

BONSAI BRAWLERS

A TABLETOP RPG ABOUT PLANTS

3RD EDITION OF
PLANTED TRPG
BY SINTA POSADAS



BONSAI BRAWLERS 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!

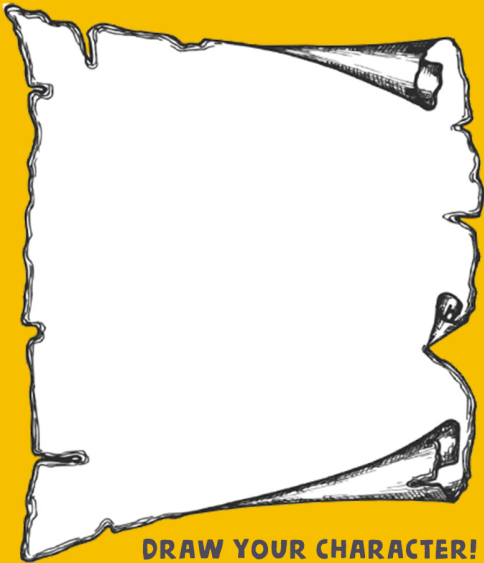
**THE SYSTEM IS RULES-LIGHT!
SO, JUST JUMP INTO IT!**

YOU ARE BONSAI BRAWLERS

... AND YOU ARE HONING AN ANCIENT CRAFT THAT ONLY YOU CAN PASS ON

BONSAI BRAWLERS ARE FINE FIGHTERS, SKILLED IN USING AND MANIPULATING PURE, RAW SKILL TO DELIVER THE MOST DEBILITATING HITS. BUT IT ISN'T JUST ABOUT FIGHTING. EVERY BRAWLER HAS SOMETHING TO PROTECT.

MAKE YOUR BONSAI BRAWLER!



DRAW YOUR CHARACTER!

NAME:

HP: ○○○ ROT: ○○

RESIST: ●●○○○○

RAW MAGIC: ●●●○○○

THE REASON WHY I FIGHT IS:

.....

SKILL POINTS:

BRAWLER FIGHTING STYLES

WIRE-BENDING STYLES

MANIPULATE WIRE. YOU KNOW HOW TO BEND AND TWIST THE WIRES THAT BEND AND TWIST YOU. WHENEVER YOU USE THIS SKILL, YOUR RAW POWER GAINS A BONUS OF TWO. THIS SKILL COSTS 1 SKILL POINT AND CAN BE USED ONCE PER DAY.

WIRES AS ARROWS. YOU KNOW HOW TO MOLD THE WIRES ON YOU TO FORM A BOW AND ARROW THAT ALLOWS YOU TO MAKE RANGED ATTACKS. WHEN USING THIS SKILL, YOUR RAW POWER GAINS A BONUS OF ONE. YOU CAN DO THIS ALL DAY. THIS SKILL COSTS 2 SKILL POINTS.

ENHANCEMENT-BASED FIGHTING STYLES

EMPOWER SELF. IF YOU SPEND AT LEAST ONE MINUTE IN-GAME GIVING YOURSELF A PEP TALK, YOU CAN GAIN A 2-POINT BONUS TO YOUR RESIST. THIS EFFECT LASTS AN HOUR. IT WILL COST 2 SKILL POINTS.

EMPOWER OTHERS. YOU KNOW BEST THAT WORKING IN A TEAM REQUIRES A LOT OF HYPING UP. SOMEBODY'S GOTTA BRING THEIR SPIRITS UP AND YOU DO IT BEST! SPEND A MINUTE TO GIVE A PEP TALK AND ALL CREATURES YOU CHOOSE GAIN A BONUS OF ONE FOR THEIR RESIST. THIS EFFECT LASTS 2 HOURS. COSTS 3 SKILL POINTS.

ZEN FIGHTING STYLES

BECOME LIKE WATER. THE PRUNING AND THE BENDING HAVE TAUGHT YOU THAT FLUIDITY IS SOMETIMES THE KEY TO WINNING AGAINST ADVERSITY. TWICE PER DAY, AT ANY TIME, YOU MAY RECOVER ONE ROT POINT. THIS COSTS 2 SKILL POINTS.

CHANGING TIDES. TWICE A DAY, YOU MAY SWITCH OUT ONE FIGHTING STYLE FOR ANOTHER AS LONG AS THIS FIGHTING STYLE IS IN YOUR ROSTER. WHILE IN EFFECT, YOU DO NOT HAVE TO PAY THE NECESSARY SKILL POINT COST FOR THE EXCHANGE. THIS FIGHTING STYLE COSTS 4 SKILL POINTS.

