

Princess Pillowfighter



Princess Pillowfighter v0.00000000000000000005

Princess Pillowfighter is an RPG in its very early stages, and for this reason certain sections of the book such as The Section Defining An RPG and The Bit Where The Book Tells The GM To Make Players Describe What Their Characters Do Instead Of Invoking Mechanics have been left out in order to get a useable rule set out faster.

Concept

In Princess Pillowfighter, players portray Princesses seeking to increase their estates. Each Princess, whether controlled by a player or the GM, controls an area of land and rules the population that lives on it. The universe is a patchwork of these estates, constantly fluctuating.

Princesses can indirectly come in to conflict in any number of ways, but mainly choose to directly conflict through pillow fighting, as other methods are too unpleasant. Most pillow fights take place in The Castle, a realm separate from the physical universe, but accessible by portals from any location. It provides a common meeting ground. The Castle is maintained by a swarm of fairies who are individually unimpressive, but as a group capable of plots spanning thousands of years.

The general assumption behind Princess Pillowfighter is that no major harm will come to any character at any point. Characters can be defeated, but the GM must prevent anything gruesome from happening to the characters. This assumption should take priority over concerns such as consistency and physics.

Making Princesses

Player Princesses are defined by a few numbers and traits. All player Princesses start out with 10 Self-Esteem, 10 Popularity, 1 Prestige Point, and 0 Luck Points. Self-Esteem represents a character's willpower and determination; when a character reaches 0 Self-Esteem, she is usually unable to meaningfully effect the story until she gets some back. Popularity represents a character's reputation and ability to influence other characters. For a starting Princess, Prestige Points represent her estate – rather than exactly measuring square miles and number of followers, it merely gives a rough idea of how much prestige she has managed to semi-permanently accumulate. The player should make a note that this point represents her palace, the surrounding lands, and their inhabitants. Luck Points are a game resource that can be spent on various advantages.

Player Princesses also start with two traits. Starting traits describe the Princess, generally in one sentence, and usually contain a positive feature combined with a drawback. A GM might allow “She has an innate emotional connection with animals, but struggles to function in natural environments” or “She has a fairy sidekick who is not always entirely honest” as starting traits. The GM can assign traits to any player Princess at any time, or even modify existing traits, but should only do so when the story calls for it. GM assigned traits can be entirely positive, entirely negative, or a mixture.

Playing the Game

During actual play, the GM narrates the scene and the players choose actions for their characters. Many actions are easy to resolve, but when any action might conceivably succeed or fail, particularly if a conflict between characters is involved, the GM must use a contest to determine the result. In a contest, the relevant player secretly bids any available amount of Popularity or Self-Esteem, depending on which one the GM requests – Popularity is usually bid on contests involving influence, whereas Self-

Esteem is used for the rest. The GM does the same, drawing from the resources available to the source of conflict, whether it is a character or not. Both sides lose the resources they bid, then add 1d4 exploding to the total. The higher number wins... but the GM decides what “winning” means in the story. Keep in mind that characters with 0 Self-Esteem become incapacitated by whatever brought them to that point, while characters with 0 Popularity cannot bid it and thus always lose Popularity contests.

For more involved contests, the GM might require multiple rounds. A pillow fight, for example, should consist of contests between two characters until one achieved three wins. Losing the third round of a pillow fight should set the loser to 0 Self Esteem, with the usual drawbacks.

Traits might influence contests. The GM can do anything, of course, but a good guideline would be awarding characters an additional 1d4 exploding to their totals for each helpful trait, and subtracting 1d4 exploding for each harmful one. Positing and negative dice do not cancel out – the player must actually roll each positive and negative die.

Players can spend three Luck Points when they bid in a contest to gain an extra 1d4 exploding to their total bid when bids are revealed.

Multiple players can combine their resources to make a bid if it is justifiable in the story. If they do this, they add whatever bonus or penalty dice they would add to individual bids (including the default free 1d4 exploding). If the bid fails, all characters suffer the consequences.

