

# The Travel RPG

Spin the character, decide what it can do, play a short game.

What to print:

Print a set of cogs and one board per player.

If desired, print the rules too.

What is this?

Travel RPG ensures you have all the tools necessary to do a quick RPG game on the go. Dinner with family? RPG. Waiting on an oil change? RPG. Sitting in a waiting room? RPG. No need for pen and paper, you have spinners and boards. Someone will take on the role of story guide, bringing players through a quick journey where their characters skills will help resolve the problem or take them all to their dooms, you don't know until you get there. Simple plots and problems are navigated and overcome in pretty quick fashion.

Players have boards with six sections on them, those are explained below. Characters are created by spinning the Action, Skills, and Success cogs. Some characters will be way better than others, but that's okay. This is a silly thing to be doing anyway. Players will work together, hopefully using different skills, to solve the big problem the story guide is presenting.

*Next... let's talk about the player board.*

### Skills:

Players pick broad skills that will be used to move their characters through the story. Driving, Talking, Cooking, Menacing Glares, that sort of thing. When a skill is used, the player decides if it is used to learn about, navigate, or overcome a situation as the need arises.

### Success

The dial indicates what roll is necessary to succeed. If the dial shows 4 up top, a 4 or higher must be rolled to succeed in whatever the player is trying to accomplish using their skills. If you don't succeed, you fail. Move the failures dials down one.

### Failures

Every time the player hits 6 failures, they have to pick new skills. Like a level-up, but brought on by not doing well.

### Energy

When a skill is used to overcome a situation, energy goes down. When energy runs out, the failure counter moves down and the energy dial moves back to 4.

### Actions

Actions determine how many things a player can do on a turn. Remember, all actions have consequences.

### Roll

This dial takes over for a traditional six-sided dice. You can use a d6 if you wish, but spinning stuff is pretty fun too.

# The Player Board

*Up next...Skill options!*

## (Some) Skills Options

**Driving** - you know how to get there fast

**Charming** - you get people

**Athletics** - make with the jumpy jump

**Cooking** - an army marches on its stomach

**Networking** - you know people

**Curiosity** - you get into places and situations for better or worse

**MacGyver** - you build something from nothing

**Listening**- people confide in you, even if they don't know it.

**Sneaking** - you move quietly

**History** - know your past, protect your future

**Bartering** - Trade something for nothing

**Coding** - make computers do your will

**Fighting** - make with the punchy punch

**Shooting** - make with the shooty shoot

**Foresight** - You know what is going to happen. Maybe.

**Language** - You know words. Good words.

**Intimidate** - You charm people, but with glares.

**Juggling** - objects? responsibility? You decide!

**Orienteering** - You don't get lost. Maybe.

**Research** - To the library!

Pick any skill you wish. The above list is just some starting suggestions.

You make the character, you decide what they can do. Those skills may or may not be useful. Besides, when you run out of energy you pick new skills anyway. The ones you had weren't working out anyway.

*Next... Story Guide guide*

Being the story guide is no easy task.

### First, come up with a problem.

- The dragon is eating the villagers
- The pies are being stolen from the window sill.
- The pigs are plotting revolution.
- The moon is missing.

These are problems. Your players are going to try to solve them as they eat dinner. Don't get too crazy.

### Second, get a *little* crazy.

As your players work to solve the problem, through other problems at them. Angry villagers, angry horses, pot holes all over the place; give them obstacles that they will have to overcome on their way to solving the big problem. Zombies. Always fall back on zombies if you need to.

### Third, give the players the tools to solve the problem.

As they deal with the crazy stuff, that crazy stuff should help them discover what they need to do to solve the problem. If they break into the system mainframe, the mainframe should give them the password to the billionaire's secret moon hiding mirror or something (again, this is a quick game, plots will be B-movie at best). Meet characters, find buildings, interact with talking cacti; help the players solve the problem.

### Player actions:

Your players will use skills to one of three things with their actions; learn about, navigate, or overcome a situation.

**Learn** - the players ask you about the problem. Answer them through a non-player character, a found item, or other in-game resource.

**Navigate** - they try to work their way through a situation without facing direct danger.

**Overcome**- they punch the situation!

### Loot

If players look for it, let them find it. Loot should change the cogs either short or long term, allow rerolls, grant a different skill; really just work with the mechanics of the existing game.

