

EVIL RPG

Core Rulebook



The world's most *EVIL* roleplaying game...

Before Each Session:

Listen to an Evil Song of Choice

This can be any song that seems evil. You must do this before each session.

The Oath of Wrongdoing

May all the old villains' old crimes be outweighed

By the acts of wrongdoing I've planned for today.

Evil, misfortune, and atrocities

Today will take place in EVIL RPG

Types

Beast

Score: Strength

Abilities: Keen, Flight, Water Breathing, Climber, Unarmed Attack

HP: 50 + Resilience

Humanoid

Score: Intelligence

Abilities: Keen, Scholar, Emotional Intelligence, Strong Will, Psychic, Climber

HP: 60 + Resilience

Monstrosity

Score: Defense

Abilities: Shapeshift, Terrify, Liquid Body, Keen, Huge, Dinnertime

HP: 90 + Resilience

Mutant

Score: Choice 1 & Choice 2

Abilities: Choice 1 & Choice 2

HP: Average Choices + Resilience

Plant

Score: Resilience

Abilities: Poison, Vines, Passive Heal, Disguise, Photosynthesis, Multi-hand

HP: 70 + Resilience

Robot

Score: Speed

Abilities: Genius, Lifter, Database, Flight, Fighter, Climber

HP: 80 + Resilience

Type Abilities

Note: To use a type ability, you must spend a king unless denoted as passive.

Climber – You can scale a surface even if it is difficult to grip.

Database – Has a collection of places, people, and things that they can attempt to access.

Dinnertime – You can eat a target who is 3hp or lower.

Disguise – You can blend in with any foliage.

Emotional Intelligence – You can read or manipulate someone, giving you a +3 to your conflict draw.

Fighter (passive) – Punches get a +3 bonus to damage.

Flight (passive) – You lift off the ground and switch to flying movement.

Genius – Can attempt to figure out extremely difficult things.

Huge (passive) – You are of the size huge and get a +1 to strength.

Keen – You gain a +3 to your perception draw.

Lifter – Can lift things up to 4 times their weight.

Liquid Body – You can squeeze through a tight space.

Multi-hand (passive) – You have an extra hand to hold items.

Passive Heal (passive) – If you have 5 cards in your hand at the start of your turn, you gain 1 hp up to your maximum.

Photosynthesis (passive) – If you have 5 cards in your hand at the start of your turn, you get a +1 to all defense draws.

Poison – Give the poisoned effect to the victim of your next attack.

Psychic – You can read someone's thought.

Strong Will (passive) – You drop to 1hp instead of dying once per shuffle.

Scholar – You have a giant knowledge base and can attempt to search it for answers

Shapeshift – You can change forms into a creature of similar size.

Terrify – You can cause a target to be terrified of you.

Unarmed Attack (passive) – Attacking with parts of your body gets a +2 to damage.

Vines (passive) – Your range on every weapon/attack gets a 1m bonus.

Water Breathing (passive) – You can breathe underwater.

Classes

Italicized weapons denote proficiency with weapon type.

Assailant

Abilities: Double Strike, Empowered Assault, Break

Weapons: *Heavy Melee*, Any

Murderer

Abilities: Marksman, Increased Stamina, Execute

Weapons: *Heavy Ranged*, Any

Pirate

Abilities: Expert Dodger, Dash, Lesser Wizardry

Weapons: *Medium Melee*, *Light Ranged*

Scientist

Abilities: Medication, Performance Enhancer, Invention

Weapons: *Light Ranged*

Spaceman

Abilities: Patch Wounds, Suit-Enhanced Strike, Lesser Invention

Weapons: *Medium Ranged*, *Light Melee*

Wizard

Abilities: Danger Sense, Spell Combo, Wizardry

Weapons: *Light Melee*

Class Abilities

Note: To use a class ability, you must spend a queen unless denoted as passive. If an ability is denoted as strong, it requires two queens. If it is denoted as a Unique Capability, it requires the 10 configuration.

Assailant:

Double Strike – Attack Twice in one turn.

Empowered Assault – Your attack gains an extra 5 damage.

Break (strong) – Pick a target who is under 10hp, you break them, causing them to drop to 1 instantly.

Assault (Unique Capability) – Instantly deal 100 unavoidable damage to target.

Murderer:

Marksman (passive) – All accuracy related draws gain a +1.

Increased Stamina – You may move double your speed this turn.

Execute (strong) – If your draw totals 10, you deal triple damage.

Kill (Unique Capability) – For the next 5 turns, all your attacks light people on fire. If they are already on fire they instantly explode.

