARDEN MASTER AND ONE OF THE PLAYERS.

WHOEVER WINS GETS TO DECIDE WHO GOES FIRST BETWEEN THE PLAYERS AND THE OPPOSITION. THE PLAYERS THEN DECIDE AMONG THEMSELVES WHO GOES FIRST IN THEIR GROUP.

WHEN ATTACKING, PLAYERS ROLL THEIR RAW MAGIC. WHEN BEING ATTACKED, PLAYERS ROLL RESIST.

BUILDING YOUR MECHANIC: ALL MECHANICS MUST CHOOSE ONE OF THE TWO FORMS AND SELECT ONE OF THE TRAITS UNDER THE FORM. AFTER THAT, SELECT A MOD TYPE AND THEN CHOOSE ONE OF THE MOD TRAITS. YOU CAN ONLY SWITCH MODS AND FORMS AFTER 24HRS UNLESS YOU HAVE A TRAIT THAT ALLOWS YOU TO.

ABOUT THE PLAYERS’ BACKGROUNDS: BEFORE THE GAME STARTS, ASK YOUR PLAYERS ABOUT THEIR CHARACTER. MOSSY MECHANICS DISCOVERED A SECRET ABOUT THE ‘OTHER MOTHER,’ A CORRUPTED PLANT THAT SUPPOSEDLY HAS BEEN COMMANDING BUGS TO DEVOUR OTHER SENTIENT BUGS. WHAT DID THEY DISCOVER AND HOW DO THEY FEEL?

SOFT REMINDER TO MECHANICS: YOUR CHARACTER MAY HAVE A SECRET BUT LET THIS BE OPEN KNOWLEDGE TO ALL PLAYERS ON THE TABLE. THIS WOULD BE EASIER FOR PLAYER SHENANIGANS TO ENSUE.

SEE THE NEXT PAGE FOR SOME SAMPLE SCENARIOS!

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NEED SOME QUICK SCENARIOS? GRAB THAT D6 AND START ROLLING!

THE CHARACTERS ALL LIVE IN A...

- 1: A GARDEN, BY A POND FULL OF FISH.
- 2: IN A CLOSED/OPEN TERRARIUM
- 3: ON THE STEPS OF AN ABANDONED HOUSE
- 4: ON THE WALLS OF A DIM STREET CORNER
- 5: IN A LABORATORY, AS PART OF AN EXPERIMENT
- 6: SOMEWHERE IN THE WOODS

BUT WHAT'S THE CONFLICT?

- 1: THE 'OTHER MOTHER' KNOWS THAT YOU KNOW.
- 2: STRANGE SOUNDS HAVE BEEN COMING FROM THE FLOOR BELOW. EVERY NIGHT IT GROWS LOUDER.
- 3: THE 'OTHER MOTHER' HAS PLANS TO DESTROY ALL OTHER SENTIENT PLANTS TONIGHT!
- 4: ALL MOSSY MECHANICS ARE FATED TO EVENTUALLY ROT IF THE 'OTHER MOTHER' DIES.
- 5: THEY LIED ABOUT THE REAL STATE OF THE WORLD.
- 6: THERE'S SOMEBODY THAT THE 'OTHER MOTHER' HAS TAKEN HOSTAGE. YOU NEED THAT SOMEBODY.

**... AND THAT'S IT!
THAT'S ALL YOU NEED TO PLAY MOSSY MECHANICS!**

NOW GO AND PLAY! I HOPE YOU ENJOY BEING PLANTS FOR A FEW HOURS. THANKS FOR YOUR SUPPORT!

IF YOU HAVE ANY QUESTIONS, YOU CAN SEND ME AN EMAIL AT SINPOSADAS@GMAIL.COM OR AT DIWATA.NG.MANILA@GMAIL.COM

MORE PLANT-BASED RPGS COMING SOON!