

ALIEN HOMINID

THE TABLE TOP RPG



WRITTEN BY JJ PRINCE

**ORIGINAL HOMINID CONCEPT
BY TOM FULP & DAN PALADIN**

Useful links

Alien Hominid

www.alienhominid.com

www.newgrounds.com/portal/view/59593

www.synj.net

www.thebehemoth.com

Prince of Darkness Games

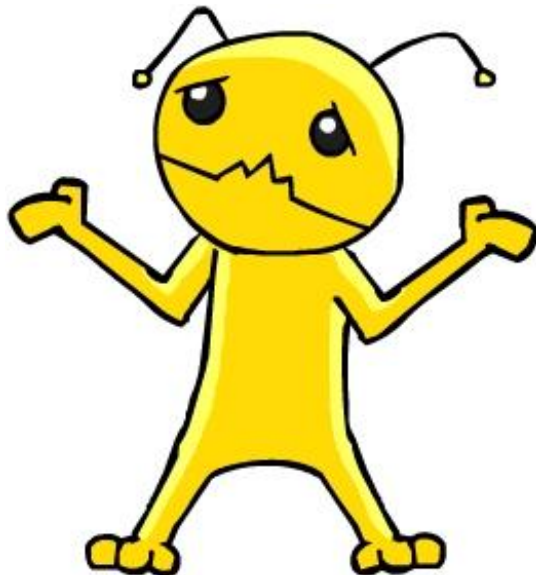
www.princeofdarknessgames.com

One thousand monkeys one thousand typewriters

www.lkmt.net

CONTENTS

Intro	4
Chargen	6
Sample Hominid	9
Character Sheet	10
Playing the Game	11
Combat Time	14
Pwned!	19
Zones	20
Battles in Space	21



INTRODUCTION

Welcome to Alien Hominid the unofficial tabletop role-playing game. Snappy huh? To play this game you will need: two or more people, playing cards, tokens, paper and pencils.

THE SKINNY

Like any other day in space...

A bunch of happy-go-lucky Alien Hominids are joyriding through earth's atmosphere. When - the FBI notice and respond by shooting down the UFO! After crashing to Earth, the UFO is transported away by sneaky FBI agents. They'll soon return in full force to capture the Hominids too!

Things are gonna get rough.

You're the Alien Hominids in a battle for your extra-terrestrial freedom!

WHAT'S A TABLETOP ROLE-PLAYING GAME?

It's a game played around a table, based around an interactive story. Everyone around the table gets to contribute to the story. Exactly how each player contributes is determined by the rules.

Often, one player will become the Games Master or Storyteller. The GM has more story power and responsibility for the narrative.

VICTORY!

Many tabletop RPGs are not games at all because no-one can win. They are more like social entertainments.

However, this hippy nonsense is not the case for Alien Hominids! You want to win, to win you need to be the Hominid with the best score when you get your UFO back.



CHARACTER CREATION

Every player creates an Alien Hominid. Everyone is responsible for their own hominid and will decide what the hominid tries to do during the game. Each player fills out an Alien Hominid sheet.

STATS

An Alien Hominid (AH) is defined by four PRIMARY STATS:

BODY - This determines the physical conditioning of the hominid, how athletic and strong the AH is. Body is important for fighting in close combat and dodging attacks.

BLASTING - All AHs pack a mean ray gun. The better your BLASTING score the more skilled you are with guns (including vehicle mounted guns).

BRAINS - Alien Hominids are blessed with a super-evolved intellect. Unfortunately being on earth impairs the AHs mega brains and makes them as stupid as humans. Still, some AHs retain more intellect than others and have a better BRAINS stat. BRAINS are used when piloting vehicles.

PWNAGE - This is a measure of health, morale and how much ass an AH can kick! How much you pwn. PWNAGE is used to set stakes.

BODY, BLASTING, BRAINS and PWNAGE are summed to give an Alien Hominid's LEVEL.

Each PRIMARY STAT begins at 1 and each player has 5 further

points to distribute. So AHs begin at Level 9.

GEAR

In addition to STATS, each hominid also carries some gear:

BLADE - Used in close combat. Starts as your basic xenominuin cutter, nothing fancy but it'll eviscerate the average human a treat. Your BLADE can be upgraded to a fearsome weapon like a mono katana or beam sabre. BLADE starts at 1 and cannot drop below 1.

