



REMINEs

ROLEPLAYING
SYSTEM

Tabletop

by
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The Basics

If you've never played a tabletop roleplaying game before, I'm just going to go ahead and apologize right now. I sort of wrote this book on the assumption that anyone picking it up has been *looking* for it. I mean, I know I was. I've tried over a dozen tabletop games, D20 and otherwise, that tried to capture the feel of a Zelda or a Mario or a Dragon Quest and none of them ever quite got it right. It was always too complicated, or too stuck on an older design, or it sacrificed the fun parts of those games to try and make the dice rolling work right. I'm here to stomp turtles and/or suplex trains, man.

RemiNES isn't perfect, I can tell you that right now. But, it is the game I was personally craving, and that's why I made it. If you're picking it up, then I imagine you're looking for something like it, too. And that's why I have no explanation for what tabletop RPGs actually are, or what a game master is, or anything like that. I mean, I could try to break it down, but I'm not great at explaining things (as this book will no doubt prove!). I'll try to dish out the ground level stuff where I can, but for the most part, these are going to be the basics for this game, not the basics of tabletop roleplaying in general. Thanks for understanding!

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What I own is pretty much just this book and the writing therein, and if you notice something in the book sounding awfully familiar the allusion is probably on purpose. Please don't sue me, guys, you know I love you.

WHAT IS...?

RemiNES is a tabletop roleplaying system! It was designed with two major goals in mind. The first was to make something that felt like an old video game--something out of the 80's or early 90's, like a platformer or a JRPG. So, a lot of the powers and features in the game are flavored like something out of a Final Fantasy, Super Mario, or Mega Man.

The other goal in designing the system was something clean, quick, and efficient. I wanted a game that was streamlined, where everything from combat to investigation to taking apart traps was based on the same, simple system. No frantically digging around for grappling rules, no searching for the exact radius of a spell, no memorizing mathematical formulas. You describe, you roll, you go. Distances and sizes are vague, everything is meant to be played theatre-of-the-mind, and if something sounds good *roll with it*.

RemiNES is designed to put fun first. Fights should be engaging puzzles, details should be kept fast and loose, and players should (usually) get the benefit of the doubt. The game is neither competitive nor serious--and in fact, should usually come off as a little bit silly.

WHAT YOU NEED

RemiNES uses one type of dice, and one type of dice only: the ever popular d6, or six-sided die. Every check in the game can be resolved with one to three d6s. At most, a single player should never need more than three dice.

Aside from that, you just need the usual: character sheets, pencils, maybe some spare paper.

MAKING CHECKS

A character in RemiNES has four main stats. Any sort of challenge or test is resolved using one of these four stats.

BASH represents how imposing, destructive, and assertive you are. Whenever you want to force a change or break something, roll for BASH.

HOLD represents how steadfast, tenacious, and willful you are. Whenever you want to hold your ground, protect someone, or keep something the way that it is, roll HOLD.

WISE is how cunning, clever, and observant you can be. When you need to deduce a solution, notice something, or create something new, roll for WISE.

MOVE is how agile, stealthy, and slippery you are. When you need to get somewhere safely or without being noticed, or move out of the way of something, roll for MOVE.

Every stat has a score, ranging from zero to three. This score determines how many dice you roll for a given check. So, say you need to jump out of the way of an oncoming train. Sounds like a challenge to me! If you have a three in MOVE, you'd roll three dice and take the highest outcome. If you had a two in MOVE, you'd roll two dice and take the highest, and so forth. If your highest die result is equal to or greater than the current difficulty (see difficulty, page 4), then you succeeded! If not, well... brace yourself, you're about to be hit by a train.

If you have a zero in a stat and you need to roll it, you'll instead roll two dice and take the *lower* die as your final result.

Normally, a check for any single event can only be made once. You can either do a thing, or you can't. Instead of retrying the same task over and over, you should look for an alternate solution, or change the situation more to your favor before retackling the task. If an action is really important, you can reroll the check entirely by burning a point. Choose one of your main stats, and lower it by one. The stat will stay burned until the end of the gaming session or until you fulfill a quirk (see quirks, page 11).

In general, there's no real turn order to speak of. The game master describes the situation, the players declare what they want to do about it, and the game master calls for dice rolls. Numerous actions can be taken simultaneously, and heroes can work together to accomplish goals. Events are reactive, rather than being set in a specific order.

ROAMING DIFFICULTY

Difficulty is the number you have to meet or beat in order to accomplish... well, anything! Throwing a monster, leaping a hurdle, resisting a poison--everything uses a single difficulty. This difficulty starts at three, by default.

Whenever a scene ends, though, the difficulty will change. If things have been going pretty well for the heroes, then the difficulty will increase. If this scene maybe didn't go so hot for our protagonists, then the difficulty will go down. The difficulty can never go above six, and never go below two. Nothing's ever truly impossible!

You can also, if you want, burn a stat to lower the current difficulty. When you burn a stat, one of your four main scores (BASH, HOLD, WISE, MOVE) decreases by one. You choose which one goes down. This decrease lasts for the rest of the

session (or until you kick in a quirk, page 11) so be careful! Your stats will return to normal at the end of the game.

It should be noted: difficulty is not meant to gauge how hard a task would realistically be to accomplish! Picking a lock may or may not be as hard as slaying a giant in real life. Difficulty in RemiNES is just setup to swing the drama around. As the heroes succeed, things get tougher. If the heroes start to falter, the game eases back a little.

Difficulty is a single number that the players roll against. Thus, the gamemaster never rolls dice.

BURNING POINTS

When you burn a point, you choose one of your main stats (BASH, HOLD, WISE, MOVE) and drop it by one point. This stat drop lasts until the end of the gaming session, or until you fulfill a quirk (see quirks, page 11). When you burn a point, you can choose one of the following:

- Reroll a check that you just failed
- Lower the difficulty by one point.
- Recharge one of your per scene or per session specials. See specials, page 12.

DAMAGE AND DEATH

There are different types of threats. Some threats are minor, like a pack of wolves, or a swinging blade trap. Other threats are more dangerous--like an ancient vampire, a collapsing castle, or a five headed dragon.

When you fail a check to fight, avoid, or otherwise

deal with a minor threat, you get hurt. What sort of hurt depends on the threat. A fire elemental might light you aflame, sending you into a wild, burning panic. A group of goblins might beat you up and tie you to a tree, disabling you until your friends can free you. Typically, minory injuries like this only last until the end of a scene. At that point, your allies can untie you, break you out of your stone form, or whatever else needs to be done.

Minor injuries can also be dealt with mid-combat, most of the time. Physical damage can be healed with items or abilities. If your leg was bitten by a dog and now you can't move, a skilled cleric can get you back on your feet. If you're frozen, a teammate can break your ice for you. If you're on fire, a buddy can put you out.

Major threats, however, deal major damage. Quicksand pulls you under the floor where no one can reach you. A monster's breath incinerates you instantly. A wizard casts you into another dimension. This is all pretty serious! Luckily, death is pretty easy to fix. Many towns have a way to bring back the "unfairly deceased" with a little effort. This might be a church or a shrine in a more fantasy-heavy game, or even something like a cloning facility in a more science fiction skewed campaign.

The hard part is just making it out of that fight! You can't get resurrected if there's nobody to resurrect you. So, if the whole party wipes... well, that might be all she wrote! Major fights like this are usually reserved for the end of a big game or the last room of a dungeon; that way, if things don't go so well, the survivors can make a rush to bring the rest of the party back.

STATUS EFFECTS

There are numerous ailments that can befall your character over the course of a game. This list by no means exhaustive, but these are some of the more common ones (and how to take care of them).

Blind: You are unable to see. Everything else still works just fine, but everything visually is a single color, and you can't make out anything with your eyes. This tends to be a longer term ailment, but can be cured easily enough.

Burning: You have been lit on fire. While aflame you are cast into a wild panic, unable to concentrate on doing anything intentional. Thus, you are doomed to flail and run aimlessly about the area until the end of the scene, or until someone puts your fire out for you.