Pirate:

Expert Dodger (passive) – You gain a +1 to all defense draws.

Dash – You charge at a target that is at least 10 meters away, dealing an extra 7 damage.

Lesser Wizardry – Wizardry with only 6 SP.

Piracy (Unique Capability) – A cannon comes out of the ground at your location. It has 3 shots, and each one does 75 damage on hit.

Scientist:

Medication – You have a medication that heals a being of choice, including yourself, 10hp.

Performance Enhancer (strong) – You have a substance that increases someone's damage by 5 points for 3 turns.

Invention – Described later.

Nuke (Unique Capability) – You have a very small nuke that can level a city. It can be sent anywhere within a 10-mile range.

Spaceman:

Patch Wounds – You heal yourself 5 hp.

Suit-Enhanced Strike – You deal an extra 4 damage, and if your draw totaled 10, send the target back 10 meters.

Lesser Invention – Invention, simply with only 7 IP. If you spend 4 queens, you may gain 3 IP for a turn.

Localized Sunbeam Blast (Unique Capability) – You send a blast of sun-fire out of your chest. It is 3m wide and 100m long. Anything touched by it takes 100 damage and burns. You cannot move during use. Where you are facing at the start of your turn is where it fires.

Wizard:

Danger Sense – On a successful dodge, if the attack is within 1m, you deal 1 damage in response.

Spell Combo (strong) – You can cast 2 spells in 1 turn.

Wizardry – Described later.

Curse (Unique Capability) – You pick 3 targets. They are given 5 turns to live. At the start of each turn, every draw gains an additional -1. After they die, if you can touch all 3, you regain all spell points.

Invention

Every shuffle, you start with 10 invention points (IP). There is no way of regaining IP other than reshuffling. Unused IP do not carry over. You can spend your invention points on the following actions:

Create Chemical:

Cost: 3 IP

Time: 5 turns

Using the chemicals you carry on you, you synthesize a new one that does one of the following:

- Deals 10 acid damage on hit.
- Blinds target for 10 turns on consumption.
- Heals target by 10hp.
- Paralyzes target for 10 turns on consumption.
- Gives target a +3 to speed and strength for 5 turns on consumption.
- Explodes on container breaking, damaging 20 – distance (m) to center of explosion to all those in 10m.
- Flashes on container breaking, blinding and deafening all those looking for 2 turns.

Any other chemicals you'd like to create need to be approved by the -EVIL MASTER-

Modify Weapon:

Cost: 4 IP

Time: 1 turn

Using a chemical created using “Create Chemical” you can modify a weapon you can hold to apply the effect when dealing damage. This effect only lasts for one successful use.

Create Robot:

Cost: 7 IP

Time: 10 turns

With the metal and wire scraps you carry, you can build a small robot. It can walk, fly, or move through water and it has 10hp. The robot can serve one of the following purposes:

- Feeds video into a screen you hold.
- Moves towards a target and explodes, dealing 50 damage.
- Act as a remote communicator between two groups.
- Project convincing images in the air.
- Collect specified resources.
- Set fire to a designated location.

Any other robots you'd like to create need to be approved by the -EVIL MASTER-

Create Tool:

Cost: 10 IP

Time: 10 turns

With the metal and wire scraps you carry, you can build a tool. If you give it to another person, you must show them how to use it otherwise it requires a smarts check. The tool can be one of the following:

- A set of communicators.
- A geo-locator and receiver.
- A disguised microphone and receiver.
- A vitals monitor.
- A set of speed enhancing shoes.
- Amplifier or projector.

Any other tools you'd like to create need to be approved by the -EVIL MASTER-

Wizardry

Every shuffle, you start with 10 spell points (SP). There is no way of regaining SP other than reshuffling. Unused SP do not carry over. Only one spell can be active at a time unless it is marked as passive. You can spend your spell points on the following spells:

Change Weather (8 SP) – You can change the weather to be of your choice for the local area.

Confuse (3 SP – passive) – Selected target must enter a smarts conflict with you. If they lose, they become confused for 3 turns.

Element Ball (2 SP) – Send a ball of an element of choice at 1 target. Draw for attack and damage. If successful, target gets effect of element.

Empower (2 SP - passive) – Attacks for the next 2 turns gain a +1 to damage.

Fuck-everything-in-that-general-direction (10 SP) – You must have at least 10 cards in discard. Draw cards from your deck until you reach a jack. Deal that amount of damage to a target. If you reach the end of the deck with no jacks, you are downed instantly and on your next shuffle, regain 0 SP.

Good Heal (4 SP) – Heal target by 17hp.