Allotting Resources

GMs should attempt to carefully weigh the challenges they make for their players against the resources they give. Though GMs have no limits on resources, they should allot NPCs and challenges limited Popularity and Self-Esteem so that they can be defeated, comparing the numbers to the resources given to the players.

The GM should award player Princesses Self-Esteem and Popularity when they accomplish something of note, but should avoid handing them out after all successful contests to avoid death spirals/infinite damage loops.

Player Princesses gain luck points through masterwork desserts – desserts of the quality commoners use have no effect on royalty. A Princess who acquires a masterwork dessert can consume it for 3 Luck Points, or give it to someone else to receive 2 Luck Points and give 2 to the recipient. For NPCs, this works the same way; receiving a dessert from an NPC is worth 2 Luck Points, and giving a dessert to an NPC is worth 2 Luck Points, plus one Popularity. Princesses cannot pass a dessert back and forth forever to generate infinite Luck Points; the recipient must actually eat it for points to be awarded. A Princess' estate can generate one masterwork dessert per day per Prestige Point it is worth.

Princesses start their day with full Self Esteem, regardless of how much they lost on the previous day, provided they got a good rest.

Stuff To Do With Luck Points And Prestige Points

Players can spend a Luck Point to convert 10 Popularity into 1 Prestige Point. They should only be able to do so at a point approved by the GM, and they should come to an agreement with the GM as to what that Prestige Point actually represents – more territory, an improved library for her castle, a group of

lesser wizards as followers, or an enchanted crown might all be options. Anything can be upgraded to be worth more Prestige, but each point must be purchased separately. The GM should represent each point as a new trait. If the GM thinks that a source of Prestige is relevant to a contest, they should give the player an extra 1d4 exploding to their total bid for every point of Prestige. Keep in mind that the story may call for the source of the Prestige to be lost (the library burns down, the wizards quit their job, the enchanted tiara is stolen) and that as a result the GM can cancel out any source of Prestige as needed.

An existing source of Prestige can be upgraded to be more effective. This costs the new total of Prestige multiplied by ten in Popularity points. A player Princess can never use multiple sources of Prestige as bonuses on one bid, no matter the mechanical or story justification.

Players can spend three Luck Points when they bid in a contest to gain an extra 1d4 exploding to their total bid when bids are revealed.

GM Tools

These tools are guidelines for GMs to create material, rather than exact rules on how the universe operates. GMs can do whatever they like.

Setting Creation

The GM can organize the universe and story in any way, though certain stories and universes may be better suited to other games. Here are some questions the GM may want to consider when planning a game.

What are Princesses like? Are they pure of heart and good, or selfish and plotting to increase their power? Do they occupy various points on the spectrum, and do they form groups based on their morals or goals?

How densely populated is the world? Keep in mind that an entire universe consisting of city states squished against each other means more characters tracked in less detail. Adding uninhabitable regions that divide the world up makes the game easier to run, and also provides space for further material. Why are the regions uninhabitable? Is the weather dangerous? Are there monsters? What is the difference between a monster and a Princess' subject?

What are the fairies' goals?

Budgeting Popularity for Players

The GM can give players any amount of Popularity to work with. However, these guidelines give some basis for comparison.

Action	Popularity Gained
Giving a dessert to an NPC of note	1
Winning a pillow fight	1
Attending an uneventful tea party	2 (1 for showing up, 1 for making it to the end)

	without doing anything embarrassing)
Making a friend	2
Making a small group of noteworthy characters happy	5
Visibly helping someone deserving	5
Hosting an above average tea party	10
Becoming the center of attention at a large gathering	20

While taking away Popularity arbitrarily or to punish players is not fun, there are fair reasons a GM may want to do so. These guidelines may help.

Action	Popularity Lost
Being rude	1
Challenging a much weaker opponent to a pillow fight to score an effortless win	2
Falling face first into a cake	5
Storming out of a tea party angrily	10

Budgeting Popularity for NPCs

While setting difficulty arbitrarily for single contests is usually fine, a GM may want to actually track a specific antagonist's popularity if the players are in a long term conflict. The amount of detail is up to the GM; arbitrarily increasing the antagonist's popularity periodically is fine, as is actually tracking their actions and awarding popularity appropriately. To keep things simple, the GM should be quick to downgrade antagonists from spotlighted to sidelined, and take the appropriate amount of notes.