Fear: You are just absolutely terrified. You have no choice but to rapidly flee from whatever frightened you as quickly as you can, doing absolutely nothing else but focusing on escape. Fear vanishes at the end of a scene, or when the inflicter of said fear is destroyed.

Frozen: You are encased in ice! You cannot move or act as long as you are trapped. Sufficient damage to the ice will break you free, as will liberal application of warmth. Ice will usually melt at the end of a scene, unless you're in an especially cold area.

Frogged: You have been magically transformed into a frog. You can still do everything you normally could--cast spells, swing a sword, avoid traps. Everything's just... smaller, softer, and froggier. This will sometimes wear off at the end of a scene, depending on how it happened.

Injured: You've been knocked unconscious, gotten too beaten up to keep fighting, or otherwise physically assaulted. Some injuries are minor (a broken leg keeps you from moving, but not from acting). You can usually "walk off" an injury at the end of a scene, or have it healed by items or powers.

Petrified: You have been turned into stone. This one can be a little trickier to cure without an appropriate item, since normal healing magic won't affect it and you can't just break yourself out (please, nobody break the statue). Usually, this sort of spell will wear off at the end of a

scene.

Poison: Poison doesn't directly prevent you from doing anything, per se. However, you get a general sense of weakness and frailty. When you do anything too strenuous (attack a bad guy, lift something heavy), roll HOLD; on a failure, you die right after accomplishing the task.

Wereflu: When you get infected and at the beginning of every scene after, roll WISE. On a failure, you transform into a hideous werebeast controlled by the GM (as if you were a monster) and attack everything in sight until the end of the scene. This disease lasts until it's cured.

SCENES AND SESSIONS

Many abilities and options in RemiNES are limited by two phrases: "per scene," and "per session."

A scene is a single segment of the story, a series of events (usually) in the same location, and in a short span of time. A scene could be one room in a dungeon, a meet and subsequent brawl in a tavern, or even a moment in the night when you wake up to something strange. Some scenes are very short, others can go on through multiple connected happenings. It's up to the gamemaster when a scene transitions, and when it does, the difficulty of the game will change.

A session is a night of gaming itself, a string of scenes with a beginning and end. The beginning of the session is when everyone sits down and starts to play, and the end of the session is when everybody decides to pack up and go home. At the end of a session, burnt points are returned, and players are allowed to level their characters up.

EXAMPLE SCENE

GM: You wander through Crooked Woods for almost an hour before coming to a decent sized

clearing. Off in the corner, you see what looks like an older gentleman... tied to a tree. As soon as he sees you, he shouts, "look out!" He gets your attention just in time for a handful of *goblins* in the tree tops to start hurling filled bags at you. What do you do about them?

Dexter: Would I know what goblins usually put in those things?

GM: Roll me WISE.

Dexter rolls his WISE of 2, which means he gets to roll 2 dice. He gets a 3 and a 4, taking the 4. With the current difficulty at 4, he meets the difficulty and succeeds.

GM: You've heard stories about the goblins in this area. They like to fill bags with some sort of sleeping potion and hurl it at their enemies. They don't usually try to kill anybody, they prefer kidnapping and ransoming.

Dexter: Yeah, we're just gonna go ahead and avoid that.

Brittany: Ditto. I'm dodging.

Brahn: Dodging is for babies. I'm gonna take it to the face and stay awake through the potion, show these goblins what for.

GM: Alright, so that's two MOVE checks and Brahn, give me HOLD.

Dexter has zero in MOVE, so he rolls two dice and takes the lower. 2 and 5... sadly, that 2 doesn't quite meet the difficulty of 4. Brittany and Brahn fair better, coming out with a 4 and 6, respectively.

GM: Dexter doesn't quite make the dodge. You're hit by a bag or two, and fall asleep standing up. Brittany successfully dodges, and Brahn... well, a bag hits you square in the eyes. You hold your breath as you wipe the purple juice away, and manage to keep yourself awake. You hear some panicked gibbering from the goblins in the trees.

Brahn: Yeah, that'll show 'em who's boss. I guess I'm waking up Dexter.

Brittany: I'm going to keep dodging bags on my way to the trees. I'd like to scale my way up one, see if I can dislodge one of the goblins. There's... what, three of them?

GM: Yup, as far as you can tell. You've gotten pretty decent at the timing on those bag throws, so you maneuver past them pretty easily. Make me a MOVE check for climbing the tree unharmed, though. Brahn, you shake Dexter pretty hard, but he finally wakes up.

Brahn: It's no time for napping, little buddy.

Brittany rolls MOVE, but this time doesn't do so hot.

GM: You almost make it up the tree, swinging out of the way of bags as they coming flying down at you... only to swing straight into some kind of rope trap. It drags your feet out from under you, leaving you dangling from a branch with hands bound.

Brittany: Fantastic.

Dexter: Since I can't dodge these stupid bags, I'm going to hide behind Brahn.

Brahn: And I'm going to keep face tanking these bags as I *ram a tree*. See if I can shake one of these little jerks loose.

GM: Give me BASH.

Brahn rolls BASH, tied for his best score with HOLD. His best die is a 5, and a winner.

GM: You charge across the forest floor, slamming straight into a tree. A goblin comes falling out of it, KO'd the second he hits the ground.

Dexter: I'm staying behind Brahn for cover. I want to take the moment to consider the *perfect*

trajectory... and as soon as he gets us close enough I'm tossing a bomb up in one of those trees.

GM: Roll me WISE.

Exactly what Dexter wanted. He hits the WISE check out of the park with a 6, reaching into his bomb bag and tossing a short-fused explosive at one of the goblins.

GM: The bomb lands perfectly on the branch, balancing so well you wish more people could see it. It blows up in the goblin's face, and he comes flying clear out of the tree. One more.

Brittany: I don't recommend climbing the trees.

Dexter: I don't climb *anything*. Brahn, toss me at that goblin.

Brahn: On it.

GM: Brahn, you have ogre mitts, right? I'm pretty confident you could do it, so you don't need to roll for it. Dexter, what do you want to do after Brahn... uhh, throws you?

Dexter: The goblin's just standing on a branch or something, right? As soon as I get close to the goblin, I'm activating my lightning rod. Stunning him should be enough to throw him off balance.

GM: Alright. So Brahn throws you, you come flying at the goblin... make a MOVE check to activate lightning rod before the goblin gets a bag toss off.

Dexter: Ooh, the ol' quickdraw.

Dexter rolls MOVE... 3. Not good enough. But wait! He burns his WISE score, reducing it by 1 point, and letting him reroll a check. He rerolls the MOVE check... and clears it with a 5. The goblin is stunned, falls out of the tree, and is knocked out by his impact with the ground.

Character Creation

There's only a few steps to making a character in RemiNES. I tried to make everything as clean and quick as possible, because I personally hate having to take hours and hours combing over charts and digging through different books to roll a guy up. I've had nights where making a party's worth of characters took longer than the game itself did, and that's no good.

But! Your absolute first step in creating a character should probably be talking to the game master. What kind of game are they running? Cyberpunk? Elves and ogres? Modern beat-em-up? You don't want to come to the party dressed wrong, that's embarrassing for everybody. Heck, talk it out with the other players, as well. Make sure everybody's on the same page, and nobody's accidentally stealing each other's shticks.

My hope with RemiNES was that you could make almost anything with it. Or at least, anything that might have showed up in an old SNES or Sega Genesis game. Dark magicians, armored turtles, whip-weilding vampire hunters... heck, I might have even snuck in some things from later generation consoles. I had a choice between leaving all the powers flavorless, or giving them individual flavors but giving you the option of changing that flavor. I went with the latter, just in case somebody doesn't want to do all the work of making stuff up. Hey, I've been there, it's cool. Just know that you can swap around the descriptions for pretty much anything. If you want to get places but you don't like the dragon shoes, turn 'em into a grappling hook or a teleporter or whatever. I don't care, man, it's your character.