GUN - Used for blasting meddling earthlings. Your basic issue hominid ray-gun is a neat bit of kit, with infinite ammo and power charge capability. It can also be upgraded to fire laser pulses, photon bursts or even fit a megu cannon. GUN starts at 1 and cannot drop below 1.

GRENADES - Always useful explosives. GRENADES are a one shot deal, once you chuck em, you can't get 'em back. GRENADES are usually acme hominid fragmentation grenades - players can have their hominid use any type of grenade, but the mechanics remain the same. Each player draws a card to determine how many GRENADES his AH begins with: Heart=2, diamond =3, spade=4; club=5.

SHIELD - A personal force field. Very useful for getting out of sticky situations. Only good for one hit though. A hominid either has a SHIELD or doesn't. A player who drew a heart for their grenades can begin with a SHIELD.

HEADGEAR - Hominids have a penchant for headgear, it's the only clothing they wear. Write down what headgear your hominid wears. Perhaps a Viking helmet, flying goggles or a baseball cap.

FLESHING OUT

Think of a name for your hominid. Alf is a good one. Write down your hominid's favourite food, this can be earth food or extra terrestrial dishes. Alf likes meat pies.

GIMMICKS

GIMMICKS are something special unique or funny about your hominid. Write one down now if you want. Alf has a pet cat, Puggles. Players can come up with AH GIMMICKS during play.

DERANGEMENTS

The Earth environment is not good for AH psyches. During play AHs may end up picking up DERANGEMENTS and going a bit mental. Fortunately, AH do not start with any DERANGEMENTS (unless a player *really* wants to).

SCORE

This is a tally of how much PWNAGE an AH has dished out! When an AH has a higher SCORE than his LEVEL then he levels up. SCORE resets to zero after a level up.

LEVEL UP

A Hominid who levels up can increase BODY, BLASTING, BRAINS or PWNAGE by a point. He also gains a POWER UP of his choice.



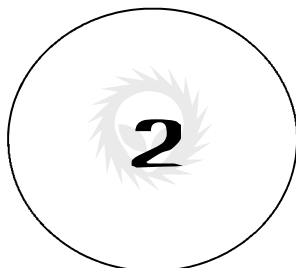
ALIEN HOMINID - THE RPG

Name

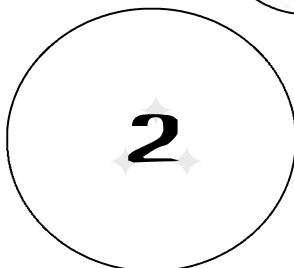
Alf

Player

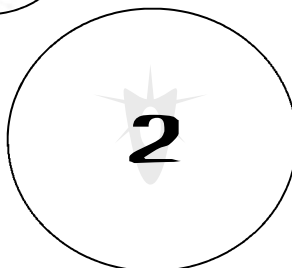
Joe



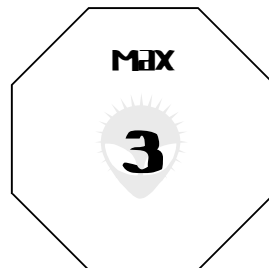
BODY



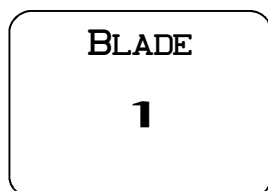
BLASTING



BRAINS

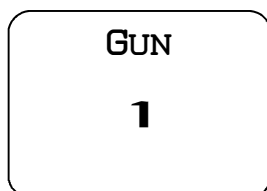


PWNAGE



BLADE

1



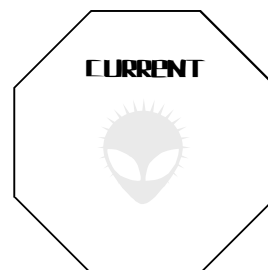
GUN

1

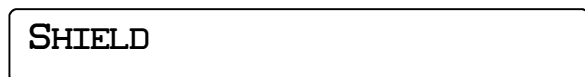


GRENADES

3



CURRENT



SHIELD



Headgear - FLYING GOGGLES



Favourite food - MEAT PIES

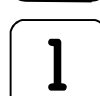


Gimmicks - PUGGLES THE CAT



Derangements

Score



COMBAT CHART

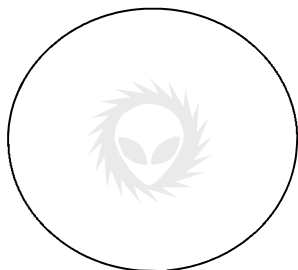
Tactic	Cards	Max Pwnage	Other
Close Combat	Body	Blade	Freak Out!
Dodge / Dig	Body + 3	1	Mook Kill only
Shooting	Blasting	Gun	Grenades
Charge up	Blasting	0	+3 Gun next round
Get vehicle	Brains	0	Vehicle check
Pilot / Drive	Brains	As vehicle	Vehicle shield