Princess Appearance Generator

To generate a random Princess appearance, roll 2d4 and record the result for each of the following: height, weight, hair length, hair style complexity, hair curliness, and skin darkness. A result of 2 represents the least possible amount of the attribute, while a result of 8 represents the greatest possible amount. What this actually means is up to the GM. For example, a GM might roll a 2 for a Princess' height. The GM might interpret this to mean that she was two feet tall, or that she was merely a below average height for a human. The GM should consider the setting and the entertainment value of the result when interpreting these rolls.

The next step is generating a random hair color by rolling 2d4 and referencing the next table.

Roll	Color
2	Red
3-4	Black
5-6	Brown

7-8	Blonde
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To generate a random outfit for a Princess, roll 2d4 and reference the next table.

Roll	Number of Colors
2-4	1
5-6	2
7	3
8	4

Generate random colors by rolling d44 (2d4 ordered, not totaled) on the following table.

Roll	Color
11-12	Red
13-14	Orange
21-22	Yellow
23-24	Green
31-32	Blue
33-34	Purple
41-42	Black
43-44	White

When interpreting the results, remember that on this table, the red result might encompass pink or maroon -- for someone set on generating an entirely random Princess with no rerolls, this might be helpful when dealing with multiple instances of the same result.

Princesses have 2d4-5 unusual features. For each one, roll d44 and consult the following table.

Roll	Unusual Feature
11-12	Hair
13-14	Clothes
21-22	Skin
23-24	Mannerism
31-32	Face
33-34	Accessory
41-42	Reputation
43-44	Other/Any

Interpreting the table involves some creativity and consideration of the tone of the game. For a more

unrealistic setting, an unusual facial feature might be purple eyes or vampire fangs, whereas glasses or freckles might be better for a less silly game. Also, consider the other random results -- a GM might look at a Princess with a red dress with yellow accents, decide that she was from the Soviet Union, and conclude that her unusual mannerism would be speaking like Ivan Drago instead of assigning her a meaningless one like fidgeting or fanning herself.

Differentiating NPC Princesses Mechanically

While the appearance generator may help, GMs may want to have actual rules representing differences between NPC Princesses. Most distinctions can be done using something along the lines of the system for player Princess traits -- NPC Princesses have strengths and weaknesses appropriate to their features. An NPC Princess might be athletic, skilled at baking, or well dressed, or she might be quick to panic, bad at math, or cursed to turn into a bookcase every Wednesday. The GM should treat NPC Princesses like player Princesses in this way, allowing them to add 1d4 exploding to their bids when they have a relevant positive trait, and subtracting 1d4 exploding to their bids when they have a negative one.

NPC Princesses can have any amount of Popularity the GM likes. While there are no restrictions on how much Self Esteem an NPC Princess may have, it is best to give them exactly 10, because this gives players a tool to make interesting decisions with when bidding in pillow fights. Because of this, mechanically differentiating NPC Princesses in pillow fights requires a certain amount of special attention.

Any NPC Princess relevant enough to require special attention to her pillow fighting abilities should be defined by one or more features and a number of dice. For example, a Princess might be bald, a feature that she hides with a wig. When someone calls attention to this in any way, she would become angry, and thus more dangerous in a pillow fight. The GM might decide that this particular Princess might add 1d4 exploding to her pillow fight bids normally, and 2d4 exploding to her pillow fight bids when angry. This could also work in reverse -- a Princess might be more confident and fight more effectively if her friends were in the audience, gaining 2d4 exploding to her bids when they were present, and 1d4 exploding when they were absent. Keep in mind that the average Princess gets 1d4 exploding to her bids when comparatively disadvantaged, and 2d4 exploding to her bids when comparatively advantaged. The absolute worst Princess would subtract 2d4/4d4 from her bids, and the absolute best Princess would add 4d4/8d4 -- stats like these would be reserved for a tiny fraction of one percent of Princesses.