The first step to creating a character is coming up with a concept. Do you want to be a wizard of the arctic arts, studying magic and slinging icicles? Do you want to be a seven foot lizard monster, breathing fire and smashing down walls? Do you want to go rushing in with guns blazing, or maybe play a more supportive role?

Talk it over with the gamemaster and other players, maybe jot some notes down. Finding out more about the campaign and what sort of adventures you'll be getting into can help cook up inspiration for your character.

Creating a character is a three step process, after all the thinking parts.

- **Stats**, which govern your dice rolls and show what the character's strengths are;
- Two **Quirks**, which are personality traits that help your character regain burnt points, and
- Two **Specials**, which are the powers, items, spells, and other unusual traits that make your character unique.

STATS

Every character starts seven points. These points are split amongst your four main stats. No more than three points in any single stat!

BASH is how much havoc you can wreak. When you set a demolition, try to win a fight with brute force, try to intimidate someone, or try to run over a bad guy with your car, you roll BASH.

BASH is not necessarily tied to strength! There are plenty of big, hulking brutes that simply don't win fights. There's also more than enough small, scrappy fighters that can tear a house

down! BASH can be a demonstration of size and power, but it could just be that you know your way around the battlefield.

HOLD is how hard it is to shake you. When you want to hold a point, fight off a poison, stand tall in the face of fear or just pin a door shut, HOLD is the stat you want more of.

HOLD is not just physical tenacity. It can be mental, spiritual, or sometimes just plain old luck. In general, it's just about maintaining things the way they are--even things like holding your breath or staying stable on slippery ice can be considered HOLD checks.

WISE is how much you can piece things together. Spotting secret doors, figuring out an enemy's weakness, and remembering tidbits of useful information are all under the heading of WISE.

Not all wisdom is about education, though. Some characters are just naturally observant, or have a "good eye" for detail. Sometimes the relevant hints you can recall were picked up by pure coincidence! On the other side of the coin, some of the most intelligent people in the world can't slap their ideas together to get anything done. WISE isn't a measure of brains, but rather, how far you can stretch the brains you have.

MOVE is being where you want to be whenever you want to be there. Dipping, dodging, climbing, swimming. Can you dance through a storm of arrows without taking a hit? Can you do it without anyone *noticing*?

MOVE isn't about physical quickness, but agility and subtlety. A true master of elusiveness can palm a coin purse without getting caught, sneak past a tower full of guards, or even trick a monster into running off a cliff. It's about making people think you're going one way when you're already halfway to the opposite direction.

QUIRKS

Quirks are little features in your character's personality. They're tried-and-true facets, gimmicks that make the character stand out and stay memorable.

More importantly, they return burnt points! Roleplaying out your character's specific quirks can return a stat point that you've burnt on rerolling checks or recharging specials.

You can select up to two quirks to define your character. When you've met the requirements for a quirk, you may restore a point to a burnt stat of your choice up to its normal maximum. You can do this once per session per quirk, to regain up to two points. You can change your quirks around as your character progresses and changes; however, changes to your quirk list should only happen before or after a session is over, not during the game itself.

Note that this list is by no means exhaustive! If you and your gamemaster can agree on a quirk not listed here, feel absolutely free to use it.

LIST OF QUIRKS

Befriender: Go out of your way to make new friends, especially if doing so has no tangible, immediate benefit.

Bookworm: When reaching a new location or starting a new scene, immediately start reading or looking for something to read.

Braggart: Tell a story of some great feat you've accomplished, relevant to what's currently going on in the game.

Braver: Lead the charge, and be the first to march into a likely dangerous situation.

Challenger: Issue a challenge to someone. It

can be anything--a fight, a drinking contest, a dance off, as long as there's a real chance you could lose.

Empathic: Take the time to find out how one of your teammates feels about a relevant subject.

Imitator: Attempt to do something just because you saw someone else do it.

Jubilator: Celebrate way more than the thing you're celebrating really warrants.

Lone Wolf: Refuse help for something you might not be able to handle alone.

Loyal: Inform others about your religion, organization, political affiliation, or some other major group you're apart of.

Masquerader: Lie about your identity, or pretend to be someone else entirely.

Performer: Put on a show for a crowd, demonstrating a talent you possess.

Planner: Construct and explain an elaborate plan for something, even if it's not entirely necessary or the plan doesn't get used.

Prima Donna: Go out of your way to improve your appearance. Do something that will substantially change the way you look.

Regretter: Take full and open blame for something the party failed to do.

Romantic: Pursue an intimate relationship with somebody, even a stranger.

Sage: Provide someone with helpful and currently relevant advice, or say something that inspires them to improve after a failure.

Saint: Openly forgive someone for a real slight that they committed against you.

Savage: Refuse a modern comfort or convenience

in favor of something more primitive.

Sneak: Successfully attack someone that isn't aware of your presence.

Soldier: Successfully execute a command that you've been given.

Team Player: Risk or sacrifice something important to you (or even your well being) for the sake of a teammate.

Tender: Brew a drink, cook a meal, or otherwise create a consumable treat for another person.

Thinker: Solve a problem purely with your brains instead of brawn.

Tinkerer: Discover the purpose of a strange device, or repair a broken machine.

Tranquilizer: Help someone that's stressed out to calm down and relax a little.

SPECIALS

Specials can be any number of strange properties. Legendary equipment, spells or powers, strange racial traits, learned talents, companions, anything! Specials are what separate an adventurer from a normal person, and you'll acquire more over time.

Though most of the specials in this book are listed as items, that's just for convenience purposes! If you were so inclined, you could just grab some random specials, say your character found them in a dungeon and not think twice about it. Easy peasy!

But! You're free to re flavor specials any way you want. Instead of having a circlet that lets you read auras and detect lies, you could say it's a natural feature of elves (and your character is totally an elf). A magic lantern that shoots fireballs? Maybe your character is instead a master martial artist whose mastery of her chi lets her throw flames

with her hands. Any specials with an element to them can also be reskinned. Don't like throwing lightning? Turn it into something else. It's your special, customize it! Talk with your GM about more dramatic changes, but as long as the mechanical effect is roughly the same, it should all be okay.

Specials are treated with the same narrative respect whether they're talents, spells, items, racial traits, or anything else. They're intrinsic to the character. They're iconic. You should never be stripped of your specials, or have them deactivated involuntarily, or anything like that. Your item-based specials should not be stolen. Your spell-based specials should not be suddenly forgotten. They're a core part of your character.

By the same token, in general only *you* can use your specials. In cases of weapons or other equipment, it's simply that other people can't understand your gear the way you can. For you, it's like an extension of your body; for them, it's some alien technology attuned to a different soul.

For the most part, you shouldn't change specials once you've obtained them. It's part of your character now! It'd be like changing your skin or your height. Just absolutely wacky. That being said, with a proper in-game reason and an agreement with your GM, specials can be swapped out at later dates. It's definitely not something you should do all the time, though! They're your specials. Your *specials*. You should be properly attached to them.

Every new character starts with two specials, but you'll pick up more as your character adventures.

OTHER GEAR

In addition to your specials, you're allowed to pick a weapon to become your *personal* weapon. This weapon is, like your specials, iconic to your character. Whether it's a sword, a shotgun, or even something like a frying pan or a giant yo-yo

(or even your bare hands!) the weapon will get treated with narrative respect and threat. It's a hero's weapon wielded *by* a hero, no matter how silly it might appear.

You'll also be given 10 bits (or the currency that your campaign setting prefers, if your world doesn't happen to use bits). Bits can be spent at shops and bazaars that you'll find as you adventure to purchase usable trinkets. These items are powerful but temporary boosts, much like your specials, but they can only be used once each.

You can also buy more mundane items, like rope or a pickaxe, for 5 bits each. Ask your GM about other items you might want to purchase!

