



IT'S HARD TO BE A

# FLUMPH

AN RPG BY NICK WEDIG  
FOR 3-6 PLAYERS (NO GM)

YOU ARE A FLUMPH, AN INTELLIGENT FLOATING JELLYFISH MONSTER. YOU JUST WANT TO SHOW THE VILLAGE THAT YOU'RE A NOBLE PSYCHIC WARRIOR WORTHY OF RESPECT.

BUT NO MATTER WHAT YOU DO, THE VILLAGERS JUST TREAT YOU LIKE A JOKE.

## MAKING YOUR FLUMPH

DIVIDE 11 POINTS BETWEEN LAWFUL AND GOOD (MINIMUM 2 PTS. IN EACH). HIGHER MEANS YOU ARE MORE GOOD OR LAWFUL, LOWER MEANS LESS.

NAME A PSYCHIC ABILITY YOU HAVE.  
NAME A MUNDANE SKILL YOU HAVE.

## THE TOWN

ALL FLUMPH PCs LIVE IN A VILLAGE. EACH PLAYER MAKES UP ONE FACT ABOUT THE VILLAGE. FOR EVERY 3 POINTS IN LAWFUL, MAKE UP 1 LAW OR CUSTOM IN TOWN. FOR EVERY 3 POINTS IN GOOD, MAKE UP 1 VILLAGER YOU LIKE. EVERY PLAYER MAKES UP ONE THREAT OR PROBLEM FOR THE TOWN.

## GAMEPLAY

TAKE TURNS HAVING SCENES FOCUS ON EACH PC. WHEN IT IS YOUR TURN, DESCRIBE YOUR FLUMPH DOING NORMAL EVERYDAY STUFF IN THE VILLAGE. THE JOB OF THE OTHER PLAYERS IS TO DESCRIBE THE WORLD, ROLEPLAY NPC, AND PUSH THE SCENE TOWARD A CRISIS POINT. A CRISIS POINT IS WHEN A PROBLEM ARISES IN THE VILLAGE AND ONLY THE FOCUS FLUMPH CAN DO ANYTHING ABOUT IT.

ONCE A CRISIS POINT IS RESOLVED, QUICKLY WRAP UP THE SCENE.

# CRISIS POINT

WHEN A SCENE COULD TURN OUT WELL OR POORLY, YOU HAVE A CRISIS POINT. FOR THIS, YOU USE AN ORDINARY DECK OF PLAYING CARDS.

THE PLAYER OF THE FOCUS PC DRAWS UNTIL THEY HAVE 6 CARDS IN HAND.

IF USING THEIR PSYCHIC POWER, THEY CAN DISCARD AND DRAW 1 CARD. IF USING THEIR MUNDANE SKILL, THEY CAN DISCARD AND DRAW 1 CARD.

THEN THEY PLAY 4 CARDS ONTO 4 QUALITIES. KEEP THE REMAINING 2 CARDS IN HAND.

# QUALITIES

THE CARD YOU PLAY ONTO A QUALITY DETERMINES HOW PART OF THE CRISIS POINT TURNS OUT.

LAWFUL - IF YOU PLAY A CARD HERE WHOSE RANK IS HIGHER THAN YOUR LAWFUL SCORE, THEN YOU BREAK A RULE OF LIFE IN THE VILLAGE. DECREASE YOUR LAWFUL SCORE BY 1. IF YOU REACH 0 LAWFUL, YOU ARE ARRESTED AND EXECUTED BY THE TOWN.

GOOD - IF YOU PLAY A CARD HERE WHOSE RANK IS HIGHER THAN YOUR GOOD SCORE, YOU HARM SOMEONE IN THE VILLAGE. DECREASE YOUR GOOD SCORE BY 1. IF YOU REACH 0 GOOD,

YOU ARE KICKED OUT OF THE TOWN BECAUSE THEY HATE YOU

GOAL - IF YOU PLAY A BLACK CARD, YOU FAIL AT YOUR TASK. HEARTS MEANS YOU BARELY SUCCEED. DIAMOND, MEANS YOU DO THE THING WITH FLYING COLORS.

FOOL - IF YOU PLAY A BLACK CARD, YOU EMBARRASS YOURSELF BADLY. DIAMONDS MEANS YOU AVOID BEING A LAUGHINGSTOCK. HEARTS MEANS YOU IMPRESS ONE VILLAGER.