## Example game

Player 1, Hera, can take two actions per turn and has three skills. When she rolls a 5 or 6, she is successful in her action. She and the party are going to chase down a vampire who keeps knocking on windows at 2am. It is super annoying. On Hera's first turn, she uses her skill Network to try to zero in on where the vampire lives (learn). She rolls a 4 on that action, thus failing. She moves her Failures dial from 6 to 5. With one more action available, Hera opts to use her skill Driving to scout the far side of town in her beat-up old Buick (learn). She rolls a six! She drives around and finds an old house that looks really suspicious.

Player two, Oya, can take 3 actions per turn and has 3 skills that are successful if she rolls a 4 or higher. She starts by first using her Communication skill to talk to Hera (since they weren't in the same car, they can't readily share information). She rolls a 1 though. The cell phone must have died. The Failures dial moves from 6 to 5 and she moves onto action two. This time, Oya uses her Listening skill to listen for information about the vampire (learn). She rolls a 5! She hears that the far side of town has a creepy old house worth investigating. For her final action, Oya uses her Athletics skill to run across town. She rolls a 4 and runs across town.

At this point, the Story Guide sets up some problems at the new location. The Guide tells Hera and Oya a bit about the house, but also the strange rattling trashcan, the car on the front lawn, and the second story bedroom with a flickering light.

Hera's turn! She chooses to use her third skill, Curiosity, to get into the house (navigate). She rolls a 6! She gets into the house. Driving and Network don't seem like good fits for the situation, so she uses Curiosity again. This time though, she wants to get into the bedroom. Being curious enough, she uses the skill to pick the lock (overcome), like any curious person would. She rolls a 2. The Failures dial moves from 5 to 4 *and* her Energy dial goes from 4 to 3.

The Story Guide decides to use the failure. The lights in the room shut off. A window clatters. And now Oya is face to face with the vampire!

Oya's turn starts in a precarious manner. She uses her Communication skill to talk to the vampire (navigate). She rolls a 2. Her Failure dial moves from 5 to 4. She tries her Listening skills to hear the vampire's story (navigate). She rolls a 1! Oh no! Failure dial moves 4 to 3. Last action this turn. The Story Guide builds the tension. Oya is out of options. She uses Athletics to wrestle the vampire to the ground. She rolls a 3! So close! Ah! Failure dial moves 3 to 2.

The Story Guide has the opportunity to do something crazy here! So the vampire leaps away and back into the house where it yells loudly at Hera. Hera has to roll to avoid losing energy.

Hera rolls a 2! Her Failure dial moves from 4 to 3.

The Story Guide informs Hera that the very loud vampire has impacted her Curiosity skill cannot be used on her next turn (when your ears hurt, there's little to be curious about).

Hera's turn is on now. She says she will use Network to call Oya to here (navigate). She rolls a 5! Oya is now standing right next to Hera. Hera's second action will use the Network skill again in an attempt to bond with the vampire and make a long standing connection, thus helping her understand how to make the 2:00 am window knocking stop. Hera rolls a 6! Yippee!

The Story Guide says the vampire has been watching prank videos on YouTube for weeks now and wanted to join in on the fun.

Oya's turn starts with a Communication action. She tells Hera and the Study Guide that she wants to tell the vampire to stop it. She rolls a 5!

The Story Guide says that the vampire feels terrible about the incident knowing now that the seemingly harmless pranks were actually hurting people. The vampire frowns, sheds a little tear and says it is going to go watch *The Lost Boys* for a while.

Hera and Oya have solved the problem! They've won the game! Appetizers are now being served and a bottle of wine has mysteriously been sent to the table. Sounds like another mystery is afoot. Play again!

There's not much to it, but you do get to do something silly with friends on the go. Have fun! Play lots!

Check out  
<http://shawncowling.wordpress.com>  
for more info or check out @ShawnCowling on  
Twitter and Instagram.

## Set ups-

Some story ideas to give the story guide a head start

**Zombies!** - The group has to get to a safe house before the military wipes out the whole town.

**The Lion Got Loose** - A lion at the zoo got out of the enclosure. The party has to get it back there!

**Pirates** - The party takes on the role of a pirate crew who has to sink a rival ship.

**Doomsday** - The party are the last members of a cult trying to bring about the end of the world. They have to try!

**Loud Neighbors** - The party try to get a noisy neighbor to turn down the radio.

**Trouble at the Construction Site** - Something was found at the construction site. The party are all part of a team that works to solve occult related problems. There's a tough one at the site.

**Closing Time** - The crew have to get a customer out of the store before closing time, but this customer is the literal worst and won't leave without a fight.

**Save the Declaration!** - In order to protect something of historical significance the party must steal it.

Send your ideas to  
shawnwritesstuff@gmail.com and  
they'll be posted for the world to  
see!