ADVANCING

Sometimes after completing a major quest or finishing a key dungeon, you'll become stronger!

Upgrades improve one of your specials. When you receive an upgrade, increase the number of times one of your specials can be used. "Once per session" becomes "twice per session," "three times per scene" becomes "four times per scene," etc. You can also talk with your GM about other ways to improve a special, like giving it a new functionality or increasing its strength. If you don't have anything that you can upgrade at the moment, you can stock the upgrade for later.

Sometimes you'll receive a new special! When this happens, you instantly gain a special of your choosing. It follows all the rules that your starting specials do. What sort of level up bonus you receive for finishing a major task is up to the GM, and will vary from game to game.

EXAMPLE CHARACTERS

**PRIESTESS**

The divine is not above us. It is within us.

BASH 0
HOLD 3
WISE 3
MOVE 1

SAINT
TRANQUILIZER

HEAL MIRACLE

Your holy magic can slowly heal, mending cuts and undoing injuries at will but at a steady pace. Once per session, you can instantly and fully heal someone.

PROTECTION

You can create small walls of divine force. Once per session, you can turn this into a larger bubble to cover an entire group of people.

**PSYCHERPUNK**

In the year 20XX, most detectives are telepaths.

BASH 2
HOLD 1
WISE 2
MOVE 2

SNEAK
THINKER

MIND'S EYE

You can sense the auras of any creatures near you and their attitude toward you. Once per session, you can detect if someone is lying.

PYROKINESIS

You can launch fireballs with your mind. Once per scene, you can cause an enemy to spontaneously combust.

Special List

Here is the grand list of all the specials. Or at least, all the specials I came up with. I know in my heart of hearts that I probably missed some huge, super important special ability that like has *totally got to be there* and I, in my infinite foolishness, completely neglected it. Luckily, this whole thing's pretty plug-and-play friendly. If there's something you desperately want and it's not here, ask your GM about it. Tell him I said it was probably alright, if he won't listen to you maybe he'll listen to me.

Quirks, usable items, all that jazz are kinda the same way. If it's not there, put it there. RemiNES is a skeleton (because skeletons are cool) to be worked and reworked a dozen different ways to do whatever it is you want to do with it. If you want it to be your favorite 1986 wizard game but with your awesome self-insert character as the protagonist, hey--you do you, I won't judge. I'm trying to make this game do a whole lot of things, and there's no way I can account for all them. That being said, I hope what I've got here's enough to show you a good time. I know I had fun writing it all, at least.



BARRIER TOME

You can create small walls of solid force that hover an inch past your open palm. This thin plate of magical force is slightly bigger than a piece of paper, and can take an appreciable amount of abuse without shattering. Once per session, you can turn this small shield into a larger bubble to cover an entire group of people.



BODY TEMP

You ignore the more extreme side effects of weather and climate conditions. In a desert, you don't thirst any harder than usual, nor do you risk dying of heat exhaustion. In a blizzard, you stay perfectly warm without any real effort. Even a sweltering volcano struggles to make you sweat. Note that a fireball or a freezing spell will still effect you, but you hold a comfortable body temperature in unusual environments.



BOMBER'S BAG

Once per scene, you may retrieve an explosive from this pouch. The bomb's timer will immediately begin to tick down, displayed as a burning fuse, a series of changing runes, a digital clock, or some other highly visible facing. A bomb will count down from a minute by default, but you can pull a bomb with a smaller timer if you prefer. A bomb from this bag will usually explode in a 40 to 50 ft radius, but you can negotiate with your GM for a differently sized explosion.

This item is mostly designed for pure, wanton destruction, but you could also pick it up as a more elemental-focused item. A bag of ice bombs that freeze everything in their radius, for instance, or a box of EMPs that short circuit all electrical equipment in the radius but leave living creatures unharmed. This sort of distinction should be made when the special is first taken (no swapping out bomb types mid-combat or anything like that). Gaining access to a new type of bomb can also be a good way to spend an upgrade.



BOOK OF MOUTHS

You can understand, read, write and fluently speak any and all languages. You also recognize any languages when you see or hear them, and can identify their source country or other broad origin. This extends even to primitive languages, like the grumbings of animals or monsters. Of course, the book doesn't make you any better at negotiating, and a wolf that wants to eat you will probably do so whether you can talk to it or not.



BOTTLED WIND

This oversized jar produces an infinite amount of strong wind from its mouth. As soon as it's uncorked, it'll begin to spray in a swirling gust, making it hard to hold onto. Normally the wind isn't strong enough to do much with, but once per scene you can increase the power of the wind to blow enemies away, shove you out of the way of danger, or perform some other task that a big ol' bottle of wind would be good for.



BUNNY EARS

Your running speed is doubled. Once per session, you can choose an otherwise normal task (fixing a door, chopping the head off a dragon, delivering a letter) and perform it at outright ridiculous speeds--fast enough that people watching can barely keep up with the event, and that the entire thing takes place over maybe a second or two.



CAPTAIN'S COAT

Once per session, you can summon the aid of three competent fighters. The default option is three decently trained knights with swords and shields, but you've got a lot of wiggle room for alternatives. Summoning a trio of skeletal warriors, a squad of hand-built robots, three brutish plant monsters... whatever works! The summoned minions don't have any special abilities or powers, and will leave at the end of the scene. When under your command, their actions will use your rolls.



CHANNELLER'S GEM

You can send psychic messages to anyone that you've personally met, as long as you mostly remember an interaction with them. These messages are just words (no images), and the person receiving the message knows that they're hearing a psychic message. As long as you are connected to them mentally, they can send messages back to you. You can only be connected to one person at a time.



CHEF'S KNIFE

You can eat anything. Literally, anything, as long as you can fit it in your mouth. Expired foods, hot magma, poisons... it all provides you nutrition and fulfillment as though it were actually food, and you suffer no ill effects. You know when you eat something that would have otherwise been dangerous, but not the details of why. For instance, you would know instantly if you swallowed poison, but you wouldn't necessarily know what type of poison or who put it there.

Once per session, you may open your jaw to wider-than-normal proportions and consume an object or minor enemy that's as large as you or slightly larger.



CHICKEN WHISTLE

You can summon a mount! From motorcycles to small tornadoes, unicorns to... yes, giant chickens, there's any number of options for a rideable entity. Discuss new ideas and possibilities with your GM.



COPYCAP

You are able to copy odd traits and features from enemies you encounter. A dragon's fire breath, a rhinoceros's massive horn, a knight's swordsmanship, things of that sorts. When you take this special, choose a way to copy things (getting hit by what you want to copy, slay the monster with your favorite sword, etc). When you copy something, choose one property and gain a weakened version of it. You can do this as often as you want, but you can only have one copied power at a time. New powers erase old ones.



DESTROHAMMER

Once per session, you may choose an inanimate object, item, device, or other non-living entity. Regardless of its size or composition, you can completely and irreparably destroy it. It is fragmented into so many insignificant pieces that it cannot be reassembled, if it's not entirely disintegrated.



DIVINE CIRCLET

You can sense the auras of any creatures near you, even through walls and in hiding places. You get a general feel for each aura, and its attitude toward you--fearful, hostile, welcoming, apprehensive, etc. Once per session, you can detect whether or not someone is lying.



DRAGON SHOES

Once per session, you can instantly and safely leap to any location that you can see, no matter how far away it is or how obstructed the path is.



DUELING BLADE

Once per scene, you may challenge a single opponent. That enemy must focus any hostility it has toward you, ignoring other possible targets in favor of you. The enemy will fix its attention on you until one of you is either no longer capable of fighting, or no longer willing to.



FIRST AID SPRAY

When applied to wounds, this spray will slowly heal, mend, and disinfect. Given enough time, you can take care of pretty much any injury. Once per session, you can instantly heal someone of injuries, blindness, poisons, and diseases.