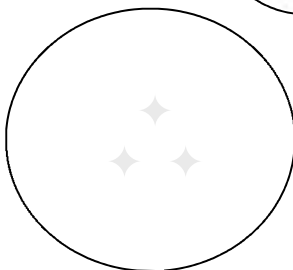
ALIEN HOMINID SHEET

Name

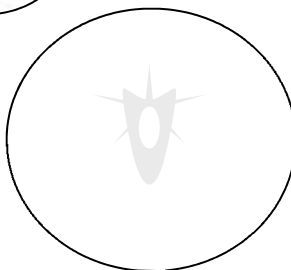
Player



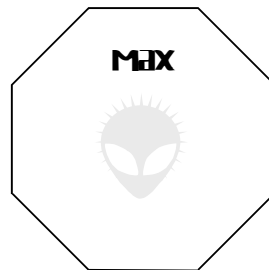
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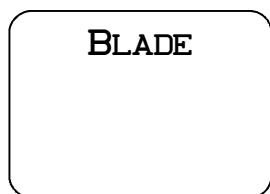
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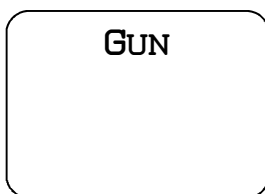
BRAINS



PWNAGE



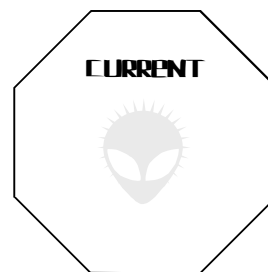
BLADE



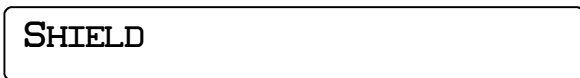
GUN



GRENADES



CURRENT



SHIELD



Headgear



Favourite food



Gimmicks



Derangements

Score

COMBAT CHART

Tactic	Cards	Max Pwnage	Other
Close Combat	Body	Blade	Freak Out!
Dodge / Dig	Body + 3	1	Mook Kill only
Shooting	Blasting	Gun	Grenades
Charge up	Blasting	0	+3 Gun next round
Get vehicle	Brains	0	Vehicle check
Pilot / Drive	Brains	As vehicle	Vehicle shield

PLAYING THE GAME

The action unfolds over a number of LEVELS as the hominids battle their way back to the spaceship.

Each LEVEL, one player will have the role of GAME'S MASTER (GM) and the rest of the players will be Alien Hominids. The GM, builds the LEVEL and runs the baddies trying to capture the AHs. Every player will take it in turn being the GM. Deal each player a card, highest is GM first, redraw to break ties.

GAME LENGTH

Decide as a group how many ZONES and LEVELS you want to play through. The default setting is to play through 3 ZONES of 5 LEVELS each. 1-1 to 3-5.

LEVEL CONSTRUCTION

The GM draws a hand of cards. A number equal to the ZONE, LEVEL and number of AHs.

E.g. Dan, Gem & Matt are starting a game of Alien Hominid. Matt is to GM first. It's zone 1, level 1 and there are two hominid players. Matt draws 4 cards.

The cards represent adversaries the GM can deploy against the Hominids. Adversaries come in two types: MOOKS & BOSSES. MOOKS are numerous but individually weak bad guys. Your classic MOOK from ZONE 1 is an FBI man in black. BOSSES are much tougher customers and pose a significant threat to aliens.

Deuces through to tens represent an equivalent number of MOOKS. I.e. A 6 is worth six MOOKS. Aces are worth 11 MOOKS.

Face cards represent BOSSES. The higher the card the tougher the boss.

If the GM draws no face cards she can reveal her hand and keep discarding the low card until she gets a face.

The Alien Hominids need to overcome their adversaries to complete the LEVEL, which will always conclude with a final BOSS.