Harm (1 SP) – Attack a target. Deal damage. If they have 2hp after your attack, they die.

Hex (X SP – passive) – Selected target get a -X on all draws for X turns.

Invisibility (6 SP) – You become invisible. You can still be touched and physically affect the world around you. This effect lasts 3 turns.

Levitate (3 SP - passive) – Selected target levitates for 3 turns. If they are in the air when the effect wears off, they float slowly to the ground.

Lightning Strike (6 SP) – Lightning strikes target. This deals 20 damage.

Possession (8 SP) – If anyone looks you in the eyes, you may attempt to possess them. If you beat them in a conflict, you gain control of them for 3 turns. You cannot make them harm themselves. If your target dies while in your possession, you are downed as well.

Shapeshift (6 SP) – You can shift your form to be that of any creature of similar size. This Lasts until interrupted by next spell.

Shitty Heal (1 SP) – Heal target by 3hp.

Stop Time (9 SP) – Stop time for 3 turns. You may move things up to half as much as you could normally carry. Casting a spell ends the time stop early.

Summon Water (1 SP) – You summon 4 liters over a target's head.

Weapons

Weapons come in several different types. When you create a character, you also create their arsenal. Depending on what class you've chosen for your character, they may have one weapon or several. They may also have one weapon proficiency or many. When creating a weapon all of these stats will be factored into its damage output. However, there are a few things you need to understand first before creating a weapon.

Weapon Weights

Weapons have various different sizes and weights. This factors in to how well your character is able to use them. If a weapon is heavy and not enough power is put behind the swing, the damage will take serious debuff. To determine if your character has put enough into an attack, look to the suit of the card. They are arranged in a hierarchical structure.

Diamond – Heavy and lower

Heart – Medium or lower

Club – Light

Spade – None

If your character is proficient with a weapon, you may treat its weight as one less than it actually is (Heavy becomes Medium, Light becomes None). To make an attack with a heavy weapon, for example, you must have a diamond in your draw. You can use a card from a lower weight if needed, though it will cause you to incur damage penalties. To make an attack with a light weapon, you need a club or better in your draw. A diamond would work in this case, as well. When using a card for a different weight, damage is modified. If the card matches, damage is normal, but for every weight below, your damage receives a –2 penalty. If the card is above the weight of your weapon, you get a +2 for every level above. So, for example, if you had a light weapon and have a diamond in your draw, when you calculate damage, you'd receive a +4 since diamonds are 2 weights above light. If you attack with a heavy weapon and all cards in your draw are spades, you'd receive a –6 to your damage as spades are 3 weights below heavy. There is also a class of weapons called super heavy. They require two cards in a draw, though they still may not exceed 10 in sum. Both cards must be diamonds. Only one diamond is considered a weight below and a spade is considered 4 below. When damage is dealt, the element of choice has its effect applied to the defender.

Melee:

Light – No bonus damage, 0.5m range (Stabbing or Slashing)

Medium – Receive half of strength as bonus damage, 0.5 range (Stabbing, Slashing, or Bruising)

Heavy – Strength as bonus damage, 1m range, (Stabbing, Slashing, or Bruising)

Super Heavy – Strength as bonus damage, 1m range, (Stabbing, Slashing, or Bruising) and One Element

Ranged:

Light – No bonus damage, 20m range, (Stabbing or Penetrating)

Medium - Receive half of speed as bonus damage, 30m range, (Stabbing, Penetrating, or Concussive)

Heavy – Speed as bonus damage, 40m range, (Stabbing, Penetrating, or Concussive)

Super Heavy - Speed as bonus damage, 50m range, (Stabbing, Penetrating, Concussive, or Bleeding) and One Element

Building a Character

Scores:

Strength – Describes physical fitness and abilities.

Speed – Determines how fast and precise you can move.

Smarts – Describes the intelligence.

Resilience – Describes healthiness.

Defense – Determines how well you can defend against damage.

When creating a character, you have 15 points to spend. All scores start at 0 and have a maximum of 6. You can distribute the 15 points at your discretion.

Types:

Select the type you want your character to be. The name of the species you want your character to be is up to you. Once you've decided on the type your character will be, you have 4 points to spend. A point can either get you an ability from the ability list or add a +1 to the score associated with the type. You can spend all 4 on +1 bonuses or abilities, or any mix of the two.

Classes:

Select the class you want your character to be. There are no special choices to be made here.

Weapons:

Given your classes weapons, when given a specific type like "Light Ranged" your task is to determine its damage from the ruleset and flavor it to match your character. For any weapon labeled "Any," you may choose any type and calculate its damage. This may also be flavored to suit your character.