FIRST STRIKE

Once per scene when you are ambushed, taken by surprise, caught off guard, or otherwise attacked in a combat scenario, you may instead have retroactively struck first. You replay the moment exactly the same, except that you are no longer surprised, and attack the enemy before they attack you.



FREEZING CANE

You may launch icicle javelins from this withered cane, firing them at enemies at will. Once per session, you may instantly and completely freeze an object or minor enemy, encasing it in ice. The victim becomes immobile and inoperable, removed from combat unless someone breaks it out. For alternative flavors, consider a sleeping effect or petrification instead of freezing.



GRIM GEAR

You no longer need to eat, drink, sleep, or breathe. You cannot be afflicted with poisons, toxins, diseases, or similar ailments short of magical transformations and the like. You do not get tired. However, this comes at a price! You are no longer considered a "living" creature, and instead are an automaton (a robot, undead, golem, etc). You cannot be healed by conventional means--no healing

spells, no first aid, no health potions. You must be repaired instead. Choose one element to be your weakness (holy, water, fire, electricity, etc); you are completely disabled by that element.



HEROIC HELM

Once per scene, you may instantly dive into the way of an oncoming attack to protect another character. The person you save is made completely safe from the attack. You, however, do not have the option of blocking or dodging the attack, and must take the full force of it.



HOLY SCRIPT

You can create a holy circle on the ground. Undead and inherently evil creatures or items cannot pass into this circle, and must immediately leave the area if they are standing where the circle is activated. This circle lasts for as long as you wish, but you can only have one circle active at a time. For reflavoring, consider another specific group for the circle to protect against (wild animals, robots, etc).



INSTANT EXIT

Once per session when you are not being actively watched, you can instantly leave a situation or area. You and you alone simply *disappear*, and no one notices that you've gone until long after you've beaten your retreat. There is no real explanation for how you do this or where you go.



LIGHTNING ROD

You can fire off electrical bolts from this metal staff to attack your foes, and do so at will. In addition, once per scene, you can stun any enemies near you. They are rendered completely helpless, usually for about three or four seconds.



MAGIC LANTERN

You can, at will, shoot magical fireballs that burst on impact. Once per session, you may choose one minor enemy to spontaneously combust. The foe bursts into flames completely regardless of size, usually going into a wild panic and running into a random direction. Unless someone puts their fire out, this will usually remove an enemy from combat entirely.



MEDITATION

Once per session, you do one of two things: either instantly and completely recover any damage, wounds, injuries, and other physical pain you've been inflicted, or completely remove any status effects that you're under (frozen, turned into a frog, poisoned, etc).



MERMAID SCALE

You are able to breathe underwater just as well as you can on land. In addition, you are a master swimmer, incredibly fast and graceful once you get under the waves.



MIGHTY PLATE

Once per session when a failed check should injure or possibly even kill you, you can instead have the armor take the brunt of the impact. You still failed at whatever it was you were trying to do, but you were not slain because of it.



MIRROR SHIELD

Once per scene, you can deflect an energy attack. This includes laser beams, magic spells, fireballs, and other non-physical blasts. You choose where the attack is deflected toward, whether it's back at the original attacker or somewhere else entirely.



MULTITOOL

This handy gadget can be used to slowly repair any number of devices, machines, robots, and even normal everyday objects. Given enough time and effort, you can fix almost anything. In addition, once per session you can repair something instantly.



NINJA TABI

You may walk across any surface, even if it shouldn't support your weight. You are not harmed by surfaces that should deal you damage. You can walk across paper, lava, spikes... anything and everything. You are also never hurt by falling too large of a distance.



OGRE MITTS

You are substantially stronger than a normal person. Once per session, you may choose one object to lift, regardless of its size and weight, and lift it. For the rest of the scene, you will treat the object as though its weight were only half of your own.



PIXIE CROWN

You are able to fly. However, you are also much, much smaller than a normal character, and everything is scaled down appropriately. Your fireballs are very small fireballs, and your sword is a very small sword, etc.



RAVEN MAGNET

You can walk or climb along any surface, regardless of what it's made of. You can scale straight up flat walls and even traverse ceilings without any notable effort, hanging idly upside down if you so choose.



RAY BUSTER

This arm cannon can fire impact blasts of concentrated plasma, roughly the size of a basketball, whenever you want. Once per scene you can charge the cannon up, and fire off a blast about twice as big as you are.



SILENT BELL

Once per scene, you may choose a target and render it magically silenced. They cannot speak, and any attempts to make noise will mysteriously fail. Once per session, you can put this effect on a group of foes that are near each other,

silencing them until the end of the scene. When you upgrade this ability, you can only improve one function at a time--the per scene and per session abilities don't improve at the same time.



SMITHING GOGGLES

Choose a material, like wood, metal, or ice. As long as you have some of the base material to work with, you can craft basic or simple items almost instantly. Tools, statues, even weapons and the like. Even with larger objects, you work extremely quickly as long as you have enough to work with.



SPINNING RING

Once per scene, you may roll into a ball and launch yourself at an amazing speed. Almost nothing, be it friend or foe, can stop you once you get going; nothing short of a very hard, very sturdy wall could possibly end your roll. However, you cannot turn very well, and need plenty of room to maneuver if you want to sweep back the other direction.



STONE MASK

You can, at will, transform a small portion of your body into solid stone. Punch with stone fists, turn your face into stone to block an incoming attack, and so on. Once per session, you can turn your entire body into heavy stone simultaneously. You are almost indestructable in this state, and just as immobile; you cannot be moved until you turn back to normal. You can remain in this fully stone state for as long as you wish.



THIEF GLOVE

Once per session, you can instantly steal an object or item and no one will notice. Even items that are perfectly attended to or that are still actively being worn can be snatched with no difficulty.



TRAP KIT

Once per session you can declare that an enemy has *fallen into your trap*! You retroactively establish that you set a trap up beforehand, and your hapless foe has strolled right into it. Decide on a type of trap to snare them in (like a pit, a falling cage, series of poisoned darts, etc).

Running a Game

This is mostly a section for game masters, but all you players (and player haters) are free to read this, too. I don't know, it might give you some inspiration, or at least appreciate what your GM does better. Running RemiNES can be a little weird if you're used to running a more conventional (see: stiff) roleplay system, since there's not like... initiative orders or anything, and players can just do whatever.

This can also be tough for players, so bear with 'em. I've had a lot of dyed-in-the-wool oldschool types that look like a deer in the headlights when you tell them there's no HP, or that their sword doesn't do any specific amount of damage. You can attack things by *not* attacking them. Some of the most savage, murder prone characters I've seen were just really good at baiting bad guys off of cliffs. That can be weird for people that haven't played a variety of systems.

Pacing a session or a campaign out in RemiNES also takes some getting used to, and I apologize for that. I tried to explain it as well as I could in the next section, but the GM basically decides when and how people level up, and that's the sort of responsibility that might take trial and error to get right.

CAMPAIGNS

The first step to starting up a campaign (well, aside from getting a place to play and people to play with) is deciding on a setting. RemiNES can be used in a wide variety of worlds and times. Will you run a game in a post apocalyptic future, with robots and mutants? Something more medieval fantasy perhaps, with elves and trolls? Maybe even a modern setting with street gangs and car chases, or the distant shores of a foreign war.

The next question is one of goal. While the party will likely start off doing something small, like rescuing a friend or hunting down some storied treasure, a bigger campaign will want to funnel into a broader, more expansive end. Collecting seven stars to be granted a wish, stopping a crew of renegade robots from taking over the city, taking down a demon lord, things of that sort. Not every session has to directly involve the series goal, but there should always be some big, daunting task hanging over the party, keeping them together and driving them forward.

BUILD UP

Most sessions will have two phases: the build up, and the dungeon.

The build up is where the players find out what they're supposed to be doing. Your party arrives in town, and hears about some major disaster. Or, a mysterious letter is slipped under your door. Bread crumbs eventually lead you to the real problem, and finally, its solution.