MECHANICS

The GM describes the world around the AHs. Each player gets to say what his AH is doing. If a player wants something that conflicts with the GM's view of the world then a conflict check is needed to work out what happens.

E.g Dan wants his AH Ziggy, to build an intelligent toaster in an electrical shop. GM Matt doesn't think Ziggy could do this and so calls for a conflict.

CONFLICT CHECK

The GM rules which STAT the Hominid is using: BODY, BLASTING or BRAINS (PWNAGE is used rarely). The player draws a number of cards equal to his hominid's STAT. The GM draws a number of cards equal to the ZONE +1. Whoever holds the high card wins, except that cards of the same value can be added together. Aces count as 11 and face cards count as 10. If the high card is tied compare second highest, then third etc to determine a winner.

E.g Matt decides it will be a Brains check for Ziggy. Ziggy has Brains 2, so Dan draws two cards. It's zone 1, so Matt draws two cards. Dan's

high card is a jack, but Matt gets a King. Matt wins so Ziggy fails to build the toaster. Matt says ‘Ziggy tries to re-wire the toaster but it explodes in his face, leaving comedy scorch marks!’

POWER UPS

Certain adversary cards indicate a POWER UP is available to the hominids! Sevens, queens, aces and jokers are all lucky in this respect. The suit determines which type of POWER UP is available (The GM chooses for jokers). Spade = +1 BLADE, club = +5 GRENADES, diamond = +1 GUN and heart = SHIELD. An AH with a winning combat hand can choose to inflict no PWNAGE and grab the power up instead. You can’t grab a POWER UP if dodging or getting a vehicle. If the adversary is defeated before the POWER UP is grabbed then the POWER UP is lost.

ROLE-PLAY TADA!

Players are also encouraged to talk in character, as the AHs. One important constraint on in character speech is that the AHs can’t speak to humans or understand earth languages. So the players can only speak to one another in character - put on your best alien voice, you know you have one, don’t pretend you haven’t - we all know the truth...

Play continues in this way, the players saying what their AHs are doing and the GM agreeing or calling for conflict, until the GM throws in a card from his hand, indicating the arrival of adversaries. The GM describes what happens, who arrives and how they threaten the AHs. When the bad guys arrive the game ratchets up a gear - we go to combat!

COMBAT

This is where it all gets messy! The Alien Hominids aren't afraid to kick some earthling ass!

Combat plays out as rounds of card hands. Each player in turn declares the tactics his AH will be using this round. There are 6 tactical options:

CLOSE COMBAT - Draw cards = BODY. The AH fights close in, using his BLADE. Fighting in CLOSE COMBAT allows the AH to FREAK OUT a MOOK.

DODGE - Draw cards = BODY+3. The AH goes on the defensive, getting the heck out of dodge. Dodging AHs might use their innate burrowing ability to hide underground or simply rely on acrobatics to flip out of harms way.

SHOOT - Draw cards = BLASTING. The AH blazes away with his ray-gun. He might even lob in a couple of GRENADES for good measure. Fire in the hole!

CHARGE UP - Draw cards = BLASTING. Begin powering up a mega-blast. The next shot's a doozy.

COMMANDER VEHICLE - Draw cards = BRAINS. The AH uses his imitative to grab a vehicle of some sort, allowing him (if successful) to use tactic 6.

PILOT VEHICLE - Draw cards = BRAINS. The AH drives his vehicle in a menacing fashion. Woo-pah!

FIGHT ON

After cards are dealt to AHs the GM gets cards for his MOOKS and BOSS. Only one MOOK card and one BOSS card can be in play at any time. The MOOKS get a number of cards equal to the ZONE. BOSSES get a number of cards depending upon their value and the zone. Jacks get ZONE +1 cards, queens get ZONE +2 and kings get ZONE +3.

E.g. Matt flips a 4 of spades. ‘Four burly men-in-black muscle into the shop and order everyone to leave. It’s combat time!’ Dan’s AH Ziggy and Gem’s AH Gryper are both lv 9 with no SCORE so a card is drawn by each to resolve the tie. Gem gets an ace, and Dan gets a 3 so Gem bids first. ‘Ok, Matt I’ll pay my ante of one and Gryper is going to shoot one of these MIBs. His BLASTING is three so give me three good cards Matt.’ Matt responds ‘You’ll get three normal cards like everyone else. Dan, what’s Ziggy doing?’

‘Well, Ziggy is transfixed by this display of hoo-vers, so he’s going to try and build a giant vacuum vehicle.’

