

PETAL PALADINS

A TABLETOP RPG ABOUT PLANTS
2ND EDITION OF PLANTED TRPG
BY SINTA POSADAS



PETAL PALADINS 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!

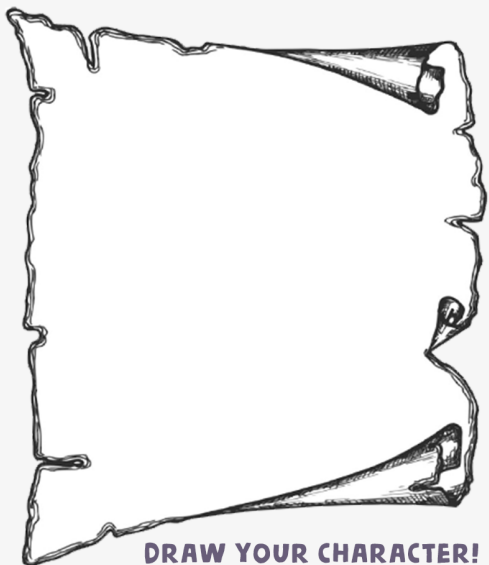
**THE SYSTEM IS RULES-LIGHT!
SO, JUST JUMP INTO IT!**

YOU ARE PETAL PALADINS

... TRYING TO PROTECT OTHER PLANTS THAT CAN'T DEFEND THEMSELVES

NOT ALL FLOWERS BECOME PALADINS. SOMETIMES, THE VOICE OF THE
PETAL ORDERS CAN ONLY BE HEARD BY SOME. ARE YOU READY
TO ANSWER THE CALL?

MAKE YOUR PETAL PALADIN!



DRAW YOUR CHARACTER!

NAME:

PETAL ORDER:

HP: ○○○ **ROT:** ○○

RESIST: ●●●○○○

RAW MAGIC: ●●○○○○

OATH:

.....

ORDER OF THE BLADES

“A BLADE IS ONLY TO BE RAISED FOR OTHERS”

SUPERIOR BLADEWORKS. YOU CHANNEL YOUR PROWESS INTO YOUR BLADE. AS LONG AS YOU WIELD THIS BLADE, YOUR RAW MAGIC GOES UP BY ONE.

GUARDIAN BLADE. TWICE A DAY, YOU CAN PROTECT AN ALLY FROM GETTING HURT. BY USING YOUR BLADES TO PARRY. NEGATE ONE INSTANCE OF DAMAGE PER USE.

ORDER OF THE ABUNDANT HAND

“WHEN ALL ELSE FAIL, BEAUTY MUST PREVAIL”

SURROUNDED BY BEAUTY. ONLY THINGS YOU DECLARE AS BEAUTIFUL CAN COME CLOSE TO YOU. TWICE A DAY, DECLARE A HOSTILE CREATURE AS YOUR SWORN ENEMY. THAT CREATURE CANNOT APPROACH OR HARM YOU.

ALL THINGS BRIGHT AND BEAUTIFUL. YOU HAVE AN ENCYCLOPEDIA KNOWLEDGE ON ALL BEAUTIFUL AND UGLY THINGS. WHEN TRYING TO IDENTIFY SUCH, YOUR RAW MAGIC INCREASES BY ONE.

ORDER OF THE STONE-WILLED

“YOU ARE ONLY AS STRONG AS THE ONES YOU PROTECT”

FOR YOU, I FIGHT. ONCE PER DAY, YOU BECOME MORE RESILIENT THE MORE YOU PROTECT. AT THE BEGINNING OF THE DAY, CHOOSE A NUMBER OF ALLIES. FOR EVERY ALLY, YOU GAIN ONE ADDITIONAL ROT POINT.

LET ME BE YOUR ROCK. WHEN YOU AND YOUR FRIENDS GET ATTACKED, ALL ALLIES' RESIST SCORES GO UP BY ONE. THIS CAN HAPPEN TWICE A DAY. PER ALLY.

ORDER OF THE LIGHT-DWELLERS

“SEEK THE LIGHT. BE THE LIGHT. PROTECT THE LIGHT.”