The build up phase should be an adventure unto itself, and far more than just driving the party to a dungeon. Sometimes, this build up *can* be a whole session. Solving a murder mystery, investigating a drought, researching the location of an ancient tomb... side quests, exploration, and interacting with new characters can flesh

out motivations, establish stakes, and give the players reason to do what they're doing. Most of the time, the build up stage takes place in a town, church, camp, military base, or other fairly peaceful location where the heroes can get their business sorted, shop for supplies they might need, and make plans for tackling the journey ahead.

SETTLEMENTS

A settlement of any sort should (usually) have two things, at minimum, for proper character comfort. The first is a resurrection facility.

Characters out in the wild or in a dungeon can recover from injury, break each other out of bad situations, and otherwise watch their backs in tight spots. However, *coming back from the dead* is a more difficult task, with fewer ways to accomplish it. Unless you're running a very serious campaign, most established towns and centers of commerce should have a place that brings back the dead.

How this works can vary depending on the world setting! The easiest answer is either magic or the power of miracles. A church or shrine can be an easy place to bring back fallen heroes with few questions asked. There's usually an in-universe rule about how only those that died unnaturally can be brought back. If you passed away of old age or a conventional illness, or if it was just "your time to go," then you're out of luck. Knights eaten by monsters or tossed into volcanoes didn't go out "*naturally*," so they get some slack from the powers that be.

In games styled more on science fiction, your holy church can be replaced by something like a cloning lab that will only make copies of the deceased. You can even get *really* weird with it--maybe the world has rips in its psychic tapestry, from which memetic duplicates of recently dead heroes sometimes emerge. You know, just something like that.

The other thing that (most) towns will have is a shop or two. There's an entire section (page 27) on the sort of items these shops will carry--big, powerful artifacts not unlike specials, but single use. They're handy, but once they're used up, they vanish.

A single shop will carry between one and three such items. What items the shop has is determined by the GM. As a GM, you want to try and stock a shop with things you think the party might need for their upcoming dungeon, or maybe just items the party generally likes to have.

Limiting the party to only seeing one, maybe two shops per session, with only a handful of items available at said shops, keeps heroes from overstocking on healing items and the like and just brute forcing their way through danger. Resource management should be important! The decision of whether to use an item or not should be a heavy one. Using an expendable power up isn't that intimidating if you have thirty of them stocked up, though.

Sometimes a shop can show up in a dungeon, as well! These types of shops tend to be mysterious, elusive, or even a little strange. After all, why would someone run a shop in a dungeon? They may carry rarer items, items at dramatically different prices, or even items with secret uses or unusual traits.

In addition, most towns will also sell some fairly mundane gear. Fishing kits, cookware, inn rooms, lanterns, and things of that sort are 5 bits a piece.



DUNGEONS

Eventually, the road should take the heroes to a dungeon. With the murder mystery solved, the culprit escapes into his massive manor. The source of the drought is traced to a monster in the woods. The party discovers the secret of navigating a sandstorm, and reaching the old tomb they seek.

Dungeons don't have to be *dungeons*. They can be haunted ships, overrun research facilities, reactivated power plants, old sewer systems, military bases, magical forests... almost anything, really. The idea is that of a large structure to be navigated and explored, with a diversity of bad guys and traps so the protagonists can cut loose with their powers. You want to stretch yourself thin on a gauntlet of foes, solve puzzles and work your way to the *real* villain. A difficult journey to the heart of an enemy's headquarters for an incredible showdown is an ideal way to punctuate a game and end a session.

Once the boss of the dungeon is beaten, the (small, local) problem is resolved, and the heroes should be one step closer to solving their *bigger* problem. If the heroes are after magic crystals, maybe the boss drops one (or the crystal was responsible for the boss being a bad guy at all). If the heroes are hunting demon lords, then a demon lord should be at the helm of the dungeon. Piece by piece, dungeon by dungeon, the party pushes toward its real goal... solving smaller problems and fighting off other threats along the way.

Of course, it doesn't always have to be that simple. Sometimes the heroes get sidetracked! Maybe getting into a dungeon requires a fairy's mirror, and the only way to get that mirror is to go somewhere *else* and run a *totally unrelated* dungeon. Maybe personal issues come up, and the heroes have to put off their main quest to help fight an invading army, or rescue a family member, or even to procure a boat.

The path should be simple to start off with. Go to town, find out about dungeon, beat dungeon, get thing. But as the adventure pushes on and the world opens up, complications should arise. New issues, new dilemmas, new foes and obstacles... the world can be an interesting place, and if the heroes' goal was an easy one, someone else would have already done it.

THREATS

All threats to the players, be they monsters, traps, or environmental problems, come in two flavors: major and minor.

Minor threats are mooks, goons, henchmen. They can be disposed of easily with powers (magic lantern can instantly fry them, freezing cane can instantly freeze them, etc), and typically go down and out with one good hit. When a player fails a check against a minor threat, they get decommissioned from the *scene*, but they're otherwise fine. They get tied up, knocked out, temporarily frozen or put to sleep. *Sometimes* the player might carry their status effect out of the fight with them (poison, for instance, tends to be longer term), but minor threats never *kill* anyone.

Major threats are different. Major threats are dungeon bosses. They're campaign villains. They're major NPCs. Major threats aren't taken out by anything easily. They break out of ice within seconds, or only part of their body can be frozen. Light them aflame, they shake it off. They might cycle through different stages, they might require some obscure, esoteric method to defeat, and if you fail a check against them? They will make you dead, and dead is a little harder to come back from.

Major threats should be used sparingly to punctuate a session, and should provide some sort of reward on their defeat.

REWARDS

Aside from the satisfaction of a job well done, a beaten dungeon should offer tangible rewards. Winning something from that life-threatening boss battle can keep players going, and reignite their excitement about adventuring.

The most obvious reward is money. Though this book refers to all money as "bits," you can use whatever's appropriate to your world. Credits, rubles, gems, double dollars, gold coins, whatever works. For small quests or quicker dungeons, the standard is about 10 to 30 bits per player. For bigger, more expansive dungeons, 50 or more can be acceptable. Give more if you're not giving out much else in that dungeon.

At the end of a major dungeon, where the heroes have slain a vampire king or obtained a wishing star or whatever it is that they're doing, you can grant the party a more mechanical reward. Upgrades and new specials can be given out after a particularly tough dungeon. Upgrades allow the hero to improve their specials, increasing once-per-session powers into twice-per-session powers. New specials are just that--new specials. The player can pick one out immediately and add it to his arsenal. Maybe the fight inspired a new technique, or maybe the dungeon boss dropped some sweet loot. You don't really need to justify it.

Give the party upgrades the most frequently. They're a noticeable improvement, but don't drastically change the way a character operates. You should typically give the players one new special for every two to four upgrades they've received.

Though, you're certainly free to do it differently! That's just my suggestion. Because it's left in the hands of the GM, you're able to slow down or speed up the pace of progress for longer or quicker campaigns. If you think the heroes are developing too quickly, throw in smaller dungeons

or side quests that offer money or temporary items, but no progress for the character on paper. If it's been way too long since the heroes leveled up, slam them with a few big plot-centric sessions in a row to catch them back up.

Typically, you want these big improvements directly attached to major dungeons. They signal progress both mechanically and narratively, and make these sprawling, plot heavy sessions all the more worth the effort.

GAME MASTER TIPS

If it wouldn't be a challenge for the character, don't make them roll for it! Say a character with ogre mitts (super strength) is kicking in a wood door--can you really imagine him failing that? Just give it to him.

Likewise, if you know the task is impossible (cutting an indestructable hide, for instance), don't make the player roll for it. Give him the free shot at it, tell him it doesn't work.

Always give alternate routes, and always plan for failure. If the players need to get through a door, be ready if they fail to get through it. When players do fail, don't just end it there! Make failure interesting. Provide new routes and new hooks. Have something else happen because the party failed.