‘Ok, that’s commandeering a vehicle.’ Says Matt. ‘Ziggy has BRAINS of two so you get two cards Dan. It’s ZONE one so my MOOKS only get a single card.’

After all cards are dealt bidding starts. All parties (AHs, MOOKS & BOSS) each ante in a point of PWNAGE. It’s a good idea to keep track of current PWNAGE by using counters of some kind. Then the player of the highest LEVEL AH, or AH with highest SCORE, gets to bid.

When bidding a player has 4 choices:

Fold
See
Raise
Commit

FOLD

A folding character throws his hand in and loses any PWNAGE staked. When folding the player narrates their character taking a minor hit and losing a bit of PWNAGE. If a MOOK or boss FOLDS, the GM must decide which AH gets the PWNAGE score

SEE

A character electing to see matches the highest single PWNAGE stake.

RAISE

The character stakes more PWNAGE than the current single stake.

COMMIT

The character goes 'all in' committing all the PWNAGE he possibly can.

Maximum stakes are determined by the AH's tactics and gear. BLADE for CLOSE COMBAT and GUN for SHOOTING.

Each AH bids in descending level order. Then the MOOKS bid, then the BOSS bids. Bidding continues in the same order until a round in which all parties have FOLDED, SEEN or COMMITTED. Also, if all AHs FOLD or all MOOKS & BOSSES FOLD then the round is over.

COMPARE HANDS.

High card wins. The winner can assign their PWNAGE to any ad-

versaries stakes. This reduces the adversaries PWNAGE by a like amount. Players with winning hands get to narrate what happens, how they lay the smack down. A player scores one point for every point of PWNAGE their AH inflicts.

E.g. Gem looks at her hand - she's hit an ace and a joker, so she's firing on all cylinders. Gem doesn't mes about and declares Gryper is COMMITING. His GUN is only 1 though, so unfortunately Gem can't raise on her impressive hand.

Dan gets a queen and a five. He's not confident enough to raise on that so he sees the 1. Matt has drawn a 2 for the MOOKS.. Matt folds, throwing his hand in and discarding the 1 PWNAGE ante. Matt narrates "The feds storm into the store and boot a couple of washing machines out of the way - revealing Gryper who blasts one in the gut. The MIB staggers for a moment then collapses into the waffle irons." This ends the round as there are no adversaries left to oppose the AHs..

Gem's high hand is wasted because there are no adversaries left in, but Gryper's taken one MIB out so he gains +1 SCORE. Ziggy's still in so he's also won and gets to drive his vacuum vehicle. He only staked 1 PWNAGE though, so the Vehicle's LEVEL will be 1.

NEXT ROUND

Back to the top, another round of combat follows until the bad guys are defeated or all AH's are CAPTURED.

SPECIAL COMBAT RULES

CLOSE COMBAT FREAK OUT!

AHs can use a special manoeuvre, known as a FREAK OUT, to

leap onto a MOOK's head. If an AH using CC tactics wins then he can declare a FREAK OUT. In this case, the point of PWNAGE, is taken from the MOOKS and added to the AH (instead of discarded) as he rides the MOOKS head. This FREAK OUT point can be bid in addition to normal PWNAGE in CLOSE COMBAT or SHOOTING, effectively increasing an AH's max PWNAGE by one. This usually represents the AH throwing the MOOK at other enemies or biting his head off to intimidate them!

DODGY

When DODGING an AH can only PWN a MOOK, often by digging below and grabbing them.

GRENADES

'Nades can help add more pwning umph to an attack. An AH may chuck up to 3 GRENADES into a SHOOTING attack. This must be done before cards are revealed and each GRENADE adds +1 PWNAGE if the AH wins. This special PWNAGE may inflict damage in excess of the adversaries stake.

CHARGE UP

CHARGING UP means the AH deals no PWNAGE this round, but as long as he doesn't FOLD, next round the AH will inflict +3 PWNAGE when SHOOTING. This special PWNAGE may inflict damage in excess of the adversaries stake.

SHIELD

If an AH loses a hand of cards, he loses his SHIELD. This stops him from taking any more PWNAGE.

VEHICLES

When commandeering a vehicle, the amount of PWNAGE staked

determines how good the vehicle is, up to a maximum level of 5. A vehicle's LEVEL also acts as bonus PWNAGE when in the vehicle and determines the max PWNAGE stake a driver can set. When a vehicle's LEVEL is reduced to zero, it is wrecked. Whilst inside a vehicle, an AH cannot use CLOSE COMBAT tactics or DODGE.