HEALING PRESENCE. TWICE PER DAY, YOU CAN CHOOSE TO HEAL ONE POINT OF DAMAGE FOR ALL YOUR ALLIES.

LET MY LIGHT PROTECT OTHERS. ONCE PER DAY, YOU CAN ROLL AGAINST YOUR RAW MAGIC. ON A SUCCESS, ONE HOSTILE CREATURE LOSES A TURN, BLINDED BY A FLASH OF LIGHT THAT YOU DIRECT AT IT.

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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)

ABOUT PETAL ORDERS: SUCCULENT SORCERERS MAY BE BORN WITH THEIR POWERS, BUT PETAL PALADINS ARE UNIQUE. THEY, INSTEAD, CHOOSE AN ORDER TO SWEAR AN OATH TO, ALLOWING THEM TO ATTUNE WITH THE FIRST PETAL PALADIN OF THAT ORDER. THIS IS HOW THEY GAIN THEIR POWER. THIS MAKES EACH CHARACTER'S BOND WITH THEIR ORDER VERY SPECIAL AND IMPORTANT. THERE WILL BE MOMENTS IN THE GAME WHERE THEY WILL HAVE TO CHOOSE BETWEEN THEIR OATH AND THE CIRCUMSTANCES BEFORE THEM WHICH IS WHERE THE FUN BEGINS.

ABOUT THE PLAYERS' BACKGROUNDS: BEFORE THE GAME STARTS, ASK YOUR PLAYERS ABOUT THEIR CHARACTER. WHY DID THEY CHOOSE THAT ORDER? HOW DO THEY INTERPRET THEIR OATH? WHAT'S THEIR REPUTATION AND PERSONALITY AMONG THE OTHER PETAL PALADINS? ARE THEY ZEALOUS? AFTER THAT, YOU CAN START CRAFTING THEIR SHARED BACKGROUND: WHERE ARE THEY? ARE THEY GARDEN FLOWERS? ARE THEY KEPT INDOORS? WHO OWNS THEM AND WHAT ARE THEIR FEELINGS TOWARDS THEIR CARETAKER?

SEE THE NEXT PAGE FOR SOME SAMPLE SCENARIOS!

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.

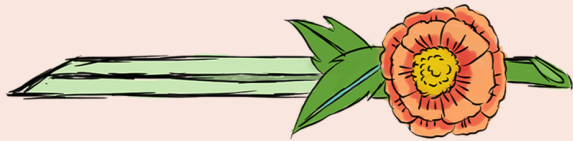
RAW MAGIC = WHENEVER A CHARACTER WANTS TO USE AN ABILITY OR WANTS TO DO SOMETHING DIFFICULT (LIFT SOMETHING HEAVY), THEY USE RAW MAGIC.

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.

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

THE CHARACTERS ALL LIVE IN A...

- 1: FLOWERSHOP IN A BIG, LOUD CITY.
- 2: A GARDEN THAT HAS BEEN LEFT TO OVERGROW.
- 3: IN A TINY APARTMENT, FULL OF OTHER PLANTS
- 4: IN THE SUPPLY GARDEN OF A TEA SHOP
- 5: IN A ZOO!
- 6: IN A MEADOW RARELY VISITED BY PEOPLE

BUT WHAT'S THE CONFLICT?

- 1: THE SUN IS TOO BRIGHT FOR SOME OTHER PLANTS! THEY REQUIRE OUR ASSISTANCE.
- 2: SOME PETAL-EATING BUGS HAVE BEEN PLUCKING US OFF ONE BY ONE. THIS IS THE LAST STAND.
- 3: A FLOWER HAS DISAPPEARED! WHERE HAVE THEY GONE? WITHOUT THEM WE'LL!
- 4: AN UNKNOWN PETAL ORDER HAS GONE ROGUE AND IS TERRORIZING OTHER PLANTS.
- 5: YOU ARE SUPPOSEDLY THE LAST FLOWERS HERE. THE REST HAVE BEEN PLUCKED, THROWN AWAY, DESTROYED. YOU MUST DEFEND YOURSELVES, AS THE HUMANS WILL RETURN TONIGHT.

... AND THAT'S IT!

THAT'S ALL YOU NEED TO PLAY PETAL PALADINS!

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!