Fights should be like a puzzle. It's easy to run in, roll BASH and kill all the monsters. Make monsters that are weird! Make monsters that can phase through walls, or are only weak at certain times or in certain places. Make monsters that are volatile, or keep regenerating, or do things that confuse the players. Make monsters so large that they have to be climbed. Nobody should just be slogging their way through fights, they're just as important to a session as investigations and social interactions are.

And don't just rely on monsters! Use traps, use terrain, use environmental hazards. Swinging

blades, lava pits, poisoned air, crushing walls, darts shooting out of the walls, fake doors, false floors, flame jets... make the players use stats besides BASH! Make them dodge, make them notice, make them withstand.

Pay attention to the players' abilities and quirks. Give them opportunities to shine! A quirk like befriender isn't all that fun if there's no NPCs to make friends with.

Don't be afraid to throw in side quests! Offer rare, useful items like pocket altars and skeleton keys for doing things like fishing or hunting down specific monsters. It doesn't always have to be a rush to shove the party into the next dungeon.

Don't take away the players' goodies. Robbing them of their specials, or of usable items that they've worked hard to earn, is a cheap way to hike up difficulty and you can do better than that.

Usable Items

This is the big ol' list of important usable items. Give them out in dungeons, give them out for sidequests, sell them in shops. Just like level ups, you as a GM really get to decide when these items show up, so you can space things out appropriately. If players are getting a little too dependent on red potions, stop giving them red potions. Boom, easy solution.

Have I mentioned that you can change stuff around if you want to? Add stuff to the list. Change stuff on the list. I know I couldn't possibly have thought of everything, or this book would be much longer. Come up with your own crazy items with their own wild purposes, tease your players with the grand mystery of what your new items could possibly do. Make items they'll be begging for more of.

Oh, and just like with specials, feel free to re flavor these. If you're running a futuristic game with hoverbikes and cyborgs and stuff, replace the red potions with stimpacks or matter injectors or whatever. Alice cap? Mutagen serum. Skeleton key? Hacker's keycard. It's your game, your world, you do your thing.

**ALICE CAP**

This mysterious mushroom, when eaten, will increase your size by double what it normally is. With this comes an increase in strength and toughness, as well! Be warned, some fiendish salesmen sell mushrooms that do the exact opposite, shrinking you instead of making you grow. The effect lasts until the end of the scene. Average Price: 30 Bits

**BIRD LEAF**

I know you're thinking, "but birds don't have leaves!" And yet, here we are. When crushed, this leaf allows you to take flight, which lasts until the end of the scene. Average Price: 60 Bits

**CHILLY PEPPER**

After eating this blue pepper, you become immune to ice for the rest of the scene. You cannot be frozen, and you do not notice the effects of cold. Average Price: 40 Bits

**FAIR FLAG**

Hoist this foggy flag into the air to activate it. The current difficulty is lowered by one point, and the flag dissolves. Average Price: 100 Bits

**FOCUS CRYSTAL**

This crystal will protect its holder against a single mind-altering effect, like fear or sleep. Once it has defended against one such ailment, the crystal will shatter. Average Price: 15 Bits

**GHOST TICKET**

When held into the air, this ticket will summon a ghost train. The train can take the ticket holder and his companions to any location they've ever been to previously; however, it is a one way trip. Average Price: 40 Bits

**GREEN POTION**

This rather bitter drink comes in a handy glass bottle. When the entire potion is ingested, you can choose one of your specials that you've expended a use of, either for the scene or session, and regain one use of it. Average Price: 70 Bits

**HOT TULIP**

No one knows where these strange flowers grow, but they can stay alive long after being plucked. When activated, you can throw fireballs from your hands for the rest of the scene; after that, the flower burns away. Average Price: 25 Bits

**JUDGING EYE**

To activate this eery glass eye, squeeze it in your palm and ask someone a question. They are forced to answer the question honestly. The eye will break afterward. Average Price: 70 Bits

**POCKET ALTAR**

This mysterious structure weighs heavy in your hand. It can be used, one time, to bring a killed hero back to life. They instantly appear in front of you, and the altar evaporates into light. Price: 100 Bits

**RAIN ROCKET**

When this firework is lit and launched into the air, it will begin to rain, and continue to do so for the rest of the day. Average Price: 10 Bits

**RED POTION**

This surprisingly tasty drink comes in a delightful glass bottle. When you drink the entire bottle, you're instantly healed of any physical injuries and ailments, like poison, disease, and blindness. Average Price: 40 Bits

**SKELETON KEY**

This mysterious key will instantly open any door with a physical lock. However, once it's used, the key will turn to dust and be rendered unusable. Average Price: 50 Bits

**SPICY PEPPER**

After eating the pepper, you become completely immune to fire for the remainder of the scene. You can swim in lava and get engulfed in flames to no ill effect. You cannot be burned. Average Price: 40 Bits

**TASTY MEAT**

This perfectly treated, perfectly seasoned monster meat is an irresistible delicacy to primitive beasts. When tossed into the open, it'll instantly draw the focus of any savage monsters or animals in the area, gaining the entirety of their attention for the rest of the scene. However, the meat is quickly ruined once hungry monsters get to it. Average Price: 20 Bits

**TRAVELING NOTE**

This paper has a strange, glossy feel to it, and is used for sending messages to far away places. When you get done signing your name at the bottom of it, the note will immediately teleport to whoever you were thinking about when you wrote the note. Average Price: 10 Bits

**TRUEFORM**

This little glass vial, when broken against a character, will reverse any strange transformations they've fallen under. Petrification, frog, turned into a werebeast... any of those can be taken care of with a liberal application of Trueform. Average Price: 30 Bits

**ZOMBIE CROWN**

When this bone-crafted crown is placed upon the head of a deceased creature, they are brought back as an animated zombie under the command of whoever crowned them. The creature will stay in this state until the end of the session. Average Price: 200 Bits

Bestiary

I know I didn't really have to. I mean, if you're grabbing a book like this, you probably have some craaaazy campaign in mind based on your favorite game, and you're in a frantic rush to toss in all the monsters and traps and hazards from that. But, I felt like the book was lacking a little something, and I didn't want to leave you hanging. So, here's some ideas for monsters.

It's not much. I mean, not compared to what it *could* be. If you just wanted to stick to the basic concept of "monsters from that game I like," you'd already have a pretty fat list of potential threats *before* you start making your own stuff up. I swore this book was just a skeleton, though, just a jumping off point for you and *your* wacky adventures. I'm not going to make a five volume set of guides to all the great monsters I came up with while trying to find a copyright-safe way to incorporate bob-ombs. Or, I dunno, maybe I will totally do that and sell it as its own thing later. Don't tempt me, I really like writing about imaginary monsters.

AUTOMOBOMB*Mechanical Explosive***Class:** Minor**Habitat:** Urban

Building a smarter bomb seemed like a good idea at the time. Imagine, an explosive that can walk itself to its destination, and knows when to go off. As artificial intelligence advances, though, the bombs get smarter and smarter... until eventually, they start to rebel. Automobombs are self aware explosives. Some have an agenda, others are just hostile toward their creators in general. Their only real method of attacking is to blow themselves up.

**CLUCKATRICE***Draconic Poultry***Class:** Minor**Habitat:** Any

Though comical in appearance, these half-dragon half-chickens are actually incredibly dangerous. For starters, they breathe a potent gray fume that, if inhaled, will turn its victim to pure stone. They lay explosive eggs, and while they can't fly *per se*, they can gain substantial height and somewhat glide by fluttering their chubby wings. They're sometimes kept as pets by more devious villains.

**FLYING SQUID***Aerial Octopode***Class:** Minor**Habitat:** Aquatic

Giant squids are already frightening enough, but now they're taking to the air. Using their tentacles to propel themselves through the sky, flying squids move as though they were still underwater. These massive creatures are normally peaceful, but get quite territorial and can be a threat if you have to adventure near their homes. A squid's preferred strategy? Grabbing a victim and tossing them off into the water, or dragging them under the depths. They can also fire off blasts of ink to inflict blindness from a distance.