PRECISION FIGHTING STYLES

UNDER PRESSURE. YOU KNOW HOW TO HIT THEM WHERE IT HURTS. ROLL AGAINST YOUR RAW MAGIC TO ATTACK AND IF IT HITS, YOU GAIN A BONUS OF ONE RESIST POINT. THIS EFFECT STACKS AND GIVES YOU A MAXIMUM OF THREE BONSES. THIS FIGHTING STYLE COSTS 3 SKILL POINTS.

BRACE FOR IMPACT. PUTTING YOURSELF AT MAX CAPACITY, YOU CAN TAKE TWO HP DAMAGE TO INCREASE YOUR RAW MAGIC BY TWO POINTS. YOU CANNOT USE THIS SKILL ANYMORE UNTIL YOUR DAMAGE IS CLEARED. THIS FIGHTING STYLE COSTS 2 SKILL POINTS.

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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.

ABOUT FIGHTING STYLES: ALL BRAWLERS START WITH TEN SKILL POINTS THAT THEY CAN USE TO BUY DIFFERENT FIGHTING STYLES. DURING THE COURSE OF THE GAME, EVERY ROT POINT THEY ACQUIRE EARNS THEM ONE SKILL POINT. BRAWLERS CAN THEN INSTANTLY LEARN A FIGHTING STYLE ONCE THEY HAVE THE POINTS FOR IT. UNLESS IT IS STATED, FIGHTING STYLES DON'T STACK.

ABOUT THE PLAYERS' BACKGROUNDS: BEFORE THE GAME STARTS, ASK YOUR PLAYERS ABOUT THEIR CHARACTER. BRAWLERS NEED TO HAVE A SPECIFIC MOTIVE FOR BEING WHAT THEY ARE. ASK THEM WHAT THEY FIGHT FOR AND TRY TO WEAVE THAT INTO THE GAME. THIS MAY BE BEST SUPPLEMENTED WITH URGING THEM TO TAKE A ROT POINT EVERYTIME THEIR REASON FOR FIGHTING IS THREATENED, QUESTIONED, OR ANY OTHER SIMILAR SCENARIO.

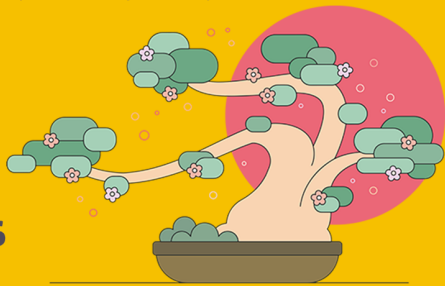
SOFT REMINDER TO BRAWLERS: REMEMBER, YOU ARE EXCELLENT FIGHTERS, NOT WARMONGERS. YOU MUST UNDERSTAND THAT BEING A BRAWLER IS AN ART. PUNCH RESPONSIBLY.

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: ANTIQUE SHOP, WITH A BUNCH OF OTHER CURIOS
- 2: IN AN OLD, ABANDONED, RICKETY HOUSE.
- 3: A TINY APARTMENT, FULL OF OTHER PLANTS
- 4: IN A PLANT SHOP, ON DISPLAY BUT NOT FOR SALE
- 5: A FREQUENTLY RENTED-OUT AIRBNB
- 6: IN A QUIANT, DIMLY-LIT RESTAURANT

BUT WHAT'S THE CONFLICT?

- 1: ONE OF YOURS WAS TAKEN OFF THE SHELF LAST WEEK. THEY HAVEN'T BEEN BACK.
- 2: STRANGE SOUNDS HAVE BEEN COMING FROM THE FLOOR BELOW. EVERY NIGHT IT GROWS LOUDER.
- 3: YOUR REASON TO FIGHT HAS BEEN CROSSED BY SOME BUGS. MAKE 'EM REGRET IT.
- 4: A STRANGE MESSAGE CAME THROUGH VIA BIRD MAIL LAST NIGHT.
- 5: YOU'RE THE LAST BRAWLERS LEFT ALIVE. THEY'VE BEEN TARGETING YOUR KIND SPECIFICALLY.
- 6: THIS TIME, IT'S PERSONAL. SOME BRAWLERS HAVE SET-UP A GANG ACROSS THE WAY. THEY'VE GOT SOMETHING PRECIOUS OF YOURS. GANG WAR!

... AND THAT'S IT!

THAT'S ALL YOU NEED TO PLAY BONSAI BRAWLERS!

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!