E.g. Ziggy's vacuum vehicle has a level of 1, so it grants a bonus point of pwnage but Dan can only bid a single point while driving (so he can't raise the ante).

GETTING PWNED

Running out of PWNAGE is not good for anyone! Every MOOK has a single point of PWNAGE, so they get taken out if they lose it. BOSSES are more robust, with PWNAGE equal to the ZONE plus LEVEL, with a further +1 if they are a black card, +1 if a queen or +2 if a king. When a BOSS runs out of PWNAGE they are defeated and will probably explode!

When an AH runs out of PWNAGE, they have been pwned! The AH is KO'd. This traumatic event causes the AH to develop a derangement. The KO'd AH must miss the next round as he recovers, but then gets to restore his PWNAGE to it's max. The GM scores a LEVEL up for his AH every time he KO's someone else's AH. A KO'd hominid also loses one power up (-1 GUN, -1 BLADE or -5 GRENADES).

DOING COOL STUFF

The best way for an injured AH to get back up to speed is by doing cool stuff! If an AH pulls off a cool stunt or amuses the other players then he may regain a point of PWNAGE, but not more than his max PWNAGE silly. An AH already at max PWNAGE who does

something really cool can be dealt a special bonus card which they can add into any hand, before cards are revealed. An AH may not have more than one cached card at a time.

ZONING

The default setup (directly based on the video game) is for the hominids to fight their way through three ZONES of five LEVELS each.

ZONE ONE: IN THE CITY

ADVERSARIES: FBI agents with their urban battle bots and war machines, plus tanks, choppers and jetpacks. And what's with that pudding???

ZONE TWO: SOVIET SIBERIA

ADVERSARIES: From the Feds to the Reds! The secret soviet forces and their robots run red - but with the blood of hominids? The Ruskies also do a line in gun emplacements. The Siberian swooping hawks also enjoy a tasty hominid. There are rumours of a giant captive xeno here the hominids may be able to use to their advantage.

ZONE THREE: AREA 51

ADVERSARIES: Damn mutie scorpions, vicious vultures and freakin' bugs man! There's the xeno grudge battle Hominids vs Grays, bring it on you tiny big eyed bastards! Plus the secretive military force guarding the alien research centre with even more big ass robots, mutant dogs and...Hombo.

BATTLES IN SPACE

Every time the hominids beat the final LEVEL 4 BOSS, they win the ZONE and get their spaceship back! LEVEL 5 is a spaceship LEVEL as they try and escape from earth's atmosphere.

The hominids inevitably fail and get transported to the next ZONE where their beloved UFO is again stolen from them! Space LEVELS work differently than other LEVELS.

All AHs are inside their spacecraft during these levels, so they cannot DODGE or use CLOSE COMBAT (except against another hominid). They can use BLASTING to fire the UFO's weapons (use the AH's GUN but no GRENADES) or BRAINS for piloting as for any other vehicle. However, only one hominid can be the pilot at any time. If another AH wants to pilot he must convince the current pilot to relinquish the controls or hit him with a CLOSE COMBAT attack.

The spaceship has a LEVEL of 10, granting PWNAGE like any other vehicle, but only the pilot can use this.

OUTRO

Ok this is it, I've run out of time.

Anyone who hasn't checked out the Alien Hominid video game needs to do so right now! There's a free flash demo online of the first level. It's very good. The full version also features the four player PDA games, if you thought the normal Alien Hominid game was addictive, you ain't seen nothing! Maybe I should do an RPG based on the PDA games...hmmm

This was a *24hr RPG entry for 1km1kt's computer RPG challenge.

<http://www.1km1kt.net/community/showthread.php?t=856>

In order to prove to those other so-called indie game designers that I am more indie than they will ever be, I have chosen an indie computer game to convert. In fact it's the best damn indie video game ever. I love Newgrounds, I love Synj's art I love Alien Hominid! I'm totally gonna try and get in touch with Tom Fulp and see if I can extend this to a full game.

All the artwork is borrowed from the Alien Hominid fan art gallery.

Kill all humans! Except fat kids, they're ok.

Happy Gaming

JoE

*That's homind hours, roughly equivalent to an earth week. Well I kept starting to write, needing to 'research' the game and losing lots and lots of time...