GRABDO*Clingy Undead***Class:** Minor**Habitat:** Haunted

Nobody likes mummies, and these mummies in particular get rather... *attached*. Grabdos like to wrap their limbs around a hapless victim, piling on and crushing their target as they drain the life force from them. This can make getting rid of the grabdos rather messy--you might hesitate to, say, stab or burn one when it's attached to your best friend. Be especially wary around loose dirt or sand, as sometimes Grabdos like to bury themselves and wait for prey to walk by.



GRAVE SLAVER

Walking Cemetary

Class: Major

Habitat: Haunted

Ghosts hang out near graveyards, but graveyards can't move. But what if they could?! A grave slaver is a ten story golem of cemetary dirt and headstones, filled to the brim with terrifying apparitions. Every attack against it just seems to provoke more fiendish ghosts to come flying out of its haunted mass. They say the grave slaver has a "brain" of sorts, somewhere near the top... but you're going to have to do some scaling to get anywhere near that height, battling ghouls all along the way.

GREUK

Multi-headed Dragon

Class: Major

Habitat: Any

These gigantic, wingless dragons have numerous heads, usually between three to five. They can breathe fire (or, more rarely, ice or electricity), and their torsos almost instantly regenerate from most damage. The most interesting trait is their heads, however. Once cut off, a greuk's head will become possessed by the host body's malevolence, and begin to fly around on its own. A detached greuk head flies at an amazing speed, and will mercilessly hunt down and try to tear apart whoever cut off the head. Only when all the heads have been removed will a greuk's body die.



IRON HECTOR

Pushy Automaton

Class: Minor

Habitat: Any

Eight feet tall and made of indestructable metal, these big bullies have one goal in mind: shoving you into and off of things. Usually placed around pools of lava, acid, quicksand, or other undesirable substances, their lack of arms leave an Iron Hector with a single means of attack. They charge off at startling speeds, and slam into people. That's about it. The real trick is luring them off the same ground they're fighting you over.

MOLEMIN*Digging Mammal***Class:** Minor**Habitat:** Subterranean

Though cute on the outside, these fluffy mole creatures can be quite the pest. They like to attack with their sharp claws, then retreat underground. They also like to weaken the earth in seemingly random spots, creating makeshift pit traps. Sometimes these traps get even more elaborate, with rolling rocks breaking through the walls and ceilings collapsing as adventurers draw near.

**RABA DULAGEN***Fireproof Serpent***Class:** Major**Habitat:** Volcanic

These oversized salamanders have thick, heat proof hides, allowing them to swim in seas of hot magma. Of course, the food supply isn't exactly diverse when the temperature gets that high, so raba dulagens will take any opportunity to taste new prey. In addition to their strong appetites and powerful jaws, they often suck lava into their cheeks, only to break the surface and spray the hot liquid at more stingy opponents.

**RODOMA***Armored Bug***Class:** Minor**Habitat:** Desert

These enormous scorpion-like monsters are terrifyingly mobile. They can climb walls, have a poisonous stinger, and can fire heat beams from their single eye! That eye is also their only weakness; the rest of their armored body is nigh impenetrable. Most enemies associating with a rodoma will try to protect its vulnerable eye.

SKELEMAN*Bony Undead***Class:** Minor**Habitat:** Haunted

Though not the most capable fighters, skelemans (no, it's not skelemen) tend to make up for their poor strength with sheer numbers. Skelemans are always tied to some particular object--it could be a gravestone, a magic crystal, or even something like a portrait. Until that object is destroyed, any skelemans that are connected with it will reassemble seconds after being broken.

TRENT

Immobile Plant

Class: Minor

Habitat: Forest

A big ol' tree might not seem all that threatening, especially if it can't move from where it's rooted. Don't underestimate these mighty oaks, though! Their enormous mouths can blow gusts with enough force to send a hero flying, and they can shake their branches to drop massive fruits on unsuspecting foes. Trents are usually put in place to guard an object or location, and sometimes other monsters like to hang out in their shade. In essence, a Trent pulls double duty as an environmental hazard while other fighting is going on.

WALLMONGER

Resident Undead

Class: Minor

Habitat: Haunted

There's just something about a long, creepy arm emerging from the wall that just doesn't quite sit right. Wallmongers like to lie in wait, resting inside the dungeon walls until they're least suspected. Then, they grab an unaware victim, dragging them off to another dimension! Victims of a wallmonger are usually deposited into another room. Some wallmongers have a particular room in a dungeon that they like (a holding cell of sorts), while others will just randomly throw adventurers all over the place. Wallmongers can also be competent fighters in their own right! You can develop a mean choke hold when you're nothing but an arm.

WARZARD

Fiesty Spellcaster

Class: Minor

Habitat: Any

Let's be honest: any sort of wizard is a jerk. Teleporting, creating illusory duplicates, shooting fireballs and turning people into frogs... come on! Luckily, most particularly potent practitioners of menacing magics like their space, so you won't see too many warzards hanging out with each other.



CHARACTER NAME

RACE

JOB

GENDER

PLAYER NAME

BASH

BURN

HOLD

BURN

WISE

BURN

MOVE

BURN

\$

GEAR

SPECIALS

QUIRKS

BASH: Main stat for dealing damage, breaking things, forcing things out of place, and otherwise messing stuff up.

Bits: Money, probably. Can be reflavored as coins, credits, dineros, dosh, or whatever's appropriate to your campaign.

Burn: When you burn a stat, you lower its value by 1 point. You can burn a stat whenever you want, and it lets you a.) get a charge back on a special, b.) lower the difficulty, or c.) retry a failed check.

Check: A test to see whether or not your character can accomplish something. Roll dice based on your stat--if you meet or beat the difficulty, you have succeeded at the check.

D6: A six sided die, frequently packaged with board games. The only dice you'll need for RemiNES.

Death: When you die, only certain items and NPCs in town can bring you back.

Dice: If this book ever says dice or a die, it means a d6. RemiNES doesn't use any other types of dice.

Difficulty: How hard it is to do anything right now. Difficulty starts at 3, and goes up after good scenes, and goes down after bad scenes. It can bottom out to 2, or go all the way up to 6. To succeed on a check, you have to meet or beat the difficulty.

Dungeon: A location that the adventuring party has to fight their way through for story reasons. Usually filled with monsters, traps, and ending with a boss.

Gear: Any number of items, from the mundane (a shield, a bag of marbles, a funny hat) to the unusual (resurrecting altars, healing potions, flowers that let you shoot fireballs).

HOLD: Main stat for stopping in place, standing

your ground, withstanding effects, keeping things shut, protecting other people and objects, and otherwise staying the course.

MOVE: Main stat for dodging, jumping, climbing, maneuvering, stealing, sneaking, hiding, or anything else motion and subtlety related.

Quirk: A distinct trait of your character's personality. Once per session you can act out a quirk, and get back one of your burnt stat points. You can find a list of quirks on page 11.

Scene: A section of gameplay. Could be a room in a dungeon, could be a conversation with the king, could be any brief event in the same area.

Session: A full gaming experience, consisting of multiple scenes linked together to tell a story.

Special: A special is a unique property of your character. Magical items, spells you know, super attacks you can perform, racial traits, and things of that sort are specials. You get two to start with and can get more by adventuring.

Stats: Your four main character attributes (BASH, HOLD, WISE, and MOVE). You get 7 points to put in these at creation. Minimum of 0, maximum of 3. When you make a check, roll d6s based on the stat's score and take the highest die outcome.

Status Effect: Any unfortunate effects on your character. Injury, blindness, poison, frozen, frogged, things like that. You can find a full list on page 6.

Upgrade: Sometimes picked up after clearing a dungeon and beating a boss. An upgrade improves one of your specials, usually by increasing how often you can use it.

WISE: Main stat for noticing things, piecing things together, figuring things out, remember things, and anything else brain or mind or intuition related.